

Wizard Warfare

Bestiary

v1.1

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Alpha Bear



Type: Monster

Battle Type: ⚔️ Melee (2 per squad)

Movement Type: 🦶 Land

Spawned By: Bear Cave, Grove, Enchanted Forest

STATS

Health: 60 ❤️

Size: 6

Armor: 10/10 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 10 🦶

EQUIPMENT

Melee: Bite 19 🗡️

Melee: Claw (x2) 21 🗡️

Melee: Roar 🌀 AoE 2 ▼

Natural Armor: 10 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

❄️ Frost Resistance (+5)

🧠 Psionic Resistance (+5)

Effects:

🦊 Animal

🌲 Forest Survival

🦁 Brave (+2)

Description:

Bears are large, powerful mammals, growing up to 3 metres tall and weighing over half a tonne. Their strength, razor-sharp teeth and claws, and tough, furry hide make them dangerous hunters.

Alpha Polar Bear



Type: Monster

Battle Type: ⚔️ Melee (2 per squad)

Movement Type: 🦶 Land

Spawned By: Polar Bear Cave

STATS

Health: 75 ❤️

Size: 7

Armor: 12/12 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 10 🦶

EQUIPMENT

Melee: Bite 22 🗡️

Melee: Claw (x2) 24 🗡️

Melee: Roar 🌀 AoE 2 ▼

Natural Armor: 12 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

❄️ Frost Resistance (+10)

🧠 Psionic Resistance (+5)

Effects:

🐾 Animal

🧊 Arctic Survival

🦁 Brave (+2)

Description:

Dwelling primarily in cold, arctic conditions, Polar Bears are even larger and stronger than normal Bears. They are aggressive carnivorous hunters and very dangerous enemies.

Ancient Giant Crocodile



Type: Monster

Battle Type: ✖ Melee

Movement Type: 🦶 Land

Spawned By: Crocodile Nest

STATS

Health: 60 ❤️

Size: 7

Armor: 16/16 🛡️

Visual Range: 2 👁️

Map Moves: 2 🦶

Battle Moves: 10 🦶

EQUIPMENT

Melee: Bite 20 ✖

Melee: Tail Smash 17 ✖ AoE 1 ●

Natural Armor: 16 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

🧠 Psionic Resistance (+5)

Effects:

🦎 Animal

🦎 Swamp Survival

🦁 Brave (+4)

Description:

Giant Crocodiles are huge armored reptiles with a bite force that can crush a man in full armor.

Angel



Type: Monster

Battle Type: ✂ Melee (3 per squad)

Movement Type: 🦋 Flying

Upkeep: 5🟦

Summoned By: 🛐 🛐 🛐 Summon Angels (Ritual)

Spawned By: Monastery

STATS

Health: 40❤️

Size: 6

Armor: 11/11🛡️

Visual Range: 3👁️

Map Moves: 3🦋

Battle Moves: 20🦋

EQUIPMENT

Melee: Solar Blade 24🔪 +5🛐5🔥

Melee: Solar Burst (5 ammo) 5🛐5🔥 AoE 1🟡

Natural Armor: 10🛡️

ABILITIES

Resistances:

🛐 Holy Immunity
🛡️ Dispel Immunity

🔥 Fire Resistance (+5)
🦟 Poison Resistance (+15)

💀 Death Resistance (+5)

Auras:

🕯️ Bless Aura

🕯️ Holy Light Aura

Effects:

🦋 Physical Flight
🕯️ Bless

🛡️ Magic Resistant (+4)
🦁 Brave (+6)

Description:

Angels are supernatural flying beings and guardians of Heaven. They oppose evil in all forms and deliver judgement with righteous, fiery wrath.

Animist



Type: Tier I

Battle Type: Caster (3 per squad)

Movement Type: Land

Production Cost: 60

Upkeep: 2

Upgrades: 240 Druid

Required Buildings: Apprentices Guild

Militia Garrison: Apprentices Guild

Spawned By: Garden, Grove, Enchanted Forest

MAGIC

Magic Paths:

Bonus Paths: (50%) / (25%) / (25%)

Mana: 150

Research: 1

STATS

Health: 10

Size: 3

Armor: 1/1

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Melee: Dagger 10

Helmet: Cloth Hood 1

Armor: Cloth Robe 1

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Poison Resistance (+4)

Effects:

Humanoid

Swamp Survival

Brave (+2)

Forest Survival

Magic Resistant (+2)

Description:

Masters of beasts, minerals and poisons, Nature mages exist in harmony with the natural world. Animals and vegetation perform their bidding, yielding secrets both beneficial and toxic to other living beings. Life, death, decay and rebirth are all considered fundamental to the cycle of Nature.

Animists are worshippers of the natural world, believing in the sentience of animals, plants, rocks, weather and all aspects of the natural environment. They love Nature but their knowledge of Nature magic is weak.

Some Nature mages may have acquired minor skills in Holy or Astral magic.

Archangel



Type: Monster

Battle Type: ✖ Melee

Movement Type: 🦋 Flying

Upkeep: 8 ●

Summoned By: 🛐 🛐 🛐 🛐 Summon Archangel (Ritual)

STATS

Health: 120 ❤️

Size: 8

Armor: 17/17 🛡️

Visual Range: 3 👁️

Map Moves: 4 🦋

Battle Moves: 20 🦋

EQUIPMENT

Melee: Solar Blade 32 🗡️ +8 🛐 8 🔥

Melee: Solar Burst (5 ammo) 8 🛐 8 🔥 AoE 1 ●

Natural Armor: 16 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

🔥 Fire Resistance (+10)

☠️ Poison Resistance (+15)

💀 Death Resistance (+5)

Auras:

🛐 Bless Aura

🛐 Holy Regeneration Aura

🛐 Holy Light Aura

Effects:

🦋 Physical Flight

🛐 Bless

🛐 Holy Regeneration

🛡️ Magic Resistant (+8)

🦋 Brave (+10)

Description:

Angels are supernatural flying beings and guardians of Heaven. They oppose evil in all forms and deliver judgement with righteous, fiery wrath.

Archangels are the Lords of the Angels, beautiful and terrifying beings of immense Holy power.

Archbishop



Type: Tier III

Battle Type: Caster (3 per squad)

Movement Type: Land

Production Cost: 240

Upkeep: 8

Upgraded From: Priest

Required Buildings: Academy of Magic

Militia Garrison: Academy of Magic, Wizard Tower

Spawned By: Monastery

MAGIC

Magic Paths:

Bonus Paths: (50%) / (25%) / (25%)

Mana: 350

Research: 6

STATS

Health: 10

Size: 3

Armor: 1/1

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Melee: Dagger 10

Helmet: Cloth Hood 1

Armor: Cloth Robe 1

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Death Resistance (+8)

Effects:

Humanoid

Magic Resistant (+4)

Brave (+2)

Description:

Holy Magic is the power of spiritual peace, virtue and divine justice channelled through the will of a caster. Blessings, healing, lifegiving and the smiting of Demons and Undead are all within the power of a Holy mage.

Archbishops are powerful wielders of Holy magic, leaders of huge congregations and providers of hope and divine favour to the masses.

Archbishops also act as focal channels for divine justice and vengeance, dealing devastation to the unholy and the wicked.

Some Holy mages may have acquired minor skills in Nature or Astral magic.

Archdruid



Type: Tier III

Battle Type: Caster (3 per squad)

Movement Type: Land

Production Cost: 240

Upkeep: 8

Upgraded From: Druid

Required Buildings: Academy of Magic

Militia Garrison: Academy of Magic, Wizard Tower

Spawned By: Enchanted Forest

MAGIC

Magic Paths:

Bonus Paths: (50%) / (25%) / (25%)

Mana: 350

Research: 6

STATS

Health: 10

Size: 3

Armor: 1/1

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Melee: Dagger 10

Helmet: Cloth Hood

Armor: Cloth Robe

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Poison Resistance (+8)

Effects:

Humanoid

Swamp Survival

Brave (+2)

Forest Survival

Magic Resistant (+4)

Description:

Masters of beasts, minerals and poisons, Nature mages exist in harmony with the natural world. Animals and vegetation perform their bidding, yielding secrets both beneficial and toxic to other living beings. Life, death, decay and rebirth are all considered fundamental to the cycle of Nature.

Archdruids have mastered Nature magic, and are able to bind vast swathes of the natural world to their will. All aspects of Nature are within their grasp, and in turn Archdruids have yielded their souls fully to Nature, many finding that their relationships with 'civilized' society have become impossible as a result.

Some Nature mages may have acquired minor skills in Holy or Astral magic.

Archmage



Type: Tier III

Battle Type: Caster (3 per squad)

Movement Type: Land

Production Cost: 240

Upkeep: 8

Upgraded From: Sage

Required Buildings: Academy of Magic

Militia Garrison: Academy of Magic, Wizard Tower

Spawned By: Magic Vortex

MAGIC

Magic Paths:

Bonus Paths: (50%) / (25%) / (25%)

Mana: 350

Research: 6

STATS

Health: 10

Size: 3

Armor: 1/1

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Melee: Dagger 10

Helmet: Cloth Hood

1

Armor: Cloth Robe

1

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Magic Resistant (+8)

Brave (+2)

Description:

Astral mages study and manipulate the very essence and nature of magic. Illusions, air, electricity, mana, celestial bodies and the void between, and even time itself are of interest to an Astral mage.

Archmages have mastered Astral magic and all aspects of the arcane. Time, energy, raw magical power and even the fabric of reality are but trivial playthings to these Astral mages.

The Universe itself has yielded its secrets to the Archmage, while a cacophany of hideous alien voices from beyond the stars make horrifying demands in exchange for forbidden knowledge. The true Archmage will never be sated in his hunger for secrets and power.

Some Astral mages may have acquired minor skills in Nature or Chaos magic.

Axeman



Type: Tier II

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🏠 Land

Production Cost: 55 🏠

Upkeep: 2 🏠

Upgrades: 240 🏠 Halberdier

Required Buildings: Forge

STATS

Health: 11 ❤️

Size: 3

Armor: 14/14 🛡️

Visual Range: 1 👁️

Map Moves: 2 🏠

Battle Moves: 7 🏠

EQUIPMENT

Melee: Battle Axe 16 🗡️

Helmet: Chain Coif

14 🛡️

Armor: Chain Mail

14 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

👤 Humanoid

⚖️ Unrest Decrease

👤 Brave (+1)

Description:

Axes are primarily offensive weapons, using leverage and momentum to deliver powerful hacking attacks.

Axemen are strong against wooden and armored enemies.

Ballista



Type: Tier I

Battle Type: 🏰 Siege (3 per squad)

Movement Type: 🦶 Land

Production Cost: 80 🪙

Upkeep: 2 🪙

Upgrades: 240 🪙 Catapult

Required Buildings: Mechanics Workshop

Militia Garrison: Ballista Towers

Spawned By: Bandit Camp, Mercenary Camp, Army Camp

STATS

Health: 40 ❤️

Size: 5

Armor: 5/5 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 2 🦶

EQUIPMENT

Ranged: Ballista Bolt (15 ammo) 40 ↘

Natural Armor: 5 🛡️

ABILITIES

Resistances:

🛡️ Poison Immunity

🛡️ Death Immunity

🛡️ Holy Immunity

🛡️ Psionic Immunity

🛡️ Dispel Immunity

↘ Piercing Resistance (+5)

🔪 Crushing Weakness (-5)

🔥 Fire Weakness (-5)

Effects:

👤 Lifeless

∞ Tireless

🪵 Wooden

⚙️ Mechanical

Description:

Siege Engines are large, mechanical weapons of war designed to destroy large targets or heavy fortified structures.

Ballistae are giant crossbows mounted upon a wooden frame. High torsion springs hurl armor-piercing bolts accurately over large distances.

Battle Healer



Type: Human

Battle Type: 🏹 Ranged (5 per squad)

Movement Type: 🦶 Land

Upkeep: 1🟡1🟢

Summoned By: 🛐🛐 Summon Battle Healers (Ritual)

Spawned By: Temple, Monastery

STATS

Health: 10❤️

Size: 3

Armor: 11/11🛡️

Visual Range: 1👁️

Map Moves: 2🦶

Battle Moves: 7🦶

EQUIPMENT

Ranged: Holy Water Vial (3 ammo) 5🛐 AoE 1🟡

Ranged: Major Heal 8🛖 AoE 1🟡

Melee: Mace 16🔪

Helmet: Scale Helmet

11🛡️

Armor: Scale Mail

11🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

💀 Death Resistance (+5)

Effects:

🧑 Humanoid

🙏 Bless

Description:

Battle Healers are armored Healers who specialize in warfare. These clerics wield melee weapons and healing magic with equal skill.

Bear



Type: Monster

Battle Type: ⚔️ Melee (5 per squad)

Movement Type: 🦶 Land

Upkeep: 1 🔵

Summoned By: 🌳 Summon Bears (Ritual)

Spawned By: Bear Cave, Garden, Grove, Enchanted Forest

STATS

Health: 40 ❤️

Size: 5

Armor: 6/6 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 10 🦶

EQUIPMENT

Melee: Bite 16 🗡️

Melee: Claw 18 🗡️

Natural Armor: 6 🛡️

ABILITIES

Resistances:

✝️ Holy Immunity

🚫 Dispel Immunity

❄️ Frost Resistance (+5)

🧠 Psionic Resistance (+5)

Effects:

🦌 Animal

🌲 Forest Survival

Description:

Bears are large, powerful mammals, growing up to 3 metres tall and weighing over half a tonne. Their strength, razor-sharp teeth and claws, and tough, furry hide make them dangerous hunters.

Blue Dragon



Type: Monster

Battle Type: ✂ Melee

Movement Type: 🦅 Flying

Upkeep: 7 ●

Summoned By: ★★★★★ Summon Blue Dragon (Ritual)

Spawned By: Blue Dragon Lair

STATS

Health: 180 ❤

Size: 10

Armor: 20/20 🛡

Visual Range: 3 👁

Map Moves: 4 🦅

Battle Moves: 24 🦅

EQUIPMENT

Melee: Lightning Breath (4 ammo) 25 ⚡ AoE 4 |

Melee: Bite 30 ✂

Melee: Claw (x2) 32 ✂

Melee: Tail Smash 27 ✂ AoE 1 ●

Natural Armor: 20 🛡

ABILITIES

Resistances:

🛡 Holy Immunity

🛡 Dispel Immunity

⚡ Shock Resistance (+25)

Effects:

🦅 Physical Flight

🛡 Magic Resistant (+8)

🦅 Desert Survival

🦁 Brave (+10)

Description:

Dragons are huge, flying lizard-like creatures of immense size and intellect. Some grow in power to rival the Gods themselves, and many command powerful magic. Their teeth and claws are the size of men, and their breath attacks can strike down hordes of foes in seconds.

Blue Dragons crave violence and magic, with breath formed from pure lightning. They recklessly seek battle and danger for the sake of enjoyment.

Ancient dragons have lived centuries, growing to enormous physical size and accumulating vast wealth and power. They are truly terrifying opponents, with intellects and cunning forged from countless victories in battle.

Blue Dragon Hatchling



Type: Monster
Battle Type: ✂ Melee (4 per squad)
Movement Type: 🦅 Flying
Spawned By: Blue Dragon Lair

STATS

Health: 20 ❤️
Size: 4
Armor: 10/10 🛡️

Visual Range: 3 👁️
Map Moves: 2 🦅
Battle Moves: 16 ⚡

EQUIPMENT

Melee: Lightning Breath (4 ammo) 12 ⚡ AoE 2 |
Melee: Bite 10 ✂️
Melee: Claw 12 ✂️
Natural Armor: 10 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity 🛡️ Dispel Immunity ⚡ Shock Resistance (+20)

Effects:

🦅 Physical Flight 🛡️ Magic Resistant (+4)
🦅 Desert Survival 🦁 Brave (+2)

Description:

Dragons are huge, flying lizard-like creatures of immense size and intellect. Some grow in power to rival the Gods themselves, and many command powerful magic. Their teeth and claws are the size of men, and their breath attacks can strike down hordes of foes in seconds.

Blue Dragons crave violence and magic, with breath formed from pure lightning. They recklessly seek battle and danger for the sake of enjoyment.

Dragon hatchlings are tiny by Dragon standards, but are still larger and stronger than Humans. Their teeth and claws are razor sharp, and their instincts drive them to mercilessly and relentlessly hunt, eat and grow.

Bow Militia



Type: Militia

Battle Type: Ranged (10 per squad)

Movement Type: Land

Militia Garrison: Sawmill, Wooden Walls, Sheriff

STATS

Health: 10

Size: 3

Armor: 3/3

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Ranged: Short Bow (15 ammo) 12

Melee: Dagger 11

Helmet: Cloth Cap

3

Armor: Cloth Armor

3

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Cowardly (-1)

Description:

Bows use elastic force to shoot metal-tipped arrows over large distances. The aerodynamic nature of arrows makes them accurate at long range in the hands of a skilled bowman.

Militia are non-professional soldiers who are called upon to defend their lands in an emergency. They lack the skills and training of professional soldiers, and are usually issued only simple weapons. However, a Militia force guarding a fortification can be tricky to defeat.

Bowman



Type: Tier I

Battle Type: Ranged (10 per squad)

Movement Type: Land

Production Cost: 40

Upkeep: 1

Upgrades: 120 Longbowman

Upgraded From: Slinger

Required Buildings: Sawmill

Spawned By: Bandit Camp, Mercenary Camp, Army Camp

STATS

Health: 10

Size: 3

Armor: 7/7

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Ranged: Short Bow (15 ammo) 12

Melee: Dagger 12

Helmet: Leather Cap

7

Armor: Leather Armor

7

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Unrest Decrease

Description:

Bows use elastic force to shoot metal-tipped arrows over large distances. The aerodynamic nature of arrows makes them accurate at long range in the hands of a skilled bowman.

Cannon



Type: Tier III

Battle Type: 🏰 Siege (3 per squad)

Movement Type: 🦶 Land

Production Cost: 250 🏰

Upkeep: 8 🏰

Required Buildings: Siege Workshop, Royal Armory

Spawned By: Army Camp

STATS

Health: 30 ❤️

Size: 5

Armor: 25/25 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 2 🦶

EQUIPMENT

Ranged: Cannon Ball (15 ammo) 43 / AoE 3 |

Natural Armor: 25 🛡️

ABILITIES

Resistances:

- 🦹 Shock Immunity
- 🦹 Poison Immunity
- 🦹 Death Immunity
- 🦹 Holy Immunity

- 🦹 Psionic Immunity
- 🦹 Dispel Immunity
- 🦹 Piercing Resistance (+5)
- 🔥 Fire Resistance (+15)

- ❄️ Frost Resistance (+15)
- 🔪 Crushing Weakness (-5)

Effects:

- 💔 Lifeless
- ♾️ Tireless

- 🔩 Iron
- ⚙️ Mechanical

Description:

Siege Engines are large, mechanical weapons of war designed to destroy large targets or heavy fortified structures.

Cannons are metal tubes which use explosive alchemical powders to fire projectiles. Cannonballs have long range and can smash through multiple ranks of enemy troops.

Catapult



Type: Tier II

Battle Type: 🏰 Siege (3 per squad)

Movement Type: 🦶 Land

Production Cost: 125👉

Upkeep: 4👉

Upgraded From: Ballista

Required Buildings: Siege Workshop

Militia Garrison: Catapult Towers

Spawned By: Mercenary Camp, Army Camp

STATS

Health: 40❤️

Size: 5

Armor: 5/5🛡️

Visual Range: 1👁️

Map Moves: 2🦶

Battle Moves: 2🦶

EQUIPMENT

Ranged: Huge Boulder (15 ammo) 36🔪 AoE 1🟡

Natural Armor: 5🛡️

ABILITIES

Resistances:

🛡️ Poison Immunity

🛡️ Death Immunity

🛡️ Holy Immunity

🛡️ Psionic Immunity

🛡️ Dispel Immunity

🛡️ Piercing Resistance (+5)

🔪 Crushing Weakness (-5)

🔥 Fire Weakness (-5)

Effects:

👁️ Lifeless

∞ Tireless

🦶 Wooden

⚙️ Mechanical

Description:

Siege Engines are large, mechanical weapons of war designed to destroy large targets or heavy fortified structures.

Catapults use elastic force and leverage to hurl huge boulders and other crude projectiles across the battlefield.

Cerberus



Type: Monster

Battle Type: ✖ Melee

Movement Type: 🦶 Land

Upkeep: 4 ●

Summoned By: ❄️❄️❄️ Summon Cerberus (Ritual)

STATS

Health: 100 ❤️

Size: 8

Armor: 25/25 🛡️

Visual Range: 2 👁️

Map Moves: 2 🦶

Battle Moves: 10 🦶

EQUIPMENT

Melee: Flame Breath (4 ammo) 25 🔥 AoE 2 ▼

Melee: Bite (x3) 26 ✂️

Melee: Roar 🧛 AoE 2 ▼

Melee: Tail Smash 23 🗡️ AoE 1 ●

Natural Armor: 25 🛡️

ABILITIES

Resistances:

🛡️ Dispel Immunity

🔥 Fire Resistance (+20)

🧛 Poison Resistance (+15)

❄️ Frost Weakness (-5)

Effects:

🧛 Demonic

🔥 Heat Power (+1)

🛡️ Magic Resistant (+8)

🦶 Brave (+8)

Description:

Hell Hounds are fire-breathing canine Demons kept as pets and guards by more powerful Demons. Although resembling dogs, they are significantly more intelligent and have a savage, evil nature.

Cerberus is the Lord of the Hell Hounds, a huge three-headed monstrosity with metal-infused flesh who guards the gates of Hell.

Chaos Cultist



Type: Tier I

Battle Type:  Caster (3 per squad)

Movement Type:  Land

Production Cost: 60 

Upkeep: 2 

Upgrades: 240  Warlock

Required Buildings: Apprentices Guild

Militia Garrison: Apprentices Guild

Spawned By: Chaos Gate, Small Dungeon, Chaos Cult, Chaos Vortex

MAGIC

Magic Paths: 

Bonus Paths:  (50%) /  (25%) /  (25%)

Mana: 150 

Research: 1 

STATS

Health: 10 

Size: 3

Armor: 1/1 


Visual Range: 1 


Map Moves: 2 

Battle Moves: 8 

EQUIPMENT

Melee: Dagger 10 

Helmet: Cloth Hood 

Armor: Cloth Robe 

ABILITIES

Resistances:

 Holy Immunity

 Dispel Immunity

 Fire Resistance (+4)

 Frost Weakness (-2)

Effects:

 Humanoid

 Desert Survival

 Magic Resistant (+2)

 Brave (+2)

Description:

Demonology and Pyromancy are practised by Chaos mages, byproducts of their obsession with all aspects of the Demonic realms. Unstable, erratic and addicted to raw power, Chaos mages are prepared to sacrifice their souls and sign binding pacts with Demon lords to enhance their own power.

Chaos Cultists are initiates of Chaos magic, attracted to the occult and to forbidden Demonic knowledge. Performing simplistic rituals from ancient tomes often released into the living realms by Demonic forces eager to spread destruction and mayhem, Chaos Cultists are shunned and feared by society.

Some Chaos mages may have acquired minor skills in Astral or Death magic.

Crossbow Militia



Type: Militia

Battle Type: Ranged (10 per squad)

Movement Type: Land

Militia Garrison: Lumber Yard, Stone Walls, Constabulary, City Watch

STATS

Health: 10

Size: 3

Armor: 3/3

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Ranged: Crossbow (15 ammo) 16

Melee: Dagger 11

Helmet: Cloth Cap

3

Armor: Cloth Armor

3

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Cowardly (-1)

Description:

Crossbows use a bow-like elastic firing mechanism with a trigger to release the projectile. Crossbowmen fire with great force, and can hold their aim without tiring, allowing them to pick their shots carefully.

Crossbows are strong against armor, but are slower to reload than bows.

Militia are non-professional soldiers who are called upon to defend their lands in an emergency. They lack the skills and training of professional soldiers, and are usually issued only simple weapons. However, a Militia force guarding a fortification can be tricky to defeat.

Crossbowman



Type: Tier II

Battle Type: Ranged (10 per squad)

Movement Type: Land

Production Cost: 55

Upkeep: 2

Upgrades: 240 Heavy Crossbowman

Required Buildings: Lumber Yard

Spawned By: Mercenary Camp, Army Camp

STATS

Health: 11

Size: 3

Armor: 7/7

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Ranged: Crossbow (15 ammo) 16

Melee: Dagger 12

Helmet: Leather Cap

7

Armor: Leather Armor

7

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Unrest Decrease

Brave (+1)

Description:

Crossbows use a bow-like elastic firing mechanism with a trigger to release the projectile. Crossbowmen fire with great force, and can hold their aim without tiring, allowing them to pick their shots carefully.

Crossbows are strong against armor, but are slower to reload than bows.

Death Knight



Type: Monster

Battle Type: ⚔ Melee (5 per squad)

Movement Type: 🐾 Land

Upkeep: 5 ●

Summoned By: 🧟🧟🧟 Summon Death Knights (Ritual)

Spawned By: Crypt

STATS

Health: 24 ❤

Size: 5

Armor: 20/20 🛡

Visual Range: 2 👁

Map Moves: 4 🐾

Battle Moves: 11 🐾

EQUIPMENT

Melee: Shadow Blade 17 🗡 +5 ⚡ +5 🧟 🚫

Melee: Terrify 🧟 AoE 2 ●

Melee: Hoof 14 🗡

Helmet: Plate Helmet 20 🛡

Armor: Full Plate 20 🛡

Shield: Iron Kite Shield 14 🛡

Mount: Skeletal War Horse

Mounted Armor: Heavy Barding

ABILITIES

Resistances:

🚫 Poison Immunity

🚫 Death Immunity

🚫 Dispel Immunity

🚫 Piercing Ignore (50%)

🗡 Piercing Resistance (+5)

❄ Frost Resistance (+5)

✝ Holy Weakness (-5)

Effects:

🧟 Undead

👁 Lifeless

♾ Tireless

🗡 Skeletal

🛡 Iron Kite Shield

🐾 Mounted

🛡 Magic Resistant (+4)

🦁 Brave (+10)

Description:

Death Knights were great warriors of evil, resurrected with powerful necromancy to become a terrifying scourge upon the living.

They wear heavy armor, wield deadly shadow blades and ride into battle on large skeletal warhorses.

Demon



Type: Monster

Battle Type: ✂ Melee (3 per squad)

Movement Type: 🦋 Flying

Upkeep: 4 🔵

Summoned By: ❄️❄️❄️ Summon Demons (Ritual)

Spawned By: Small Dungeon, Chaos Vortex

STATS

Health: 40 ❤️

Size: 6

Armor: 14/14 🛡️

Visual Range: 3 👁️

Map Moves: 3 🦋

Battle Moves: 20 🦋

EQUIPMENT

Ranged: Ball of Flame (5 ammo) 12 🔥 AoE 1 🔴

Melee: Trident 26 ✂

Melee: Venomous Tail 19 ✂ +10 ☠️

Natural Armor: 14 🛡️

ABILITIES

Resistances:

🛡️ Dispel Immunity

🔥 Fire Resistance (+20)

☠️ Poison Resistance (+15)

❄️ Frost Weakness (-5)

Effects:

👹 Demonic

🦋 Physical Flight

🔥 Heat Power (+1)

🛡️ Magic Resistant (+4)

👹 Brave (+6)

Description:

Demons are denizens of Hell, flying creatures of chaos and evil. They can be summoned by powerful mages, where they willingly form pacts and serve in exchange for blood and souls. Demons hurl flames and pierce flesh with huge tridents and the deadly venom in their tails.

Demonologist



Type: Tier III

Battle Type: Caster (3 per squad)

Movement Type: Land

Production Cost: 240

Upkeep: 8

Upgraded From: Warlock

Required Buildings: Academy of Magic

Militia Garrison: Academy of Magic, Wizard Tower

Spawned By: Chaos Vortex

MAGIC

Magic Paths:

Bonus Paths: (50%) / (25%) / (25%)

Mana: 350

Research: 6

STATS

Health: 10

Size: 3

Armor: 1/1

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Melee: Dagger 10

Helmet: Cloth Hood

Armor: Cloth Robe

ABILITIES

Resistances:

Holy Immunity Fire Resistance (+8)

Dispel Immunity Frost Weakness (-4)

Effects:

Humanoid Magic Resistant (+4)

Desert Survival Brave (+2)

Description:

Demonology and Pyromancy are practised by Chaos mages, byproducts of their obsession with all aspects of the Demonic realms. Unstable, erratic and addicted to raw power, Chaos mages are prepared to sacrifice their souls and sign binding pacts with Demon lords to enhance their own power.

Demonologists have mastered Chaos magic, and can unleash Demonic hordes and fiery destruction upon the world. Their powers allow total domination of lesser Demons, and even command the respect of powerful Demons.

Some Chaos mages may have acquired minor skills in Astral or Death magic.

Druid



Type: Tier II

Battle Type: Caster (3 per squad)

Movement Type: Land

Production Cost: 120

Upkeep: 4

Upgrades: 480 Archdruid

Upgraded From: Animist

Required Buildings: Mages Guild

Militia Garrison: Mages Guild

Spawned By: Grove, Enchanted Forest

MAGIC

Magic Paths:

Bonus Paths: (50%) / (25%) / (25%)

Mana: 250

Research: 3

STATS

Health: 10

Size: 3

Armor: 1/1

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Melee: Dagger 10

Helmet: Cloth Hood 1

Armor: Cloth Robe 1

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Poison Resistance (+6)

Effects:

Humanoid

Swamp Survival

Brave (+2)

Forest Survival

Magic Resistant (+3)

Description:

Masters of beasts, minerals and poisons, Nature mages exist in harmony with the natural world. Animals and vegetation perform their bidding, yielding secrets both beneficial and toxic to other living beings. Life, death, decay and rebirth are all considered fundamental to the cycle of Nature.

Druids have dedicated their lives to serving Nature, interact seamlessly with the natural world, and have access to strong Nature magic. Their connection with the wild means that their personalities are often viewed as primitive, savage and animalistic by society.

Some Nature mages may have acquired minor skills in Holy or Astral magic.

Dwarf Berserker



Type: Monster
Battle Type: ⚔️ Melee (10 per squad)
Movement Type: 🦶 Land
Upkeep: 4👉

Spawned By: Dwarf Citadel

STATS

Health: 17❤️

Size: 3

Armor: 16/16🛡️

Visual Range: 1👁️

Map Moves: 2🦶

Battle Moves: 7🦶

EQUIPMENT

Melee: Battle Axe 20🔪

Melee: Battle Axe 20🔪

Helmet: Dwarven Chain Coif

16🛡️

Armor: Dwarven Chain Mail

16🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

🧑 Humanoid

🛡️ Magic Resistant (+1)

🏔️ Mountain Survival

🦁 Brave (+5)

Description:

Dwarves are stocky, hairy, foul-tempered humanoids who love battle and ale in equal measure, ideally both at the same time. They make loyal friends and terrible enemies who never forget an insult or grudge.

Dwarves are skilled smiths and their metal armor is prized for its resilience.

Dwarf Crossbowman



Type: Monster

Battle Type: Ranged (10 per squad)

Movement Type: Land

Upkeep: 2

Spawned By: Dwarf Hamlet, Dwarf Village, Dwarf Citadel

STATS

Health: 14

Size: 3

Armor: 16/16

Visual Range: 1

Map Moves: 2

Battle Moves: 7

EQUIPMENT

Ranged: Crossbow (15 ammo) 16

Melee: Hatchet 16

Helmet: Dwarven Chain Coif 16

Armor: Dwarven Chain Mail 16

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Magic Resistant (+1)

Mountain Survival

Brave (+1)

Description:

Dwarves are stocky, hairy, foul-tempered humanoids who love battle and ale in equal measure, ideally both at the same time. They make loyal friends and terrible enemies who never forget an insult or grudge.

Dwarves are skilled smiths and their metal armor is prized for its resilience.

Dwarf Guardian



Type: Monster

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🦶 Land

Upkeep: 4👉

Spawned By: Dwarf Citadel

STATS

Health: 23❤️

Size: 3

Armor: 22/22🛡️

Visual Range: 1👁️

Map Moves: 2🦶

Battle Moves: 6🦶

EQUIPMENT

Melee: War Maul 23🔪

Helmet: Dwarven Plate Helmet 22🛡️

Armor: Dwarven Full Plate 22🛡️

Shield: Dwarven Kite Shield 16🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

🧑 Humanoid

🛡️ Dwarven Kite Shield

🦾 Brave (+3)

🏔️ Mountain Survival

🛡️ Magic Resistant (+1)

Description:

Dwarves are stocky, hairy, foul-tempered humanoids who love battle and ale in equal measure, ideally both at the same time. They make loyal friends and terrible enemies who never forget an insult or grudge.

Dwarves are skilled smiths and their metal armor is prized for its resilience.

Dwarf Hammerer



Type: Monster

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🦶 Land

Upkeep: 3👉

Spawned By: Dwarf Village, Dwarf Citadel

STATS

Health: 15❤️

Size: 3

Armor: 19/19🛡️

Visual Range: 1👁️

Map Moves: 2🦶

Battle Moves: 7🦶

EQUIPMENT

Melee: War Hammer 18🔪

Helmet: Dwarven Plate Cap 19🛡️

Armor: Dwarven Plate Cuirass 19🛡️

Shield: Dwarven Shield 16🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

🧑 Humanoid

🛡️ Dwarven Shield

🦾 Brave (+2)

🏔️ Mountain Survival

🛡️ Magic Resistant (+1)

Description:

Dwarves are stocky, hairy, foul-tempered humanoids who love battle and ale in equal measure, ideally both at the same time. They make loyal friends and terrible enemies who never forget an insult or grudge.

Dwarves are skilled smiths and their metal armor is prized for its resilience.

Dwarf Heavy Crossbowman



Type: Monster
Battle Type: Ranged (10 per squad)
Movement Type: Land

Upkeep: 4

Spawned By: Dwarf Citadel

STATS

Health: 17

Size: 3

Armor: 19/19

Visual Range: 1

Map Moves: 2

Battle Moves: 7

EQUIPMENT

Ranged: Heavy Crossbow (15 ammo) 20

Melee: War Hammer 19

Helmet: Dwarven Plate Cap 19

Armor: Dwarven Plate Cuirass 19

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Magic Resistant (+1)

Mountain Survival

Brave (+3)

Description:

Dwarves are stocky, hairy, foul-tempered humanoids who love battle and ale in equal measure, ideally both at the same time. They make loyal friends and terrible enemies who never forget an insult or grudge.

Dwarves are skilled smiths and their metal armor is prized for its resilience.

Dwarf Shotgunner



Type: Monster

Battle Type: Ranged (10 per squad)

Movement Type: Land

Upkeep: 3

Spawned By: Dwarf Hamlet, Dwarf Village, Dwarf Citadel

STATS

Health: 15

Size: 3

Armor: 16/16

Visual Range: 1

Map Moves: 2

Battle Moves: 7

EQUIPMENT

Ranged: Shotgun (5 ammo) 16 (x6)

Melee: Hatchet 16

Helmet: Dwarven Chain Coif 16

Armor: Dwarven Chain Mail 16

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Magic Resistant (+1)

Mountain Survival

Brave (+2)

Description:

Dwarves are stocky, hairy, foul-tempered humanoids who love battle and ale in equal measure, ideally both at the same time. They make loyal friends and terrible enemies who never forget an insult or grudge.

Dwarves are skilled smiths and their metal armor is prized for its resilience.

Dwarven engineers enjoy experimenting with explosive alchemical mixtures to produce crude firearms. The resulting 'Boom-Sticks' fire multiple inaccurate shrapnel slugs.

Dwarf Warrior



Type: Monster

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🦶 Land

Upkeep: 2👄

Spawned By: Dwarf Hamlet, Dwarf Village, Dwarf Citadel

STATS

Health: 14❤️

Size: 3

Armor: 16/16🛡️

Visual Range: 1👁️

Map Moves: 2🦶

Battle Moves: 7🦶

EQUIPMENT

Melee: Hammer 16🔨

Helmet: Dwarven Chain Coif 16🛡️

Armor: Dwarven Chain Mail 16🛡️

Shield: Dwarven Shield 16🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

🧑 Humanoid

🛡️ Dwarven Shield

🦾 Brave (+1)

🏔️ Mountain Survival

🛡️ Magic Resistant (+1)

Description:

Dwarves are stocky, hairy, foul-tempered humanoids who love battle and ale in equal measure, ideally both at the same time. They make loyal friends and terrible enemies who never forget an insult or grudge.

Dwarves are skilled smiths and their metal armor is prized for its resilience.

Elf Blademaster



Type: Monster

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🦶 Land

Upkeep: 4👉

Spawned By: Elf Stronghold

STATS

Health: 12❤️

Size: 3

Armor: 15/15🛡️

Visual Range: 1👁️

Map Moves: 2🦶

Battle Moves: 8🦶

EQUIPMENT

Melee: Long Sword 19🗡️

Melee: Long Sword 19🗡️

Helmet: Elven Chain Coif

15🛡️

Armor: Elven Chain Mail

15🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

🧑 Humanoid

🛡️ Magic Resistant (+1)

🌲 Forest Survival

🦁 Brave (+3)

Description:

Elves are slender, dextrous humanoids with an affinity for nature and magic. They have excellent reflexes and a strong connection with forest-dwelling creatures.

Elven bows and light chain armors are renowned for their quality.

Elf Bowman



Type: Monster

Battle Type: Ranged (10 per squad)

Movement Type: Land

Upkeep: 3

Spawned By: Elf Hamlet, Elf Village, Elf Stronghold

STATS

Health: 10

Size: 3

Armor: 7/7

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Ranged: Elven Short Bow (15 ammo) 14

Melee: Dagger 12

Helmet: Leather Cap

7

Armor: Leather Armor

7

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Magic Resistant (+1)

Forest Survival

Brave (+1)

Description:

Elves are slender, dextrous humanoids with an affinity for nature and magic. They have excellent reflexes and a strong connection with forest-dwelling creatures.

Elven bows and light chain armors are renowned for their quality.

Elf Psionist



Type: Monster

Battle Type: Ranged (10 per squad)

Movement Type: Land

Upkeep: 4

Spawned By: Elf Stronghold

STATS

Health: 12

Size: 3

Armor: 7/7

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Ranged: Psionic Blast 10

Melee: Dagger 13

Helmet: Leather Cap

7

Armor: Leather Armor

7

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Psionic Resistance (+5)

Effects:

Humanoid

Magic Resistant (+1)

Forest Survival

Brave (+3)

Description:

Elves are slender, dextrous humanoids with an affinity for nature and magic. They have excellent reflexes and a strong connection with forest-dwelling creatures.

Elven bows and light chain armors are renowned for their quality.

Some Elves are born with highly developed psionic and telepathic abilities, which they can use to rip apart the minds of enemies.

Elf Sniper



Type: Monster

Battle Type: Ranged (10 per squad)

Movement Type: Land

Upkeep: 4

Spawned By: Elf Village, Elf Stronghold

STATS

Health: 12

Size: 3

Armor: 15/15

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Ranged: Elven Long Bow (15 ammo) 18

Melee: Short Sword 15

Helmet: Elven Chain Coif 15

Armor: Elven Chain Mail 15

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Magic Resistant (+1)

Forest Survival

Brave (+3)

Description:

Elves are slender, dextrous humanoids with an affinity for nature and magic. They have excellent reflexes and a strong connection with forest-dwelling creatures.

Elven bows and light chain armors are renowned for their quality.

Elf Swordsman



Type: Monster
Battle Type: ⚔️ Melee (10 per squad)
Movement Type: 🦶 Land

Upkeep: 3👉

Spawned By: Elf Village, Elf Stronghold

STATS

Health: 11 ❤️

Size: 3

Armor: 15/15 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 8 🦶

EQUIPMENT

Melee: Short Sword 14 🗡️

Melee: Dagger 12 🗡️

Helmet: Elven Chain Coif

15 🛡️

Armor: Elven Chain Mail

15 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

🧑 Humanoid

🛡️ Magic Resistant (+1)

🌳 Forest Survival

🦁 Brave (+2)

Description:

Elves are slender, dextrous humanoids with an affinity for nature and magic. They have excellent reflexes and a strong connection with forest-dwelling creatures.

Elven bows and light chain armors are renowned for their quality.

Elf Unicorn Rider



Type: Monster
Battle Type: ⚔️ Melee (10 per squad)
Movement Type: 🐾 Land
Upkeep: 4👉

Spawned By: Elf Stronghold

STATS

Health: 18❤️

Size: 5

Armor: 16/16🛡️

Visual Range: 2👁️

Map Moves: 3🐾

Battle Moves: 14🐾

EQUIPMENT

Melee: Lance (1 ammo) 25🗡️

Melee: Long Sword 21🗡️

Melee: Unicorn Horn 16🗡️ +10👑

Melee: Hoof 16🗡️

Helmet: Elven Chain Coif

16🛡️

Armor: Elven Chain Mail

16🛡️

Shield: Shield

9🛡️

Mount: Unicorn

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

🛡️ Death Resistance (+5)

Effects:

🧑 Humanoid

🛡️ Shield

👑 Brave (+3)

🌿 Forest Survival

🐾 Mounted

👑 Bless

🛡️ Magic Resistant (+1)

Description:

Elves are slender, dextrous humanoids with an affinity for nature and magic. They have excellent reflexes and a strong connection with forest-dwelling creatures.

Elven bows and light chain armors are renowned for their quality.

Elven enchanted forests are often guarded by Unicorns, who allow themselves to be ridden into battle by elite Elven warriors.

Elf Warrior



Type: Monster

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🦶 Land

Upkeep: 2👉

Spawned By: Elf Hamlet, Elf Village, Elf Stronghold

STATS

Health: 10❤️

Size: 3

Armor: 15/15🛡️

Visual Range: 1👁️

Map Moves: 2🦶

Battle Moves: 8🦶

EQUIPMENT

Melee: Short Sword 14🗡️

Helmet: Elven Chain Coif

15🛡️

Armor: Elven Chain Mail

15🛡️

Shield: Buckler

8🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

🧑 Humanoid

🛡️ Buckler

🦁 Brave (+1)

🌲 Forest Survival

🛡️ Magic Resistant (+1)

Description:

Elves are slender, dextrous humanoids with an affinity for nature and magic. They have excellent reflexes and a strong connection with forest-dwelling creatures.

Elven bows and light chain armors are renowned for their quality.

Fanatic



Type: Human

Battle Type: Melee (10 per squad)

Movement Type: Land

Upkeep: 1

Summoned By: Summon Fanatics (Ritual)

Spawned By: Shrine, Temple, Monastery

STATS

Health: 10

Size: 3

Armor: 5/5

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Ranged: Holy Water Vial (3 ammo) 5 AoE 1

Melee: Club 12

Natural Armor: 2

Helmet: Cloth Cap

3

Armor: Cloth Armor

3

Shield: Buckler

8

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Psionic Resistance (+5)

Effects:

Humanoid

Buckler

Brave (+4)

Shield of Faith

Magic Resistant (+2)

Description:

Fanatics are peasant warriors infused with holy purpose and suicidal bravery, eager to force their fanatical views upon the world.

Foot Knight



Type: Tier III

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🦶 Land

Production Cost: 80 🪙

Upkeep: 3 🪙

Upgraded From: Heavy Swordsman

Required Buildings: Royal Armory

Spawned By: Army Camp

STATS

Health: 12 ❤️

Size: 3

Armor: 20/20 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 6 🦶

EQUIPMENT

Melee: Long Sword 19 🗡️

Helmet: Plate Helmet

20 🛡️

Armor: Full Plate

20 🛡️

Shield: Iron Shield

14 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

🧑 Humanoid

⚖️ Unrest Decrease

🛡️ Iron Shield

🦾 Brave (+2)

Description:

Knights are elite noble warriors, trained from birth and wealthy enough to afford the best weapons, armor and mounts.

Foot Knights fight dismounted, forming heavily armored defensive formations excellent at protecting more vulnerable allied troops.

Forest Troll



Type: Monster

Battle Type: ⚔️ Melee (5 per squad)

Movement Type: 🦶 Land

Upkeep: 3 🔵

Summoned By: 🌳🌳🌳 Summon Forest Trolls (Ritual)

STATS

Health: 40 ❤️

Size: 5

Armor: 10/10 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 10 🦶

EQUIPMENT

Melee: Bite 18 🗡️

Melee: Club 22 🪵

Natural Armor: 10 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

🔥 Fire Weakness (-5)

Effects:

⚕️ Regeneration

🌳 Forest Survival

🦾 Brave (+4)

Description:

Forest Trolls are large clumsy moss-covered humanoids that regenerate wounds rapidly. They fight savagely with sharp teeth and crude weapons, but are vulnerable to Fire.

Giant Crocodile



Type: Monster

Battle Type: ✂ Melee (5 per squad)

Movement Type: 🦶 Land

Upkeep: 1 ●

Spawned By: Crocodile Nest

STATS

Health: 30 ❤

Size: 5

Armor: 12/12 🛡

Visual Range: 2 👁

Map Moves: 2 🦶

Battle Moves: 8 🦶

EQUIPMENT

Melee: Bite 16 ✂

Melee: Tail Swipe 13 🗡

Natural Armor: 12 🛡

ABILITIES

Resistances:

🛡 Holy Immunity

🛡 Dispel Immunity

🧠 Psionic Resistance (+5)

Effects:

🦎 Animal

🦎 Swamp Survival

🦎 Brave (+2)

Description:

Giant Crocodiles are huge armored reptiles with a bite force that can crush a man in full armor.

Giant Crocodile Hatchling



Type: Monster

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🦶 Land

Spawned By: Crocodile Nest

STATS

Health: 10 ❤️

Size: 3

Armor: 8/8 🛡️

Visual Range: 2 👁️

Map Moves: 2 🦶

Battle Moves: 8 🦶

EQUIPMENT

Melee: Bite 10 🗡️

Natural Armor: 8 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

🧠 Psionic Resistance (+5)

Effects:

🦎 Animal

🦎 Swamp Survival

Description:

Giant Crocodiles are huge armored reptiles with a bite force that can crush a man in full armor.

Giant Spider



Type: Monster

Battle Type: ⚔️ Melee (5 per squad)

Movement Type: 🦶 Land

Upkeep: 1 🔵

Summoned By: 🌳🌳 Summon Giant Spiders (Ritual)

Spawned By: Spider Cave, Small Dungeon

STATS

Health: 30 ❤️

Size: 4

Armor: 10/10 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 10 🦶

EQUIPMENT

Ranged: Throw Web (2 ammo) ✨ AoE 1 🔴

Melee: Spin Web (2 ammo) ✨

Melee: Venomous Bite 14 ✂️ +10 ☠️

Natural Armor: 10 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

☠️ Poison Resistance (+10)

🧠 Psionic Resistance (+5)

Effects:

🦌 Animal

🌲 Forest Survival

🦋 Swamp Survival

Description:

Arachnids grown to monstrous proportions, these eight-legged freaks use webs to immobilize their prey and venomous fangs to kill.

The larger specimens have evolved to hunt birds by throwing webs over large distances, making them a hazard to flying targets.

Giant Spider Queen



Type: Monster
Battle Type: 🗡️ Melee (2 per squad)
Movement Type: 🦶 Land
Spawned By: Spider Cave

STATS

Health: 60 ❤️
Size: 7
Armor: 14/14 🛡️

Visual Range: 1 👁️
Map Moves: 2 🦶
Battle Moves: 10 🦶

EQUIPMENT

Ranged: Throw Web (x3) (6 ammo) ✨ AoE 1 ●
Melee: Spin Web (5 ammo) ✨ AoE 1 ●
Melee: Venomous Bite (x2) 18 🗡️ +15 ☠️
Natural Armor: 14 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity
🛡️ Dispel Immunity

☠️ Poison Resistance (+10)
🧠 Psionic Resistance (+5)

Effects:

🦌 Animal
🌲 Forest Survival

🦶 Swamp Survival
🦁 Brave (+2)

🪦 Spawns On Death

Description:

Arachnids grown to monstrous proportions, these eight-legged freaks use webs to immobilize their prey and venomous fangs to kill.

The larger specimens have evolved to hunt birds by throwing webs over large distances, making them a hazard to flying targets.

Giant Spiderling



Type: Monster

Battle Type: ⚔️ Melee (15 per squad)

Movement Type: 🦶 Land

Spawned By: Spider Cave, Critter Lair, Small Dungeon

STATS

Health: 8 ❤️

Size: 2

Armor: 4/4 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 8 🦶

EQUIPMENT

Ranged: Throw Small Web (1 ammo) ✨

Melee: Spin Small Web (1 ammo) ✨

Melee: Venomous Bite 6 🗡️ +5 ☠️

Natural Armor: 4 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

☠️ Poison Resistance (+10)

🧠 Psionic Resistance (+5)

Effects:

🦌 Animal

🌲 Forest Survival

🦵 Swamp Survival

🐔 Cowardly (-2)

Description:

Arachnids grown to monstrous proportions, these eight-legged freaks use webs to immobilize their prey and venomous fangs to kill.

The larger specimens have evolved to hunt birds by throwing webs over large distances, making them a hazard to flying targets.

Goblin



Type: Monster

Battle Type: ⚔️ Melee (15 per squad)

Movement Type: 🦶 Land

Spawned By: Goblin Cave, Goblin Village, Goblin Citadel

STATS

Health: 6 ❤️

Size: 2

Armor: 7/7 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 8 🦶

EQUIPMENT

Melee: Club 8 🗡️

Natural Armor: 2 🛡️

Helmet: Hide Cap

5 🛡️

Armor: Hide Armor

5 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

🦟 Poison Resistance (+5)

Effects:

🧑 Humanoid

🦶 Swamp Survival

🐔 Cowardly (-2)

Description:

Goblins are small, vicious, cunning and cowardly green-skinned Humanoids. They avoid direct fights unless they outnumber the enemy, preferring instead to ambush and swarm unsuspecting foes.

Goblins have developed a potent arsenal of poisons, which their best archers and warriors use to deadly effect.

Goblin Champion



Type: Monster
Battle Type: ⚔️ Melee (5 per squad)
Movement Type: 🦶 Land

Spawned By: Goblin Citadel

STATS

Health: 9 ❤️

Size: 2

Armor: 16/16 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 7 🦶

EQUIPMENT

Melee: Poison Broad Sword 14 🗡️ +5 ☠️

Natural Armor: 2 🛡️

Helmet: Chain Coif 14 🛡️

Armor: Chain Mail 14 🛡️

Shield: Iron Shield 14 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

☠️ Poison Resistance (+5)

Effects:

🦶 Humanoid

🛡️ Iron Shield

🦶 Swamp Survival

🦶 Brave (+2)

Description:

Goblins are small, vicious, cunning and cowardly green-skinned Humanoids. They avoid direct fights unless they outnumber the enemy, preferring instead to ambush and swarm unsuspecting foes.

Goblins have developed a potent arsenal of poisons, which their best archers and warriors use to deadly effect.

Goblin Crocodile Rider



Type: Monster

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🦶 Land

Upkeep: 3👉

Spawned By: Goblin Village, Goblin Citadel

STATS

Health: 17❤️

Size: 5

Armor: 9/9🛡️

Visual Range: 2👁️

Map Moves: 2🦶

Battle Moves: 8🦶

EQUIPMENT

Melee: Hatchet 12🔪

Melee: Hatchet 12🔪

Melee: Bite 16👄

Melee: Tail Swipe 13👉

Natural Armor: 2🛡️

Helmet: Leather Cap

7🛡️

Armor: Leather Armor

7🛡️

Mount: Giant Crocodile

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

🦠 Poison Resistance (+5)

Effects:

🧑 Humanoid

🐎 Mounted

🦎 Swamp Survival

🐔 Cowardly (-1)

Description:

Goblins are small, vicious, cunning and cowardly green-skinned Humanoids. They avoid direct fights unless they outnumber the enemy, preferring instead to ambush and swarm unsuspecting foes.

Goblins have developed a potent arsenal of poisons, which their best archers and warriors use to deadly effect.

Goblins have a strong affinity with swamp-dwelling animals and often capture and breed Giant Crocodiles for use as battle mounts.

Goblin Dragon Rider



Type: Monster

Battle Type: ✂ Melee (5 per squad)

Movement Type: 🦋 Flying

Upkeep: 4👉

Spawned By: Goblin Citadel

STATS

Health: 13❤️

Size: 4

Armor: 16/16🛡️

Visual Range: 3👁️

Map Moves: 2🦋

Battle Moves: 16🦋

EQUIPMENT

Melee: Poison Broad Sword 14🔪 +0☠️

Melee: Poison Breath (4 ammo) 12☠️ AoE 1▼

Melee: Bite 10👅

Melee: Claw 12🔪

Natural Armor: 2🛡️

Helmet: Chain Coif 14🛡️

Armor: Chain Mail 14🛡️

Mount: Green Dragon Hatchling

ABILITIES

Resistances:

☠️ Holy Immunity

🛡️ Dispel Immunity

☠️ Poison Resistance (+5)

Effects:

👤 Humanoid

🦋 Swamp Survival

🦋 Physical Flight

👤 Mounted

Description:

Goblins are small, vicious, cunning and cowardly green-skinned Humanoids. They avoid direct fights unless they outnumber the enemy, preferring instead to ambush and swarm unsuspecting foes.

Goblins have developed a potent arsenal of poisons, which their best archers and warriors use to deadly effect.

Goblins often steal Green Dragon eggs from their nests and breed them as battle mounts. Dragons kept in captivity do not grow beyond hatchling size, but are still mobile and dangerous.

Goblin Dung Hurler



Type: Monster

Battle Type: 🏰 Siege (3 per squad)

Movement Type: 🦶 Land

Spawned By: Goblin Village, Goblin Citadel

STATS

Health: 40 ❤️

Size: 5

Armor: 5/5 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 4 🦶

EQUIPMENT

Ranged: Goblin Dung Bomb (x4) (20 ammo) 6 🧟 AoE

1 ●

Natural Armor: 5 🛡️

ABILITIES

Resistances:

🧪 Poison Immunity

☠️ Death Immunity

🏵️ Holy Immunity

🧠 Psionic Immunity

🛑 Dispel Immunity

🔪 Piercing Resistance (+5)

🔨 Crushing Weakness (-5)

🔥 Fire Weakness (-5)

Effects:

👤 Lifeless

♾️ Tireless

🪵 Wooden

⚙️ Mechanical

Description:

Goblins are small, vicious, cunning and cowardly green-skinned Humanoids. They avoid direct fights unless they outnumber the enemy, preferring instead to ambush and swarm unsuspecting foes.

Goblins have developed a potent arsenal of poisons, which their best archers and warriors use to deadly effect.

Goblin dung is highly toxic and unpleasant. Goblin engineers build crude catapults to hurl packages of their poisonous dung at enemies.

Goblin Elite Warrior



Type: Monster

Battle Type: ⚔️ Melee (15 per squad)

Movement Type: 🦶 Land

Upkeep: 2👉

Spawned By: Goblin Village, Goblin Citadel

STATS

Health: 7❤️

Size: 2

Armor: 12/12🛡️

Visual Range: 1👁️

Map Moves: 2🦶

Battle Moves: 7🦶

EQUIPMENT

Melee: Hatchet 11🔪

Natural Armor: 2🛡️

Helmet: Scale Helmet

10🛡️

Armor: Scale Mail

10🛡️

Shield: Shield

8🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

🦠 Poison Resistance (+5)

Effects:

🧑 Humanoid

🦶 Swamp Survival

🛡️ Shield

Description:

Goblins are small, vicious, cunning and cowardly green-skinned Humanoids. They avoid direct fights unless they outnumber the enemy, preferring instead to ambush and swarm unsuspecting foes.

Goblins have developed a potent arsenal of poisons, which their best archers and warriors use to deadly effect.

Goblin Poisoner



Type: Monster

Battle Type: Ranged (15 per squad)

Movement Type: Land

Upkeep: 2

Spawned By: Goblin Village, Goblin Citadel

STATS

Health: 7

Size: 2

Armor: 9/9

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Ranged: Poison Bow (15 ammo) 12 +5

Melee: Poison Dagger 8 +5

Natural Armor: 2

Helmet: Leather Cap

7

Armor: Leather Armor

7

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Poison Resistance (+5)

Effects:

Humanoid

Swamp Survival

Cowardly (-1)

Description:

Goblins are small, vicious, cunning and cowardly green-skinned Humanoids. They avoid direct fights unless they outnumber the enemy, preferring instead to ambush and swarm unsuspecting foes.

Goblins have developed a potent arsenal of poisons, which their best archers and warriors use to deadly effect.

Goblin Slinger



Type: Monster

Battle Type: Ranged (15 per squad)

Movement Type: Land

Spawned By: Goblin Cave, Goblin Village, Goblin Citadel

STATS

Health: 6

Size: 2

Armor: 7/7

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Ranged: Sling (15 ammo) 12

Melee: Dagger 8

Natural Armor: 2

Helmet: Hide Cap

5

Armor: Hide Armor

5

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Poison Resistance (+5)

Effects:

Humanoid

Swamp Survival

Cowardly (-2)

Description:

Goblins are small, vicious, cunning and cowardly green-skinned Humanoids. They avoid direct fights unless they outnumber the enemy, preferring instead to ambush and swarm unsuspecting foes.

Goblins have developed a potent arsenal of poisons, which their best archers and warriors use to deadly effect.

Goblin Warrior



Type: Monster

Battle Type: ⚔️ Melee (15 per squad)

Movement Type: 🦶 Land

Upkeep: 1 🟡

Spawned By: Goblin Cave, Goblin Village, Goblin Citadel

STATS

Health: 7 ❤️

Size: 2

Armor: 9/9 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 8 🦶

EQUIPMENT

Melee: Spear 9 🗡️

Natural Armor: 2 🛡️

Helmet: Leather Cap

7 🛡️

Armor: Leather Armor

7 🛡️

Shield: Buckler

8 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

🦟 Poison Resistance (+5)

Effects:

🧑 Humanoid

🦶 Swamp Survival

🐔 Cowardly (-1)

🛡️ Anti-Mounted

🛡️ Buckler

Description:

Goblins are small, vicious, cunning and cowardly green-skinned Humanoids. They avoid direct fights unless they outnumber the enemy, preferring instead to ambush and swarm unsuspecting foes.

Goblins have developed a potent arsenal of poisons, which their best archers and warriors use to deadly effect.

Gravedigger



Type: Tier I

Battle Type: Caster (3 per squad)

Movement Type: Land

Production Cost: 60

Upkeep: 2

Upgrades: 240 Reanimator

Required Buildings: Apprentices Guild

Militia Garrison: Apprentices Guild

Spawned By: Small Cemetary, Large Cemetary, Small Dungeon, Crypt

MAGIC

Magic Paths:

Bonus Paths: (50%) / (25%) / (25%)

Mana: 150

Research: 1

STATS

Health: 12

Size: 3

Armor: 1/1

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Melee: Dagger 10

Helmet: Cloth Hood 1

Armor: Cloth Robe 1

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Frost Resistance (+2)

Effects:

Humanoid

Magic Resistant (+2)

Brave (+2)

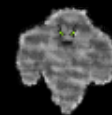
Description:

Necromancy or Death magic is the practice of magic involving the dead. Considered unholy and evil by many, Death magic allows the creation and control of Undead beings from the bodies or souls of formerly living creatures, as well as the manipulation of dark energies to enhance Undead beings or extinguish life.

Gravediggers are the lowest of the Death mages, unskilled neophytes who linger in graveyards and perform clumsy experiments on the bodies of the deceased. Their Undead creations are crude, often feeble parodies of their living forms.

Some Death mages may have acquired minor skills in Chaos or Astral magic.

Greater Air Elemental



Type: Monster

Battle Type: ✖ Melee

Movement Type: 🦋 Flying

Summoned By: ⚡⚡⚡ Summon Greater Air Elemental (Battle)

Spawned By: Magic Gate, Magic Vortex

STATS

Health: 60 ❤️

Size: 10

Armor: 0/0 🛡️

Visual Range: 3 👁️

Map Moves: 3 🦋

Battle Moves: 19 🦋

EQUIPMENT

Melee: Lightning Burst 12 ⚡ AoE 1 |

ABILITIES

Resistances:

✖ Shock Immunity

✖ Holy Immunity

✖ Piercing Ignore (75%)

✖ Slashing Ignore (75%)

✖ Crushing Ignore (75%)

🧟 Poison Resistance (+25)

Effects:

🔒 Bound by Magic

💧 Spectral

🦋 Magical Flight

🛡️ Magic Resistant (+8)

🦁 Brave (+8)

Description:

Beings formed of pure air from the elemental Plane of Air, these creatures have been summoned to our plane of existence and bound by potent magic.

Air Elementals are living storms which can blast enemies with violent electrical bursts.

Greater Fire Elemental



Type: Monster

Battle Type: ✖ Melee

Movement Type: 🦶 Land

Summoned By: 🌀🌀🌀 Summon Greater Fire Elemental (Battle)

Spawned By: Chaos Gate, Chaos Vortex

STATS

Health: 60 ❤️

Size: 10

Armor: 8/8 🛡️

Visual Range: 3 👁️

Map Moves: 2 🦶

Battle Moves: 10 🦶

EQUIPMENT

Melee: Flame Burst 24 🔥 AoE 1 ●

Natural Armor: 8 🛡️

ABILITIES

Resistances:

🔥 Fire Immunity

🕊️ Holy Immunity

✖ Piercing Ignore (75%)

✖ Slashing Ignore (75%)

✖ Crushing Ignore (75%)

🧟 Poison Resistance (+25)

❄️ Frost Weakness (-5)

Effects:

🔒 Bound by Magic

💧 Spectral

🔥 Heat Power (+2)

🛡️ Magic Resistant (+8)

🦁 Brave (+8)

Description:

Beings formed of pure fire from the elemental Plane of Fire, these creatures have been summoned to our plane of existence and bound by potent magic.

Fire Elementals are living flames that ignite anything in their vicinity with wild blasts of fire.

Green Dragon



Type: Monster

Battle Type: ✖ Melee

Movement Type: 🦅 Flying

Upkeep: 7 🔵

Summoned By: 🌳🌳🌳🌳 Summon Green Dragon (Ritual)

Spawned By: Green Dragon Lair

STATS

Health: 180 ❤️

Size: 10

Armor: 20/20 🛡️

Visual Range: 3 👁️

Map Moves: 4 🦅

Battle Moves: 24 🦅

EQUIPMENT

Melee: Poison Breath (4 ammo) 25 ☠️ AoE 4 ▼

Melee: Bite 30 ✂️

Melee: Claw (x2) 32 ✂️

Melee: Tail Smash 27 ✂️ AoE 1 ●

Natural Armor: 20 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

☠️ Poison Resistance (+25)

Effects:

🦅 Physical Flight

🛡️ Magic Resistant (+8)

🦅 Swamp Survival

🦁 Brave (+10)

Description:

Dragons are huge, flying lizard-like creatures of immense size and intellect. Some grow in power to rival the Gods themselves, and many command powerful magic. Their teeth and claws are the size of men, and their breath attacks can strike down hordes of foes in seconds.

Green Dragons are cunning, devious and manipulative, patiently biding their time while their poisonous breath destroys enemies from within.

Ancient dragons have lived centuries, growing to enormous physical size and accumulating vast wealth and power. They are truly terrifying opponents, with intellects and cunning forged from countless victories in battle.

Green Dragon Hatchling



Type: Monster

Battle Type: ✂ Melee (4 per squad)

Movement Type: 🦅 Flying

Spawned By: Green Dragon Lair

STATS

Health: 20 ❤️

Size: 4

Armor: 10/10 🛡️

Visual Range: 3 👁️

Map Moves: 2 🦅

Battle Moves: 16 🦅

EQUIPMENT

Melee: Poison Breath (4 ammo) 12 ☠️ AoE 2 ▼

Melee: Bite 10 ✂️

Melee: Claw 12 ✂️

Natural Armor: 10 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

☠️ Poison Resistance (+20)

Effects:

🦅 Physical Flight

🛡️ Magic Resistant (+4)

🦅 Swamp Survival

🦁 Brave (+2)

Description:

Dragons are huge, flying lizard-like creatures of immense size and intellect. Some grow in power to rival the Gods themselves, and many command powerful magic. Their teeth and claws are the size of men, and their breath attacks can strike down hordes of foes in seconds.

Green Dragons are cunning, devious and manipulative, patiently biding their time while their poisonous breath destroys enemies from within.

Dragon hatchlings are tiny by Dragon standards, but are still larger and stronger than Humans. Their teeth and claws are razor sharp, and their instincts drive them to mercilessly and relentlessly hunt, eat and grow.

Griffin Rider



Type: Tier III

Battle Type: ⚔️ Melee (5 per squad)

Movement Type: 🦅 Flying

Production Cost: 160 🏰

Upkeep: 5 🟡

Required Buildings: Fantastic Stables

Spawned By: Army Camp

STATS

Health: 24 ❤️

Size: 6

Armor: 17/17 🛡️

Visual Range: 3 👁️

Map Moves: 3 🦅

Battle Moves: 16 🦅

EQUIPMENT

Melee: Lance (1 ammo) 25 🗡️

Melee: Broad Sword 19 🗡️

Melee: Bite 20 🦷

Melee: Claw 22 🐾

Helmet: Plate Cap

17 🛡️

Armor: Plate Cuirass

17 🛡️

Shield: Iron Kite Shield

14 🛡️

Mount: Griffin

Mounted Armor: Heavy Barding

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

🧑 Humanoid

🛡️ Iron Kite Shield

🦅 Mounted

🦅 Physical Flight

⚖️ Unrest Decrease (x2)

🦁 Brave (+2)

Description:

Griffins are large flying beasts with the body of a lion and the head and wings of an eagle.

Specially bred Griffins can be trained for war and will accept human riders. These Griffin Riders are elite, heavily armored human warriors who fight with sword and lance.

Halberdier



Type: Tier III

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🏠 Land

Production Cost: 80👉

Upkeep: 3👉

Upgraded From: Axeman

Required Buildings: Royal Armory

STATS

Health: 12❤️

Size: 3

Armor: 17/17🛡️

Visual Range: 1👁️

Map Moves: 2👣

Battle Moves: 7👣

EQUIPMENT

Melee: Halberd 21🔪

Helmet: Plate Cap

17🛡️

Armor: Plate Cuirass

17🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

👤 Humanoid

⚖️ Unrest Decrease

👤 Brave (+2)

Description:

Halberds are long polearm weapons with bladed axe heads. Like axes, they are primarily offensive weapons, strong against wooden and armored enemies.

Halberdiers are elite soldiers wielding Halberds and wearing plate armor.

Healer



Type: Human

Battle Type: Ranged (5 per squad)

Movement Type: Land

Upkeep: 1

Summoned By: Summon Healers (Ritual)

Spawned By: Shrine, Temple, Monastery

STATS

Health: 10

Size: 3

Armor: 2/2

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Ranged: Holy Water Vial (3 ammo) 5 AoE 1

Ranged: Heal 4

Melee: Dagger 12

Helmet: Cloth Hood

2

Armor: Cloth Robe

2

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Death Resistance (+5)

Effects:

Humanoid

Bless

Description:

Healers are kind-hearted souls dedicated to healing the weak and the sick. While lightly armored and vulnerable, they are prized in battle for their ability to prolong the life of their allies.

Heavy Cavalry



Type: Tier II

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🐾 Land

Production Cost: 125👉

Upkeep: 4👉

Upgraded From: Light Cavalry

Required Buildings: Racetrack

Spawned By: Mercenary Camp, Army Camp

STATS

Health: 15❤️

Size: 4

Armor: 14/14🛡️

Visual Range: 2👁️

Map Moves: 3👣

Battle Moves: 12👣

EQUIPMENT

Melee: Lance (1 ammo) 25🔪

Melee: Broad Sword 17🔪

Melee: Hoof 14👣

Helmet: Chain Coif

14🛡️

Armor: Chain Mail

14🛡️

Shield: Kite Shield

8🛡️

Mount: Horse

Mounted Armor: Medium Barding

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

👤 Humanoid

⚖️ Unrest Decrease (x2)

👑 Brave (+1)

🛡️ Kite Shield

🐾 Mounted

Description:

Horsemen, or cavalry, ride into battle mounted on specially trained horses. Their speed and mobility give them great tactical and strategic flexibility, and the shock of their impact can shatter enemy formations.

Heavy Cavalry are well-trained Cavalry riding heavier warhorses and wearing strong protective armor.

Heavy Crossbowman



Type: Tier III

Battle Type: Ranged (10 per squad)

Movement Type: Land

Production Cost: 80

Upkeep: 3

Upgraded From: Crossbowman

Required Buildings: Royal Armory

Spawned By: Army Camp

STATS

Health: 12

Size: 3

Armor: 10/10

Visual Range: 1

Map Moves: 2

Battle Moves: 7

EQUIPMENT

Ranged: Heavy Crossbow (15 ammo) 20

Melee: Short Sword 15

Helmet: Scale Helmet

10

Armor: Scale Mail

10

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Unrest Decrease

Brave (+2)

Description:

A Heavy Crossbow, or Arbalest, uses high tensile metals to increase the power of the firing mechanism. Complex winding equipment is required to draw the bow, as the force required is now beyond the strength of normal men.

Heavy Crossbowmen are well-trained Crossbowmen wielding Heavy Crossbows and wearing strong protective armor.

Heavy Spearman



Type: Tier II

Battle Type: Melee (10 per squad)

Movement Type: Land

Production Cost: 55

Upkeep: 2

Upgrades: 240 Pikeman

Upgraded From: Spearman

Required Buildings: Forge

STATS

Health: 11

Size: 3

Armor: 14/14

Visual Range: 1

Map Moves: 2

Battle Moves: 7

EQUIPMENT

Melee: Long Spear 14

Helmet: Chain Coif 14

Armor: Chain Mail 14

Shield: Shield 8

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Shield

Brave (+1)

Anti-Mounted

Unrest Decrease

Description:

From crude sharpened sticks to finely crafted metal-tipped polearms, spear-armed infantry or Spearmen are the backbone of any army. They are especially useful in tight formations against mounted enemies.

Heavy Spearmen are well-trained Spearman wielding long, finely crafted spears and wearing strong protective armor.

Heavy Swordsman



Type: Tier II

Battle Type: Melee (10 per squad)

Movement Type: Land

Production Cost: 55

Upkeep: 2

Upgrades: 240 Foot Knight

Upgraded From: Swordsman

Required Buildings: Forge

Spawned By: Mercenary Camp, Army Camp

STATS

Health: 11

Size: 3

Armor: 14/14

Visual Range: 1

Map Moves: 2

Battle Moves: 7

EQUIPMENT

Melee: Broad Sword 16

Helmet: Chain Coif 14

Armor: Chain Mail 14

Shield: Shield 8

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Unrest Decrease

Shield

Brave (+1)

Description:

Swords are versatile melee weapons, used for slashing, thrusting and parrying. This makes Swordsmen useful as skirmishers or formation fighters.

Heavy Swordsmen are well-trained Swordsmen wearing strong protective armor.

Hell Hound



Type: Monster

Battle Type: ⚔️ Melee (5 per squad)

Movement Type: 🦶 Land

Upkeep: 1 🔵

Summoned By: 🌀 Summon Hell Hounds (Ritual)

Spawned By: Chaos Gate, Small Dungeon, Chaos Vortex

STATS

Health: 25 ❤️

Size: 3

Armor: 6/6 🛡️

Visual Range: 2 👁️

Map Moves: 3 🦶

Battle Moves: 10 🦶

EQUIPMENT

Melee: Flame Breath (4 ammo) 14 🔥 AoE 1 ▼

Melee: Bite 12 ✂️

Natural Armor: 6 🛡️

ABILITIES

Resistances:

🚫 Dispel Immunity

🔥 Fire Resistance (+20)

☠️ Poison Resistance (+15)

❄️ Frost Weakness (-5)

Effects:

👹 Demonic

🌡️ Heat Power (+1)

🛡️ Magic Resistant (+2)

🦁 Brave (+2)

Description:

Hell Hounds are fire-breathing canine Demons kept as pets and guards by more powerful Demons. Although resembling dogs, they are significantly more intelligent and have a savage, evil nature.

Horse Bowman



Type: Tier I

Battle Type: Ranged (10 per squad)

Movement Type: Land

Production Cost: 55

Upkeep: 2

Required Buildings: Stables, Sawmill

STATS

Health: 12

Size: 4

Armor: 7/7

Visual Range: 2

Map Moves: 3

Battle Moves: 16

EQUIPMENT

Ranged: Short Bow (15 ammo) 12

Melee: Short Sword 15

Melee: Hoof 12

Helmet: Leather Cap

7

Armor: Leather Armor

7

Mount: Light Horse

Mounted Armor: Light Barding

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Unrest Decrease (x2)

Mounted

Description:

Horse Bowmen combine the speed of cavalry with the ranged firepower of archers. Firing from horseback is tricky and requires expert riding skills, so accuracy suffers.

Horse Militia



Type: Militia

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🐾 Land

Militia Garrison: Stables, Sheriff, Racetrack, Constabulary, City Watch

STATS

Health: 12 ❤️

Size: 4

Armor: 5/5 🛡️

Visual Range: 2 👁️

Map Moves: 3 🐾

Battle Moves: 16 🐾

EQUIPMENT

Melee: Lance (1 ammo) 25 🗡️

Melee: Short Sword 14 🗡️

Melee: Hoof 12 🦶

Helmet: Hide Cap

5 🛡️

Armor: Hide Armor

5 🛡️

Shield: Buckler

8 🛡️

Mount: Light Horse

Mounted Armor: Light Barding

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

🧑 Humanoid

🐾 Mounted

🛡️ Buckler

🐾 Cowardly (-1)

Description:

Militia are non-professional soldiers who are called upon to defend their lands in an emergency. They lack the skills and training of professional soldiers, and are usually issued only simple weapons. However, a Militia force guarding a fortification can be tricky to defeat.

Imp



Type: Monster

Battle Type: ✂ Melee (10 per squad)

Movement Type: 🦋 Flying

Upkeep: 1 🔵

Summoned By: 🌀 Summon Imps (Ritual)

Spawned By: Chaos Gate, Small Dungeon, Chaos Cult, Chaos Vortex

STATS

Health: 5 ❤️

Size: 2

Armor: 2/2 🛡️

Visual Range: 3 👁️

Map Moves: 2 🦋

Battle Moves: 16 🦋

EQUIPMENT

Melee: Claw 5 ✂️

Melee: Venomous Tail 6 ✂️ +5 ☠️

Natural Armor: 2 🛡️

ABILITIES

Resistances:

🛡️ Dispel Immunity

🔥 Fire Resistance (+20)

☠️ Poison Resistance (+15)

❄️ Frost Weakness (-5)

Effects:

👹 Demonic

🦋 Physical Flight

🔥 Heat Power (+1)

🛡️ Magic Resistant (+2)

👑 Brave (+4)

Description:

Imps are small, weak, mischievous flying Demons, often used as servants or slaves by other Demons. They are fast and difficult to hit, while in large numbers their weak claw and poison attacks can be dangerous. Most die before they can begin the transformation into more powerful Demons.

Imp Pyromaniac



Type: Monster

Battle Type: 🏹 Ranged (10 per squad)

Movement Type: 🦋 Flying

Upkeep: 2 🔵

Summoned By: ❄️❄️❄️ Summon Imp Pyromaniacs (Ritual)

Spawned By: Chaos Gate, Small Dungeon, Chaos Cult, Chaos Vortex

STATS

Health: 6 ❤️

Size: 2

Armor: 8/8 🛡️

Visual Range: 3 👁️

Map Moves: 2 🦋

Battle Moves: 16 🦋

EQUIPMENT

Ranged: Ball of Flame (5 ammo) 8 🔥 AoE 1 🟡

Melee: Claw 5 🗡️

Melee: Venomous Tail 6 🗡️ +5 ☠️

Natural Armor: 8 🛡️

ABILITIES

Resistances:

🛡️ Dispel Immunity

🔥 Fire Resistance (+20)

☠️ Poison Resistance (+15)

❄️ Frost Weakness (-10)

Effects:

👹 Demonic

🦋 Physical Flight

🔥 Magma Flesh

🔥 Heat Power (+1)

🛡️ Magic Resistant (+2)

👹 Brave (+4)

Description:

Imps are small, weak, mischievous flying Demons, often used as servants or slaves by other Demons. They are fast and difficult to hit, while in large numbers their weak claw and poison attacks can be dangerous. Most die before they can begin the transformation into more powerful Demons.

Imp Pyromaniacs are Imps who have survived longer than most, and have grown in power enough to master the basics of Demonic fire. They are keen to practice this new skill whenever they can.

Imp Worker



Type: Worker

Battle Type: Non-Combat

Movement Type: Flying

Upkeep: 2

Summoned By: Summon Imp Workers (Ritual)

STATS

Health: 5

Size: 2

Armor: 2/2

Visual Range: 3

Map Moves: 2

Battle Moves: 16

EQUIPMENT

Melee: Pickaxe 6

Melee: Venomous Tail 6 +5

Natural Armor: 2

ABILITIES

Resistances:

Dispel Immunity

Fire Resistance (+20)

Poison Resistance (+15)

Frost Weakness (-5)

Effects:

Demonic

Physical Flight

Worker

Non-Combat

Heat Power (+1)

Magic Resistant (+2)

Brave (+2)

Description:

Imps are small, weak, mischievous flying Demons, often used as servants or slaves by other Demons. They are fast and difficult to hit, while in large numbers their weak claw and poison attacks can be dangerous. Most die before they can begin the transformation into more powerful Demons.

Some Imps are used as labourers by larger Demons, and their nimbleness makes them skilled and efficient workers.

Iron Golem



Type: Monster

Battle Type: ⚔️ Melee (3 per squad)

Movement Type: 🦶 Land

Upkeep: 2 🔵

Summoned By: ❄️❄️ Enchant Iron Golem (Ritual)

STATS

Health: 50 ❤️

Size: 5

Armor: 25/25 🛡️

Visual Range: 1 👁️

Map Moves: 1 🦶

Battle Moves: 4 🦶

EQUIPMENT

Melee: Fist (x2) 18 🗡️

Natural Armor: 25 🛡️

ABILITIES

Resistances:

- ⚡ Shock Immunity
- 🦟 Poison Immunity
- ☠️ Death Immunity

- 🕊️ Holy Immunity
- 🧠 Psionic Immunity
- 🔪 Piercing Resistance (+5)

- 🔥 Fire Resistance (+15)
- ❄️ Frost Resistance (+15)

Effects:

- 💔 Lifeless
- 🧠 Mindless

- ♾️ Tireless
- 🧱 Iron

- 🔒 Bound by Magic
- 🛡️ Magic Resistant (+4)

Description:

Iron Golems are large enchanted constructs, creations of pure metal animated and bound by magic. They lack intelligence but are able to follow simple magical commands.

Kobold



Type: Monster

Battle Type: ⚔️ Melee (15 per squad)

Movement Type: 🦶 Land

Spawned By: Kobold Cave, Kobold Village, Kobold Citadel

STATS

Health: 5 ❤️

Size: 2

Armor: 6/6 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 8 🦶

EQUIPMENT

Melee: Dagger 7 🗡️

Natural Armor: 1 🛡️

Helmet: Hide Cap

5 🛡️

Armor: Hide Armor

5 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

🔥 Fire Resistance (+5)

Effects:

🧑 Humanoid

🦶 Desert Survival

🐔 Cowardly (-2)

Description:

Kobolds are small, bloodthirsty, raptor-like humanoids who prefer tropical climates. They are obsessed with fire and idolize Dragons as gods.

Kobold Bowman



Type: Monster

Battle Type: Ranged (15 per squad)

Movement Type: Land

Upkeep: 1

Spawned By: Kobold Village, Kobold Citadel

STATS

Health: 6

Size: 2

Armor: 8/8

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Ranged: Short Bow (15 ammo) 12

Melee: Dagger 7

Natural Armor: 1

Helmet: Leather Cap

7

Armor: Leather Armor

7

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Fire Resistance (+5)

Effects:

Humanoid

Desert Survival

Cowardly (-1)

Description:

Kobolds are small, bloodthirsty, raptor-like humanoids who prefer tropical climates. They are obsessed with fire and idolize Dragons as gods.

Kobold Butcher



Type: Monster

Battle Type: ⚔️ Melee (15 per squad)

Movement Type: 🦶 Land

Upkeep: 2👤

Spawned By: Kobold Village, Kobold Citadel

STATS

Health: 6❤️

Size: 2

Armor: 8/8🛡️

Visual Range: 1👁️

Map Moves: 2🦶

Battle Moves: 8🦶

EQUIPMENT

Melee: Cleaver 12🔪

Melee: Cleaver 12🔪

Natural Armor: 1🛡️

Helmet: Leather Cap

7🛡️

Armor: Leather Armor

7🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

🔥 Fire Resistance (+5)

Effects:

🧑 Humanoid

🦶 Desert Survival

🦾 Brave (+2)

Description:

Kobolds are small, bloodthirsty, raptor-like humanoids who prefer tropical climates. They are obsessed with fire and idolize Dragons as gods.

Kobold Dragon Rider



Type: Monster
Battle Type: ⚔️ Melee (5 per squad)
Movement Type: 🦅 Flying

Upkeep: 4👤

Spawned By: Kobold Citadel

STATS

Health: 12❤️

Size: 4

Armor: 8/8🛡️

Visual Range: 3👁️

Map Moves: 2🦅

Battle Moves: 16🦅

EQUIPMENT

Melee: Hatchet 11🔪

Melee: Flame Breath (4 ammo) 12🔥 AoE 1▼

Melee: Bite 10👄

Melee: Claw 12🐾

Natural Armor: 1🛡️

Helmet: Leather Cap

7🛡️

Armor: Leather Armor

7🛡️

Mount: Red Dragon Hatchling

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

🔥 Fire Resistance (+5)

Effects:

👤 Humanoid

🐪 Desert Survival

🦅 Physical Flight

🐾 Mounted

Description:

Kobolds are small, bloodthirsty, raptor-like humanoids who prefer tropical climates. They are obsessed with fire and idolize Dragons as gods.

Red Dragons often lend their hatchlings to serve as Kobold battle mounts in exchange for gifts and sacrifices.

Kobold Pyromancer



Type: Monster

Battle Type: Ranged (10 per squad)

Movement Type: Land

Upkeep: 2

Spawned By: Kobold Village, Kobold Citadel

STATS

Health: 6

Size: 2

Armor: 8/8

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Ranged: Ball of Flame (5 ammo) 8 AoE 1

Melee: Dagger 8

Natural Armor: 1

Helmet: Leather Cap

7

Armor: Leather Armor

7

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Desert Survival

Description:

Kobolds are small, bloodthirsty, raptor-like humanoids who prefer tropical climates. They are obsessed with fire and idolize Dragons as gods.

Kobold Slinger



Type: Monster

Battle Type: Ranged (15 per squad)

Movement Type: Land

Spawned By: Kobold Cave, Kobold Village, Kobold Citadel

STATS

Health: 5

Size: 2

Armor: 6/6

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Ranged: Sling (15 ammo) 12

Melee: Dagger 7

Natural Armor: 1

Helmet: Hide Cap

5

Armor: Hide Armor

5

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Fire Resistance (+5)

Effects:

Humanoid

Desert Survival

Cowardly (-2)

Description:

Kobolds are small, bloodthirsty, raptor-like humanoids who prefer tropical climates. They are obsessed with fire and idolize Dragons as gods.

Kobold Warrior



Type: Monster

Battle Type: ⚔️ Melee (15 per squad)

Movement Type: 🦶 Land

Upkeep: 1 🪙

Spawned By: Kobold Cave, Kobold Village, Kobold Citadel

STATS

Health: 6 ❤️

Size: 2

Armor: 8/8 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 8 🦶

EQUIPMENT

Melee: Spear 8 🗡️

Natural Armor: 1 🛡️

Helmet: Leather Cap

7 🛡️

Armor: Leather Armor

7 🛡️

Shield: Buckler

8 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

🔥 Fire Resistance (+5)

Effects:

🧑 Humanoid

🦶 Desert Survival

🐔 Cowardly (-1)

🛡️ Anti-Mounted

🛡️ Buckler

Description:

Kobolds are small, bloodthirsty, raptor-like humanoids who prefer tropical climates. They are obsessed with fire and idolize Dragons as gods.

Large Ant



Type: Monster

Battle Type: ✂ Melee (20 per squad)

Movement Type: 🦶 Land

Summoned By: 🌳 Summon Insects (Battle), 🌳🌳 Insect Swarm (Battle)

Spawned By: Critter Lair

STATS

Health: 1 ❤️

Size: 1

Armor: 4/4 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 6 🦶

EQUIPMENT

Melee: Insect Bite 1 ✂️

Natural Armor: 4 🛡️

ABILITIES

Resistances:

✂️ Holy Immunity

✂️ Psionic Immunity

🛡️ Dispel Immunity

Effects:

🦌 Animal

🌳 Forest Survival

🛡️ Magic Vulnerable (-2)

🧠 Mindless

🦶 Swamp Survival

Description:

Ants boosted to unnatural size and aggression by magic, Large Ants can get inside armor and pierce flesh with their pincers.

Large Bee



Type: Monster

Battle Type: ✂ Melee (20 per squad)

Movement Type: 🦋 Flying

Summoned By: 🌳 Summon Insects (Battle), 🌳🌳 Insect Swarm (Battle)

Spawned By: Critter Lair

STATS

Health: 1 ❤️

Size: 1

Armor: 0/0 🛡️

Visual Range: 3 👁️

Map Moves: 2 🦋

Battle Moves: 12 🦋

EQUIPMENT

Melee: Insect Sting 1 ✂ +1 🦋

ABILITIES

Resistances:

✂ Holy Immunity

✂ Psionic Immunity

✂ Dispel Immunity

Effects:

🦋 Animal

🦋 Physical Flight

🦋 Swamp Survival

🧠 Mindless

🌳 Forest Survival

🛡️ Magic Vulnerable (-2)

Description:

Bees boosted to unnatural size and aggression by magic, Large Bees attack in swarms and deliver toxic stings.

Lesser Air Elemental



Type: Monster

Battle Type: ✂ Melee (4 per squad)

Movement Type: 🦋 Flying

Summoned By: ⚡ Summon Lesser Air Elemental (Battle)

Spawned By: Magic Gate, Library, Magic Vortex

STATS

Health: 30 ❤️

Size: 5

Armor: 0/0 🛡️

Visual Range: 3 👁️

Map Moves: 3 🦋

Battle Moves: 13 🦋

EQUIPMENT

Melee: Lightning Burst 6 ⚡ AoE 1 |

ABILITIES

Resistances:

✂ Shock Immunity

✂ Holy Immunity

✂ Piercing Ignore (75%)

✂ Slashing Ignore (75%)

✂ Crushing Ignore (75%)

🧟 Poison Resistance (+15)

Effects:

🔒 Bound by Magic

💧 Spectral

🦋 Magical Flight

🛡️ Magic Resistant (+4)

🦁 Brave (+4)

Description:

Beings formed of pure air from the elemental Plane of Air, these creatures have been summoned to our plane of existence and bound by potent magic.

Air Elementals are living storms which can blast enemies with violent electrical bursts.

Lesser Fire Elemental



Type: Monster

Battle Type: ⚔️ Melee (4 per squad)

Movement Type: 🦶 Land

Summoned By: 🌀 Summon Lesser Fire Elemental (Battle)

Spawned By: Chaos Gate, Chaos Cult, Chaos Vortex

STATS

Health: 30 ❤️

Size: 5

Armor: 4/4 🛡️

Visual Range: 3 👁️

Map Moves: 2 🦶

Battle Moves: 6 🦶

EQUIPMENT

Melee: Flame Burst 12 🔥 AoE 1 ●

Natural Armor: 4 🛡️

ABILITIES

Resistances:

🔥 Fire Immunity

🕊️ Holy Immunity

✂️ Piercing Ignore (75%)

✂️ Slashing Ignore (75%)

✂️ Crushing Ignore (75%)

🦠 Poison Resistance (+15)

❄️ Frost Weakness (-5)

Effects:

🔒 Bound by Magic

💧 Spectral

🔥 Heat Power (+1)

🛡️ Magic Resistant (+4)

🦁 Brave (+4)

Description:

Beings formed of pure fire from the elemental Plane of Fire, these creatures have been summoned to our plane of existence and bound by potent magic.

Fire Elementals are living flames that ignite anything in their vicinity with wild blasts of fire.

Librarian



Type: Tier I

Battle Type: Caster (3 per squad)

Movement Type: Land

Production Cost: 60

Upkeep: 2

Upgrades: 240 Sage

Required Buildings: Apprentices Guild

Militia Garrison: Apprentices Guild

Spawned By: Magic Gate, Library, Magic Vortex

MAGIC

Magic Paths:

Bonus Paths: (50%) / (25%) / (25%)

Mana: 150

Research: 1

STATS

Health: 10

Size: 3

Armor: 1/1

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Melee: Dagger 10

Helmet: Cloth Hood 1

Armor: Cloth Robe 1

ABILITIES

Resistances:

Holy Immunity Dispel Immunity

Effects:

Humanoid Magic Resistant (+4) Brave (+2)

Description:

Astral mages study and manipulate the very essence and nature of magic. Illusions, air, electricity, mana, celestial bodies and the void between, and even time itself are of interest to an Astral mage.

Librarians are keepers and worshippers of knowledge whose curiosity has led them to tinker with Astral magic. Their lust for information about all aspects of magic and the supernatural compels them to research and experiment tirelessly.

Some Astral mages may have acquired minor skills in Nature or Chaos magic.

Light Cavalry



Type: Tier I

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🐾 Land

Production Cost: 90 🏠

Upkeep: 3 🍷

Upgrades: 360 🍷 Heavy Cavalry

Required Buildings: Stables

Spawned By: Mercenary Camp, Army Camp

STATS

Health: 14 ❤️

Size: 4

Armor: 7/7 🛡️

Visual Range: 2 👁️

Map Moves: 3 🐾

Battle Moves: 14 🐾

EQUIPMENT

Melee: Lance (1 ammo) 25 🗡️

Melee: Broad Sword 17 🗡️

Melee: Hoof 14 🐾

Helmet: Leather Cap

7 🛡️

Armor: Leather Armor

7 🛡️

Shield: Buckler

8 🛡️

Mount: Horse

Mounted Armor: Light Barding

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

🧑 Humanoid

⚖️ Unrest Decrease (x2)

🛡️ Buckler

🐾 Mounted

Description:

Horsemen, or cavalry, ride into battle mounted on specially trained horses. Their speed and mobility give them great tactical and strategic flexibility, and the shock of their impact can shatter enemy formations.

Longbowman



Type: Tier II

Battle Type: Ranged (10 per squad)

Movement Type: Land

Production Cost: 55

Upkeep: 2

Upgraded From: Bowman

Required Buildings: Lumber Yard

Spawned By: Mercenary Camp, Army Camp

STATS

Health: 11

Size: 3

Armor: 7/7

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Ranged: Long Bow (15 ammo) 16

Melee: Dagger 12

Helmet: Leather Cap

7

Armor: Leather Armor

7

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Unrest Decrease

Brave (+1)

Description:

Longbows are much larger versions of standard bows, taking great force and strength to draw and fire. Using these bows effectively takes years of practice and dedication, allowing Longbowmen to fire rapidly over long ranges with deadly accuracy.

Mana Beast



Type: Monster

Battle Type: Ranged (5 per squad)

Movement Type: Land

Upkeep: 3

Summoned By: Summon Mana Beasts (Ritual)

STATS

Health: 35

Size: 5

Armor: 8/8

Visual Range: 2

Map Moves: 2

Battle Moves: 10

EQUIPMENT

Ranged: Dispel Blast 5 AoE 1

Melee: Bite 7

Natural Armor: 8

ABILITIES

Resistances:

Poison Immunity

Astral Immunity

Death Immunity

Holy Immunity

Dispel Immunity

Piercing Ignore (75%)

Slashing Ignore (75%)

Crushing Ignore (75%)

Piercing Resistance (+5)

Auras:

Resist Magic Aura

Effects:

Lifeless

Haste

Spectral

Resist Magic

Magic Resistant (+12)

Brave (+4)

Description:

These strange beasts are composed of Anti-Magic and barely exist in physical form. They devour magic and can extend their senses to suppress hostile magic in their vicinity.

Mind Eater



Type: Monster

Battle Type: 🏹 Ranged (4 per squad)

Movement Type: 🦶 Land

Upkeep: 5🔵

Summoned By: ⚡️⚡️ Summon Mind Eaters (Ritual)

Spawned By: Magic Vortex

STATS

Health: 20❤️

Size: 4

Armor: 0/0🛡️

Visual Range: 2👁️

Map Moves: 2🦶

Battle Moves: 8🦶

EQUIPMENT

Ranged: Psionic Blast 15🧠

Melee: Dagger 16🗡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

🧠 Psionic Resistance (+10)

Effects:

🛡️ Magic Resistant (+4)

🦾 Brave (+6)

Description:

Roughly the size and shape of a Human, but with hideous tentacled faces and utterly alien eyes, Mind Eaters can project terror and nightmares directly into the brains of their victims, shredding the sanity of weak-willed targets.

Monk



Type: Tier I

Battle Type: Caster (3 per squad)

Movement Type: Land

Production Cost: 60

Upkeep: 2

Upgrades: 240 Priest

Required Buildings: Apprentices Guild

Militia Garrison: Apprentices Guild

Spawned By: Shrine, Temple, Monastery

MAGIC

Magic Paths:

Bonus Paths: (50%) / (25%) / (25%)

Mana: 150

Research: 1

STATS

Health: 10

Size: 3

Armor: 1/1

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Melee: Dagger 10

Helmet: Cloth Hood 1

Armor: Cloth Robe 1

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Death Resistance (+4)

Effects:

Humanoid

Magic Resistant (+2)

Brave (+2)

Description:

Holy Magic is the power of spiritual peace, virtue and divine justice channelled through the will of a caster. Blessings, healing, lifegiving and the smiting of Demons and Undead are all within the power of a Holy mage.

Monks are minor Holy mages, seekers of divine and spiritual peace who reside alone as hermits or in monasteries with other Monks.

Monks are known to shun worldly sensations as distractions from religious and spiritual reflection.

Some Holy mages may have acquired minor skills in Nature or Astral magic.

Necromancer



Type: Tier III

Battle Type: Caster (3 per squad)

Movement Type: Land

Production Cost: 240

Upkeep: 8

Upgraded From: Reanimator

Required Buildings: Academy of Magic

Militia Garrison: Academy of Magic, Wizard Tower

Spawned By: Crypt

MAGIC

Magic Paths:

Bonus Paths: (50%) / (25%) / (25%)

Mana: 350

Research: 6

STATS

Health: 14

Size: 3

Armor: 1/1

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Melee: Dagger 10

Helmet: Cloth Hood 1

Armor: Cloth Robe 1

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Frost Resistance (+4)

Effects:

Humanoid

Magic Resistant (+4)

Brave (+2)

Description:

Necromancy or Death magic is the practice of magic involving the dead. Considered unholy and evil by many, Death magic allows the creation and control of Undead beings from the bodies or souls of formerly living creatures, as well as the manipulation of dark energies to enhance Undead beings or extinguish life.

Necromancers have mastered Death magic, and have the power to devastate life and create legions of Undead. Their mastery causes many to question the nature and fragility of their own lives, with immortality via Undeath a constant tantalising lure.

Some Death mages may have acquired minor skills in Chaos or Astral magic.

Ogre



Type: Monster

Battle Type: ⚔️ Melee (5 per squad)

Movement Type: 🦶 Land

Spawned By: Ogre Cave, Ogre Village, Ogre Citadel

STATS

Health: 30 ❤️

Size: 5

Armor: 9/9 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 8 🦶

EQUIPMENT

Melee: Club 20 🗡️

Natural Armor: 4 🛡️

Helmet: Hide Cap 5 🛡️

Armor: Hide Armor 5 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity 🛡️ Dispel Immunity

Effects:

🦶 Humanoid 🏔️ Mountain Survival 🦁 Brave (+2)

Description:

Ogres are large, ancient fey creatures who have become corrupted by greed and violence. They have lost their innate connection with the wilderness, and now have more similarities with the violent and brutish Orcs.

Ogre Champion



Type: Monster

Battle Type: ⚔️ Melee (2 per squad)

Movement Type: 🦶 Land

Spawned By: Ogre Citadel

STATS

Health: 45 ❤️

Size: 5

Armor: 21/21 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 7 🦶

EQUIPMENT

Melee: Great Sword 30 🗡️

Natural Armor: 4 🛡️

Helmet: Plate Cap

17 🛡️

Armor: Plate Cuirass

17 🛡️

Shield: Iron Shield

14 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

🧑 Humanoid

🛡️ Iron Shield

🏔️ Mountain Survival

🦁 Brave (+6)

Description:

Ogres are large, ancient fey creatures who have become corrupted by greed and violence. They have lost their innate connection with the wilderness, and now have more similarities with the violent and brutish Orcs.

Ogre Elite Warrior



Type: Monster

Battle Type: ⚔️ Melee (5 per squad)

Movement Type: 🦶 Land

Upkeep: 3👉

Spawned By: Ogre Village, Ogre Citadel

STATS

Health: 36❤️

Size: 5

Armor: 14/14🛡️

Visual Range: 1👁️

Map Moves: 2🦶

Battle Moves: 7🦶

EQUIPMENT

Melee: War Hammer 25🔪

Natural Armor: 4🛡️

Helmet: Scale Helmet

10🛡️

Armor: Scale Mail

10🛡️

Shield: Shield

8🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

🧑 Humanoid

🛡️ Shield

🏔️ Mountain Survival

🦁 Brave (+4)

Description:

Ogres are large, ancient fey creatures who have become corrupted by greed and violence. They have lost their innate connection with the wilderness, and now have more similarities with the violent and brutish Orcs.

Ogre Hurler



Type: Monster

Battle Type: ⚔️ Melee (5 per squad)

Movement Type: 🦶 Land

Spawned By: Ogre Cave, Ogre Village, Ogre Citadel

STATS

Health: 33 ❤️

Size: 5

Armor: 9/9 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 8 🦶

EQUIPMENT

Ranged: Javelin (5 ammo) 20 🏹

Melee: Club 20 🪓

Natural Armor: 4 🛡️

Helmet: Hide Cap

5 🛡️

Armor: Hide Armor

5 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

🧑 Humanoid

🏔️ Mountain Survival

🦁 Brave (+3)

Description:

Ogres are large, ancient fey creatures who have become corrupted by greed and violence. They have lost their innate connection with the wilderness, and now have more similarities with the violent and brutish Orcs.

Ogre Rockthrower



Type: Monster

Battle Type: ⚔️ Melee (5 per squad)

Movement Type: 🦶 Land

Upkeep: 3👉

Spawned By: Ogre Village, Ogre Citadel

STATS

Health: 36❤️

Size: 5

Armor: 11/11🛡️

Visual Range: 1👁️

Map Moves: 2🦶

Battle Moves: 8🦶

EQUIPMENT

Ranged: Boulder (5 ammo) 17🔪 / AoE 1🟡

Melee: Club 21🔪

Natural Armor: 4🛡️

Helmet: Leather Cap

7🛡️

Armor: Leather Armor

7🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

🦶 Humanoid

🏔️ Mountain Survival

🦾 Brave (+4)

Description:

Ogres are large, ancient fey creatures who have become corrupted by greed and violence. They have lost their innate connection with the wilderness, and now have more similarities with the violent and brutish Orcs.

Ogre Warrior



Type: Monster

Battle Type: ⚔️ Melee (5 per squad)

Movement Type: 🦶 Land

Upkeep: 1 🟡

Spawned By: Ogre Cave, Ogre Village, Ogre Citadel

STATS

Health: 33 ❤️

Size: 5

Armor: 11/11 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 8 🦶

EQUIPMENT

Melee: Club 20 🗡️

Natural Armor: 4 🛡️

Helmet: Leather Cap

7 🛡️

Armor: Leather Armor

7 🛡️

Shield: Buckler

8 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

🧑 Humanoid

🛡️ Buckler

🏔️ Mountain Survival

🦁 Brave (+3)

Description:

Ogres are large, ancient fey creatures who have become corrupted by greed and violence. They have lost their innate connection with the wilderness, and now have more similarities with the violent and brutish Orcs.

Orc



Type: Monster

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🦶 Land

Spawned By: Orc Cave, Orc Village, Orc Citadel

STATS

Health: 15 ❤️

Size: 4

Armor: 7/7 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 8 🦶

EQUIPMENT

Melee: Spear 15 🗡️

Natural Armor: 2 🛡️

Helmet: Hide Cap

5 🛡️

Armor: Hide Armor

5 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

🧑 Humanoid

🏔️ Mountain Survival

🦾 Brave (+2)

🛡️ Anti-Mounted

🛡️ Magic Vulnerable (-1)

Description:

Orcs are violent and cruel Humanoids, roughly the size of large, muscular Humans. Their bravery and savagery make them feared warriors.

Orc Berserker



Type: Monster

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🦶 Land

Upkeep: 3👉

Spawned By: Orc Village, Orc Citadel

STATS

Health: 18❤️

Size: 4

Armor: 12/12🛡️

Visual Range: 1👁️

Map Moves: 2🦶

Battle Moves: 7🦶

EQUIPMENT

Melee: Battle Axe 20🔪

Melee: Hatchet 18🔪

Natural Armor: 2🛡️

Helmet: Scale Helmet 10🛡️

Armor: Scale Mail 10🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

🧑 Humanoid

🛡️ Magic Vulnerable (-1)

🏔️ Mountain Survival

🦾 Brave (+6)

Description:

Orcs are violent and cruel Humanoids, roughly the size of large, muscular Humans. Their bravery and savagery make them feared warriors.

Orc Bowman



Type: Monster

Battle Type:  Ranged (10 per squad)

Movement Type:  Land

Spawned By: Orc Cave, Orc Village, Orc Citadel

STATS

Health: 15 

Size: 4

Armor: 9/9 

Visual Range: 1 

Map Moves: 2 

Battle Moves: 8 

EQUIPMENT

Ranged: Short Bow (15 ammo) 12 

Melee: Dagger 14 

Natural Armor: 2 

Helmet: Leather Cap

7 

Armor: Leather Armor

7 

ABILITIES

Resistances:

 Holy Immunity

 Dispel Immunity

Effects:

 Humanoid

 Magic Vulnerable (-1)

 Mountain Survival

 Brave (+2)

Description:

Orcs are violent and cruel Humanoids, roughly the size of large, muscular Humans. Their bravery and savagery make them feared warriors.

Orc Champion



Type: Monster
Battle Type: ⚔️ Melee (5 per squad)
Movement Type: 🦶 Land
Spawned By: Orc Citadel

STATS

Health: 23 ❤️
Size: 4
Armor: 19/19 🛡️

Visual Range: 1 👁️
Map Moves: 2 🦶
Battle Moves: 7 🦶

EQUIPMENT

Melee: Great Sword 24 🗡️

Natural Armor: 2 🛡️

Helmet: Plate Cap 17 🛡️
Armor: Plate Cuirass 17 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity 🚫 Dispel Immunity

Effects:

🧑 Humanoid 🛡️ Magic Vulnerable (-1)
🏔️ Mountain Survival 🦁 Brave (+6)

Description:

Orcs are violent and cruel Humanoids, roughly the size of large, muscular Humans. Their bravery and savagery make them feared warriors.

Orc Crossbowman



Type: Monster

Battle Type: Ranged (10 per squad)

Movement Type: Land

Upkeep: 2

Spawned By: Orc Village, Orc Citadel

STATS

Health: 17

Size: 4

Armor: 9/9

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Ranged: Crossbow (15 ammo) 16

Melee: Dagger 14

Natural Armor: 2

Helmet: Leather Cap

7

Armor: Leather Armor

7

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Magic Vulnerable (-1)

Mountain Survival

Brave (+3)

Description:

Orcs are violent and cruel Humanoids, roughly the size of large, muscular Humans. Their bravery and savagery make them feared warriors.

Orc Heavy Crossbowman



Type: Monster

Battle Type:  Ranged (10 per squad)

Movement Type:  Land

Upkeep: 3 

Spawned By: Orc Citadel

STATS

Health: 18 

Size: 4

Armor: 12/12 

Visual Range: 1 

Map Moves: 2 

Battle Moves: 7 

EQUIPMENT

Ranged: Heavy Crossbow (15 ammo) 20 

Melee: Short Sword 17 

Natural Armor: 2 

Helmet: Scale Helmet

10 

Armor: Scale Mail

10 

ABILITIES

Resistances:

 Holy Immunity

 Dispel Immunity

Effects:

 Humanoid

 Magic Vulnerable (-1)

 Mountain Survival

 Brave (+4)

Description:

Orcs are violent and cruel Humanoids, roughly the size of large, muscular Humans. Their bravery and savagery make them feared warriors.

Orc Warg Rider



Type: Monster

Battle Type: Melee (10 per squad)

Movement Type: Land

Upkeep: 4

Spawned By: Orc Village, Orc Citadel

STATS

Health: 23

Size: 5

Armor: 16/16

Visual Range: 2

Map Moves: 3

Battle Moves: 12

EQUIPMENT

Melee: Battle Axe 20

Melee: Bite 14

Melee: Claw 16

Natural Armor: 2

Helmet: Chain Coif 14

Armor: Chain Mail 14

Mount: Warg

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Mounted

Brave (+3)

Mountain Survival

Magic Vulnerable (-1)

Description:

Orcs are violent and cruel Humanoids, roughly the size of large, muscular Humans. Their bravery and savagery make them feared warriors.

Orc Warrior



Type: Monster

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🦶 Land

Upkeep: 1 🟡

Spawned By: Orc Cave, Orc Village, Orc Citadel

STATS

Health: 17 ❤️

Size: 4

Armor: 12/12 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 7 🦶

EQUIPMENT

Melee: Spear 15 🗡️

Natural Armor: 2 🛡️

Helmet: Scale Helmet 10 🛡️

Armor: Scale Mail 10 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🚫 Dispel Immunity

Effects:

🧑 Humanoid

🏔️ Mountain Survival

🦁 Brave (+3)

🚫 Anti-Mounted

🛡️ Magic Vulnerable (-1)

Description:

Orcs are violent and cruel Humanoids, roughly the size of large, muscular Humans. Their bravery and savagery make them feared warriors.

Paladin



Type: Human

Battle Type: ⚔️ Melee (5 per squad)

Movement Type: 🐾 Land

Upkeep: 3👑2🔵

Summoned By: 🛎️🛎️🛎️ Summon Paladins (Ritual)

Spawned By: Temple, Monastery

STATS

Health: 21 ❤️

Size: 5

Armor: 23/23 🛡️

Visual Range: 2 👁️

Map Moves: 3 🐾

Battle Moves: 11 🐾

EQUIPMENT

Melee: Solar Blade 22 🗡️ +5 🛎️ 5 🔥

Melee: Hoof 16 🐾

Natural Armor: 2 🛡️

Helmet: Plate Helmet

21 🛡️

Armor: Full Plate

21 🛡️

Shield: Iron Kite Shield

15 🛡️

Mount: War Horse

Mounted Armor: Heavy Barding

ABILITIES

Resistances:

🛎️ Holy Immunity

🛡️ Dispel Immunity

💀 Death Resistance (+5)

🧠 Psionic Resistance (+5)

Effects:

👤 Humanoid

👑 Bless

🛡️ Shield of Faith

🛡️ Iron Kite Shield

⚖️ Unrest Decrease (x2)

🐾 Mounted

🛡️ Magic Resistant (+2)

🦁 Brave (+8)

Description:

Paladins are virtuous mounted knights and feared Holy warriors of unwavering faith and belief.

They wear heavy armor, wield deadly solar blades and ride into battle on powerful warhorses.

Phantom Bear



Type: Monster

Battle Type: ⚔ Melee (5 per squad)

Movement Type: 🦶 Land

Upkeep: 2 🔵

Summoned By: ✨✨ Summon Phantom Bears (Ritual)

Spawned By: Magic Gate, Small Dungeon, Library, Magic Vortex

STATS

Health: 20 ❤

Size: 5

Armor: 0/0 🛡

Visual Range: 1 👁

Map Moves: 2 🦶

Battle Moves: 6 🦶

EQUIPMENT

Melee: Phantom Bite 1 ✨13 🧠

Melee: Phantom Claw 1 ✨15 🧠

ABILITIES

Resistances:

🛡 Poison Immunity

🛡 Death Immunity

🛡 Holy Immunity

🛡 Psionic Immunity

🛡 Piercing Ignore (75%)

🛡 Slashing Ignore (75%)

🛡 Crushing Ignore (75%)

🛡 Piercing Resistance (+5)

Effects:

🛡 Lifeless

🛡 Mindless

🛡 Tireless

🛡 Bound by Magic

🛡 Spectral

🛡 Magic Resistant (+2)

Description:

Phantoms are magical illusions with a flickering, non-corporeal form. Although only weakly bound to reality by magic, their psionic attacks work directly against the minds of their targets.

Phantom Warrior



Type: Monster

Battle Type: ✖ Melee (10 per squad)

Movement Type: 🦶 Land

Upkeep: 1 🔵

Summoned By: ✨ Summon Phantom Warriors (Ritual)

Spawned By: Magic Gate, Small Dungeon, Library, Magic Vortex

STATS

Health: 1 ❤️

Size: 3

Armor: 0/0 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 6 🦶

EQUIPMENT

Melee: Phantom Sword 1 ✨8 🧠

ABILITIES

Resistances:

🛡️ Poison Immunity

🛡️ Death Immunity

🛡️ Holy Immunity

❌ Psionic Immunity

❌ Piercing Ignore (75%)

❌ Slashing Ignore (75%)

❌ Crushing Ignore (75%)

🔪 Piercing Resistance (+5)

Effects:

💔 Lifeless

🧠 Mindless

∞ Tireless

🔒 Bound by Magic

🔵 Spectral

Description:

Phantoms are magical illusions with a flickering, non-corporeal form. Although only weakly bound to reality by magic, their psionic attacks work directly against the minds of their targets.

Pikeman



Type: Tier III

Battle Type: Melee (10 per squad)

Movement Type: Land

Production Cost: 80

Upkeep: 3

Upgraded From: Heavy Spearman

Required Buildings: Royal Armory

STATS

Health: 12

Size: 3

Armor: 17/17

Visual Range: 1

Map Moves: 2

Battle Moves: 7

EQUIPMENT

Melee: Pike 16

Helmet: Plate Cap 17

Armor: Plate Cuirass 17

Shield: Iron Shield 14

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Iron Shield

Brave (+2)

Anti-Mounted

Unrest Decrease

Description:

Pikes are extremely long metal-tipped spears, over twice the length of a normal man and wielded with two hands. Their reach gives them an advantage against mounted enemies.

Pikemen are elite soldiers wielding Pikes and wearing plate armor.

Polar Bear



Type: Monster

Battle Type: ⚔️ Melee (5 per squad)

Movement Type: 🦶 Land

Upkeep: 1 🔵

Spawned By: Polar Bear Cave

STATS

Health: 50 ❤️

Size: 6

Armor: 8/8 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 10 🦶

EQUIPMENT

Melee: Bite 18 🗡️

Melee: Claw 20 🗡️

Natural Armor: 8 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

❄️ Frost Resistance (+10)

🧠 Psionic Resistance (+5)

Effects:

🦌 Animal

🧊 Arctic Survival

Description:

Dwelling primarily in cold, arctic conditions, Polar Bears are even larger and stronger than normal Bears. They are aggressive carnivorous hunters and very dangerous enemies.

Priest



Type: Tier II

Battle Type: Caster (3 per squad)

Movement Type: Land

Production Cost: 120

Upkeep: 4

Upgrades: 480 Archbishop

Upgraded From: Monk

Required Buildings: Mages Guild

Militia Garrison: Mages Guild

Spawned By: Temple, Monastery

MAGIC

Magic Paths:

Bonus Paths: (50%) / (25%) / (25%)

Mana: 250

Research: 3

STATS

Health: 10

Size: 3

Armor: 1/1

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Melee: Dagger 10

Helmet: Cloth Hood

1

Armor: Cloth Robe

1

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Death Resistance (+6)

Effects:

Humanoid

Magic Resistant (+3)

Brave (+2)

Description:

Holy Magic is the power of spiritual peace, virtue and divine justice channelled through the will of a caster. Blessings, healing, lifegiving and the smiting of Demons and Undead are all within the power of a Holy mage.

Priests are spiritual leaders and accomplished practitioners of Holy magic. They exert authority over their flock with blessings, guidance, healing and Holy rituals.

Some Holy mages may have acquired minor skills in Nature or Astral magic.

Reanimator



Type: Tier II

Battle Type: Caster (3 per squad)

Movement Type: Land

Production Cost: 120

Upkeep: 4

Upgrades: 480 Necromancer

Upgraded From: Gravedigger

Required Buildings: Mages Guild

Militia Garrison: Mages Guild

Spawned By: Large Cemetery, Crypt

MAGIC

Magic Paths:

Bonus Paths: (50%) / (25%) / (25%)

Mana: 250

Research: 3

STATS

Health: 13

Size: 3

Armor: 1/1

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Melee: Dagger 10

Helmet: Cloth Hood

1

Armor: Cloth Robe

1

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Frost Resistance (+3)

Effects:

Humanoid

Magic Resistant (+3)

Brave (+2)

Description:

Necromancy or Death magic is the practice of magic involving the dead. Considered unholy and evil by many, Death magic allows the creation and control of Undead beings from the bodies or souls of formerly living creatures, as well as the manipulation of dark energies to enhance Undead beings or extinguish life.

Reanimators are advanced students of Death magic whose experiments have become more complex and sinister. Dwelling in laboratories littered with the bones and corpses of their victims, these individuals exist on the border between genius and madness in their pursuit of the secrets of Death.

Some Death mages may have acquired minor skills in Chaos or Astral magic.

Red Dragon



Type: Monster
Battle Type: ✂ Melee
Movement Type: 🦅 Flying
Upkeep: 7🟦

Summoned By: 🌀🌀🌀🌀 Summon Red Dragon (Ritual)
Spawned By: Red Dragon Lair

STATS

Health: 180❤️
Size: 10
Armor: 20/20🛡️
Visual Range: 3👁️
Map Moves: 4🦅
Battle Moves: 24🦅

EQUIPMENT

Melee: Flame Breath (4 ammo) 25🔥 AoE 4 ▼
Melee: Bite 30🗡️
Melee: Claw (x2) 32🗡️
Melee: Tail Smash 27🗡️ AoE 1🟡
Natural Armor: 20🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity 🛡️ Dispel Immunity 🔥 Fire Resistance (+25)

Effects:

🦅 Physical Flight 🛡️ Magic Resistant (+8)
⛰️ Mountain Survival 🦁 Brave (+10)

Description:

Dragons are huge, flying lizard-like creatures of immense size and intellect. Some grow in power to rival the Gods themselves, and many command powerful magic. Their teeth and claws are the size of men, and their breath attacks can strike down hordes of foes in seconds.

Red Dragons are creatures of Chaos, with flaming breath that is hot enough to melt stone and metal. They seek power and domination of all things.

Ancient dragons have lived centuries, growing to enormous physical size and accumulating vast wealth and power. They are truly terrifying opponents, with intellects and cunning forged from countless victories in battle.

Red Dragon Hatchling



Type: Monster
Battle Type: ✂ Melee (4 per squad)
Movement Type: 🦋 Flying
Spawned By: Red Dragon Lair

STATS

Health: 20 ❤️
Size: 4
Armor: 10/10 🛡️

Visual Range: 3 👁️
Map Moves: 2 🦋
Battle Moves: 16 🦋

EQUIPMENT

Melee: Flame Breath (4 ammo) 12 🔥 AoE 2 ▼
Melee: Bite 10 ✂️
Melee: Claw 12 ✂️
Natural Armor: 10 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity 🛡️ Dispel Immunity 🔥 Fire Resistance (+20)

Effects:

🦋 Physical Flight 🛡️ Magic Resistant (+4)
🏔️ Mountain Survival 🦁 Brave (+2)

Description:

Dragons are huge, flying lizard-like creatures of immense size and intellect. Some grow in power to rival the Gods themselves, and many command powerful magic. Their teeth and claws are the size of men, and their breath attacks can strike down hordes of foes in seconds.

Red Dragons are creatures of Chaos, with flaming breath that is hot enough to melt stone and metal. They seek power and domination of all things.

Dragon hatchlings are tiny by Dragon standards, but are still larger and stronger than Humans. Their teeth and claws are razor sharp, and their instincts drive them to mercilessly and relentlessly hunt, eat and grow.

Reinforced Wooden Gate



Type: Gate

Battle Type: Gate

Movement Type: Land

STATS

Health: 500

Size: 10

Armor: 5/5

Visual Range: None

Map Moves: None

Battle Moves: None

EQUIPMENT

Natural Armor: 5

ABILITIES

Resistances:

Poison Immunity

Death Immunity

Holy Immunity

Psionic Immunity

Dispel Immunity

Piercing Resistance (+5)

Fire Weakness (-5)

Effects:

Lifeless

Mindless

Tireless

Wooden

Description:

A large, heavy, iron-reinforced wooden gate designed to keep out enemies.

Sage



Type: Tier II

Battle Type: Caster (3 per squad)

Movement Type: Land

Production Cost: 120

Upkeep: 4

Upgrades: 480 Archmage

Upgraded From: Librarian

Required Buildings: Mages Guild

Militia Garrison: Mages Guild

Spawned By: Magic Gate, Magic Vortex

MAGIC

Magic Paths:

Bonus Paths: (50%) / (25%) / (25%)

Mana: 250

Research: 3

STATS

Health: 10

Size: 3

Armor: 1/1

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Melee: Dagger 10

Helmet: Cloth Hood 1

Armor: Cloth Robe 1

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Magic Resistant (+6)

Brave (+2)

Description:

Astral mages study and manipulate the very essence and nature of magic. Illusions, air, electricity, mana, celestial bodies and the void between, and even time itself are of interest to an Astral mage.

Sages are Astral mages who are renowned and respected for the extent of their knowledge and wisdom in all aspects of the workings of magic.

Sages grasp that this world is only one among many, and the true extent of the universe is unfathomable even to the most advanced intellects. Utterly alien horrors lie just beyond the veil of reality, yet still these Astral mages probe and experiment, determined to achieve mastery even at the cost of their sanity.

Some Astral mages may have acquired minor skills in Nature or Chaos magic.

Scout



Type: Scout

Battle Type: Ranged (5 per squad)

Movement Type: Land

Production Cost: 25

Upkeep: 1

Upgrades: 120 Scout Cavalry

Required Buildings: Sawmill

STATS

Health: 10

Size: 3

Armor: 7/7

Visual Range: 3

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Ranged: Short Bow (15 ammo) 12

Melee: Dagger 12

Helmet: Leather Cap

7

Armor: Leather Armor

7

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Survivalist

Description:

Scouts are trained to move rapidly and stealthily through all kinds of terrain, gathering information, observing enemies and relaying intelligence to friendly forces.

Scout Cavalry



Type: Scout

Battle Type: Ranged (5 per squad)

Movement Type: Land

Production Cost: 50

Upkeep: 2

Upgraded From: Scout

Required Buildings: Stables, Sawmill

STATS

Health: 12

Size: 4

Armor: 7/7

Visual Range: 3

Map Moves: 3

Battle Moves: 16

EQUIPMENT

Ranged: Short Bow (15 ammo) 12

Melee: Short Sword 15

Melee: Hoof 12

Helmet: Leather Cap

7

Armor: Leather Armor

7

Mount: Light Horse

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Survivalist

Mounted

Description:

Scouts are trained to move rapidly and stealthily through all kinds of terrain, gathering information, observing enemies and relaying intelligence to friendly forces.

Some scouts are mounted, which extends their speed, range and elusiveness even further.

Settler



Type: Settler

Battle Type: Non-Combat

Movement Type: Land

Production Cost: 120

Upkeep: 2

Required Population: 6+

Required Buildings: Builders Guild

STATS

Health: 10

Size: 3

Armor: 0/0

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Melee: Shovel 11

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Non-Combat

Settler

Cowardly (-2)

Description:

Settlers are large civilian population groups equipped with all the tools and expertise necessary to found new cities.

Settlers have no military training and cannot fight in battles.

Skeletal Bowman



Type: Monster

Battle Type: Ranged (10 per squad)

Movement Type: Land

Summoned By: Summon Skeleton Archers (Ritual)

Spawned By: Small Cemetary, Large Cemetary, Small Dungeon, Crypt

STATS

Health: 8

Size: 3

Armor: 5/5

Visual Range: 2

Map Moves: 3

Battle Moves: 6

EQUIPMENT

Ranged: Rotten Short Bow (15 ammo) 9

Melee: Rusty Dagger 9

Helmet: Frayed Leather Cap 5

Armor: Frayed Leather Armor 5

ABILITIES

Resistances:

Poison Immunity

Death Immunity

Psionic Immunity

Dispel Immunity

Piercing Ignore (50%)

Piercing Resistance (+5)

Frost Resistance (+5)

Crushing Weakness (-5)

Holy Weakness (-5)

Effects:

Humanoid

Undead

Lifeless

Mindless

Tireless

Skeletal

Non-Replenishing

Brittle

Magic Vulnerable (-2)

Description:

Skeletons are weak Undead formed from the bones of long-dead creatures. They are mindless, tireless and physically weak, yet nimble enough to use complex weapons such as bows. The gaps between their bones mean that many attacks can pass straight through them, although any blows that connect will probably shatter their brittle form.

Skeletons are often equipped with whatever crude or damaged equipment they were buried with. They retain some of the basic skills they possessed in life.

Skeletal Light Cavalry



Type: Monster

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🐾 Land

Summoned By: 🧟🧟 Summon Skeleton Cavalry (Ritual)

STATS

Health: 10 ❤️

Size: 4

Armor: 5/5 🛡️

Visual Range: 2 👁️

Map Moves: 4 🐾

Battle Moves: 14 🐾

EQUIPMENT

Melee: Rusty Lance (1 ammo) 19 ⚔️

Melee: Rusty Broad Sword 13 ⚔️

Melee: Hoof 12 🐾

Helmet: Frayed Leather Cap

5 🛡️

Armor: Frayed Leather Armor

5 🛡️

Shield: Rotten Buckler

6 🛡️

Mount: Skeletal Horse

Mounted Armor: Light Barding

ABILITIES

Resistances:

🛡️ Poison Immunity

🛡️ Death Immunity

🛡️ Psionic Immunity

🛡️ Dispel Immunity

⚔️ Piercing Ignore (50%)

🛡️ Piercing Resistance (+5)

❄️ Frost Resistance (+5)

🔪 Crushing Weakness (-5)

✝️ Holy Weakness (-5)

Effects:

👤 Humanoid

🧟 Undead

👤 Lifeless

👤 Mindless

∞ Tireless

👤 Skeletal

⚔️ Non-Replenishing

👤 Brittle

🛡️ Rotten Buckler

👤 Mounted

🛡️ Magic Vulnerable (-2)

Description:

Skeletons are weak Undead formed from the bones of long-dead creatures. They are mindless, tireless and physically weak, yet nimble enough to use complex weapons such as bows. The gaps between their bones mean that many attacks can pass straight through them, although any blows that connect will probably shatter their brittle form.

Skeletons are often equipped with whatever crude or damaged equipment they were buried with. They retain some of the basic skills they possessed in life.

Skeletal Swordsman



Type: Monster

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🦶 Land

Summoned By: 🧟🧟 Summon Skeleton Warriors (Ritual)

Spawned By: Small Cemetary, Large Cemetary, Small Dungeon, Crypt

STATS

Health: 8 ❤️

Size: 3

Armor: 8/8 🛡️

Visual Range: 2 👁️

Map Moves: 3 🦶

Battle Moves: 5 🦶

EQUIPMENT

Melee: Rusty Broad Sword 12 🗡️

Helmet: Rusty Scale Helmet 8 🛡️

Armor: Rusty Scale Mail 8 🛡️

Shield: Rotten Buckler 6 🛡️

ABILITIES

Resistances:

🛡️ Poison Immunity

🛡️ Death Immunity

🛡️ Psionic Immunity

🛡️ Dispel Immunity

🛡️ Piercing Ignore (50%)

🛡️ Piercing Resistance (+5)

❄️ Frost Resistance (+5)

🔪 Crushing Weakness (-5)

✝️ Holy Weakness (-5)

Effects:

🧑 Humanoid

🧟 Undead

👤 Lifeless

🧠 Mindless

♾️ Tireless

🗡️ Skeletal

🛡️ Non-Replenishing

🗡️ Brittle

🛡️ Rotten Buckler

🛡️ Magic Vulnerable (-2)

Description:

Skeletons are weak Undead formed from the bones of long-dead creatures. They are mindless, tireless and physically weak, yet nimble enough to use complex weapons such as bows. The gaps between their bones mean that many attacks can pass straight through them, although any blows that connect will probably shatter their brittle form.

Skeletons are often equipped with whatever crude or damaged equipment they were buried with. They retain some of the basic skills they possessed in life.

Skeleton



Type: Monster

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🦶 Land

Summoned By: 🧛 Summon Skeletons (Ritual)

Spawned By: Small Cemetary, Large Cemetary, Small Dungeon, Crypt

STATS

Health: 8 ❤️

Size: 3

Armor: 0/0 🛡️

Visual Range: 2 👁️

Map Moves: 3 🦶

Battle Moves: 6 🦶

EQUIPMENT

Melee: Claw 8 🗡️

ABILITIES

Resistances:

- 🛡️ Poison Immunity
- 🛡️ Death Immunity
- 🛡️ Psionic Immunity

- 🛡️ Dispel Immunity
- ❌ Piercing Ignore (50%)
- 🛡️ Piercing Resistance (+5)

- ❄️ Frost Resistance (+5)
- 🔪 Crushing Weakness (-5)
- ✝️ Holy Weakness (-5)

Effects:

- 🧑 Humanoid
- 🧛 Undead
- 🖤 Lifeless

- 🧠 Mindless
- ♾️ Tireless
- 🦶 Skeletal

- ❌ Non-Replenishing
- 🔪 Brittle
- 🛡️ Magic Vulnerable (-2)

Description:

Skeletons are weak Undead formed from the bones of long-dead creatures. They are mindless, tireless and physically weak, yet nimble enough to use complex weapons such as bows. The gaps between their bones mean that many attacks can pass straight through them, although any blows that connect will probably shatter their brittle form.

Skeletons are often equipped with whatever crude or damaged equipment they were buried with. They retain some of the basic skills they possessed in life.

Slinger



Type: Tier I

Battle Type: Ranged (10 per squad)

Movement Type: Land

Production Cost: 30

Upkeep: 1

Upgrades: 60 Bowman

Spawned By: Bandit Camp, Mercenary Camp, Army Camp

STATS

Health: 10

Size: 3

Armor: 3/3

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Ranged: Sling (15 ammo) 12

Melee: Dagger 12

Helmet: Cloth Cap

3

Armor: Cloth Armor

3

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Unrest Decrease

Description:

Slings are simple cords designed to be swung rapidly by the wielder, hurling small stone or metal projectiles over large distances. Slingers are cheap and capable of delivering massed but inaccurate fire.

Spear Militia



Type: Militia

Battle Type: Melee (10 per squad)

Movement Type: Land

STATS

Health: 10

Size: 3

Armor: 5/5

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Melee: Spear 12

Helmet: Hide Cap

5

Armor: Hide Armor

5

Shield: Buckler

8

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Buckler

Anti-Mounted

Cowardly (-1)

Description:

From crude sharpened sticks to finely crafted metal-tipped polearms, spear-armed infantry or Spearmen are the backbone of any army. They are especially useful in tight formations against mounted enemies.

Militia are non-professional soldiers who are called upon to defend their lands in an emergency. They lack the skills and training of professional soldiers, and are usually issued only simple weapons. However, a Militia force guarding a fortification can be tricky to defeat.

Spearman



Type: Tier I

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🏠 Land

Production Cost: 30 🏠

Upkeep: 1 🏠

Upgrades: 120 🏠 Heavy Spearman

Spawned By: Bandit Camp, Mercenary Camp, Army Camp

STATS

Health: 10 ❤️

Size: 3

Armor: 7/7 🛡️

Visual Range: 1 👁️

Map Moves: 2 🏠

Battle Moves: 8 🏠

EQUIPMENT

Melee: Spear 13 🏠

Helmet: Leather Cap

7 🛡️

Armor: Leather Armor

7 🛡️

Shield: Buckler

8 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

🧑 Humanoid

🛡️ Buckler

🛡️ Anti-Mounted

⚖️ Unrest Decrease

Description:

From crude sharpened sticks to finely crafted metal-tipped polearms, spear-armed infantry or Spearmen are the backbone of any army. They are especially useful in tight formations against mounted enemies.

Stone Giant



Type: Monster

Battle Type: ⚔️ Melee (3 per squad)

Movement Type: 🦶 Land

Upkeep: 4 🔵

Summoned By: 🌳🌳🌳 Summon Stone Giants (Ritual)

Spawned By: Enchanted Forest

STATS

Health: 60 ❤️

Size: 7

Armor: 20/20 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 8 🦶

EQUIPMENT

Ranged: Boulder (5 ammo) 22 🗡️ / AoE 1 🔴

Melee: Club 26 🗡️

Natural Armor: 15 🛡️

Helmet: Hide Cap

5 🛡️

Armor: Hide Armor

5 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

⚡ Shock Resistance (+10)

Effects:

🪨 Stone

🛡️ Magic Resistant (+2)

🏔️ Mountain Survival

🦁 Brave (+6)

Description:

Stone Giants are huge, angry giants with flesh as tough as mountain granite. They hurl massive boulders in battle.

Sword Militia



Type: Militia

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🦶 Land

Militia Garrison: Barracks, Blacksmith, Armory, Forge, City Watch

STATS

Health: 10 ❤️

Size: 3

Armor: 7/7 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 8 🦶

EQUIPMENT

Melee: Broad Sword 15 🗡️

Helmet: Leather Cap

7 🛡️

Armor: Leather Armor

7 🛡️

Shield: Buckler

8 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🚫 Dispel Immunity

Effects:

🧑 Humanoid

🛡️ Buckler

👹 Cowardly (-1)

Description:

Swords are versatile melee weapons, used for slashing, thrusting and parrying. This makes Swordsmen useful as skirmishers or formation fighters.

Militia are non-professional soldiers who are called upon to defend their lands in an emergency. They lack the skills and training of professional soldiers, and are usually issued only simple weapons. However, a Militia force guarding a fortification can be tricky to defeat.

Swordsman



Type: Tier I

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🦶 Land

Production Cost: 40 🪙

Upkeep: 1 🪙

Upgrades: 120 🪙 Heavy Swordsman

Required Buildings: Blacksmith

Spawned By: Bandit Camp, Mercenary Camp, Shrine, Temple, Monastery, Army Camp

STATS

Health: 10 ❤️

Size: 3

Armor: 10/10 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 7 🦶

EQUIPMENT

Melee: Broad Sword 16 🗡️

Helmet: Scale Helmet

10 🛡️

Armor: Scale Mail

10 🛡️

Shield: Buckler

8 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

Effects:

🦶 Humanoid

🛡️ Buckler

⚖️ Unrest Decrease

Description:

Swords are versatile melee weapons, used for slashing, thrusting and parrying. This makes Swordsmen useful as skirmishers or formation fighters.

Unicorn



Type: Monster

Battle Type: ⚔️ Melee (5 per squad)

Movement Type: 🐾 Land

Upkeep: 3 🔵

Summoned By: ✝️ ✝️ Summon Unicorns (Ritual)

Spawned By: Grove, Enchanted Forest

STATS

Health: 30 ❤️

Size: 5

Armor: 11/11 🛡️

Visual Range: 2 👁️

Map Moves: 3 🐾

Battle Moves: 14 🐾

EQUIPMENT

Melee: Unicorn Horn 16 🗡️ +10 ✝️

Melee: Hoof 16 🗡️

Natural Armor: 10 🛡️

ABILITIES

Resistances:

✝️ Holy Immunity

🚫 Dispel Immunity

☠️ Poison Resistance (+15)

☠️ Death Resistance (+5)

Effects:

🙏 Bless

🛡️ Magic Resistant (+4)

🦁 Brave (+4)

Description:

Unicorns are beautiful legendary creatures resembling white horses with golden horns. The horns are highly magical and infused with Holy power.

Venomous Snake



Type: Monster

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🦶 Land

Spawned By: Critter Lair, Garden, Grove, Enchanted Forest

STATS

Health: 6 ❤️

Size: 2

Armor: 0/0 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 8 🦶

EQUIPMENT

Melee: Venomous Bite 6 ⚔️ +10 ☠️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

☠️ Poison Resistance (+10)

🧠 Psionic Resistance (+5)

Effects:

🦊 Animal

🌲 Forest Survival

🦎 Swamp Survival

Description:

Snakes hunt small creatures, and will avoid fights unless attacked or provoked. Their bites deliver large quantities of deadly venom which can kill a human-sized victim in minutes.

War Bear



Type: Monster

Battle Type: ⚔️ Melee (5 per squad)

Movement Type: 🦶 Land

Upkeep: 3 🔵

Spawned By: Elf Village, Elf Stronghold

STATS

Health: 40 ❤️

Size: 5

Armor: 6/23 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 9 🦶

EQUIPMENT

Melee: Bite 16 🗡️

Melee: Claw (x2) 18 🗡️

Natural Armor: 6 🛡️

Armor: Plate Cuirass

17 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

❄️ Frost Resistance (+5)

🧠 Psionic Resistance (+5)

Effects:

🦌 Animal

🌲 Forest Survival

Description:

Bears are large, powerful mammals, growing up to 3 metres tall and weighing over half a tonne. Their strength, razor-sharp teeth and claws, and tough, furry hide make them dangerous hunters.

War Bears are bred from birth for battle, and trained to fight in heavy plate armor.

Warlock



Type: Tier II

Battle Type: Caster (3 per squad)

Movement Type: Land

Production Cost: 120

Upkeep: 4

Upgrades: 480 Demonologist

Upgraded From: Chaos Cultist

Required Buildings: Mages Guild

Militia Garrison: Mages Guild

Spawned By: Chaos Gate, Chaos Vortex

MAGIC

Magic Paths:

Bonus Paths: (50%) / (25%) / (25%)

Mana: 250

Research: 3

STATS

Health: 10

Size: 3

Armor: 1/1

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Melee: Dagger 10

Helmet: Cloth Hood 1

Armor: Cloth Robe 1

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Fire Resistance (+6)

Frost Weakness (-3)

Effects:

Humanoid

Desert Survival

Magic Resistant (+3)

Brave (+2)

Description:

Demonology and Pyromancy are practised by Chaos mages, byproducts of their obsession with all aspects of the Demonic realms. Unstable, erratic and addicted to raw power, Chaos mages are prepared to sacrifice their souls and sign binding pacts with Demon lords to enhance their own power.

Warlocks are Chaos mages whose skills have grown strong enough to channel significant energy from the Demonic realms, and who command the attention and respect of Demons.

Some Chaos mages may have acquired minor skills in Astral or Death magic.

White Dragon



Type: Monster

Battle Type: ✖ Melee

Movement Type: 🦅 Flying

Upkeep: 7 🔵

Summoned By: 🧛🧛🧛🧛 Summon White Dragon (Ritual)

Spawned By: White Dragon Lair

STATS

Health: 180 ❤️

Size: 10

Armor: 20/20 🛡️

Visual Range: 3 👁️

Map Moves: 4 🦅

Battle Moves: 24 🦅

EQUIPMENT

Melee: Frost Breath (4 ammo) 25 ❄️ AoE 4 ▼

Melee: Bite 30 🦷

Melee: Claw (x2) 32 ✂️

Melee: Tail Smash 27 🗡️ AoE 1 ●

Natural Armor: 20 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

❄️ Frost Resistance (+25)

Effects:

🦅 Physical Flight

🛡️ Magic Resistant (+8)

🧊 Arctic Survival

🦁 Brave (+10)

Description:

Dragons are huge, flying lizard-like creatures of immense size and intellect. Some grow in power to rival the Gods themselves, and many command powerful magic. Their teeth and claws are the size of men, and their breath attacks can strike down hordes of foes in seconds.

White Dragons have a cold, callous nature to match their freezing breath. They hunt for sport, and adorn their lairs with the frozen statues of their prey.

Ancient dragons have lived centuries, growing to enormous physical size and accumulating vast wealth and power. They are truly terrifying opponents, with intellects and cunning forged from countless victories in battle.

White Dragon Hatchling



Type: Monster
Battle Type: ✂ Melee (4 per squad)
Movement Type: 🦋 Flying
Spawned By: White Dragon Lair

STATS

Health: 20 ❤️
Size: 4
Armor: 10/10 🛡️

Visual Range: 3 👁️
Map Moves: 2 🦋
Battle Moves: 16 🦋

EQUIPMENT

Melee: Frost Breath (4 ammo) 12 ❄️ AoE 2 ▼
Melee: Bite 10 ✂️
Melee: Claw 12 ✂️
Natural Armor: 10 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity 🛡️ Dispel Immunity ❄️ Frost Resistance (+20)

Effects:

🦋 Physical Flight 🛡️ Magic Resistant (+4)
🏠 Arctic Survival 🦁 Brave (+2)

Description:

Dragons are huge, flying lizard-like creatures of immense size and intellect. Some grow in power to rival the Gods themselves, and many command powerful magic. Their teeth and claws are the size of men, and their breath attacks can strike down hordes of foes in seconds.

White Dragons have a cold, callous nature to match their freezing breath. They hunt for sport, and adorn their lairs with the frozen statues of their prey.

Dragon hatchlings are tiny by Dragon standards, but are still larger and stronger than Humans. Their teeth and claws are razor sharp, and their instincts drive them to mercilessly and relentlessly hunt, eat and grow.

Wolf



Type: Monster

Battle Type: ⚔️ Melee (15 per squad)

Movement Type: 🦶 Land

Upkeep: 1 🔵

Summoned By: 🌳 Summon Wolves (Ritual)

Spawned By: Garden, Grove, Enchanted Forest

STATS

Health: 8 ❤️

Size: 2

Armor: 2/2 🛡️

Visual Range: 2 👁️

Map Moves: 3 🦶

Battle Moves: 10 🦶

EQUIPMENT

Melee: Bite 4 🗡️

Melee: Claw 6 🗡️

Natural Armor: 2 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity
🛡️ Dispel Immunity

❄️ Frost Resistance (+5)
🧠 Psionic Resistance (+5)

Effects:

🦌 Animal
🌳 Forest Survival

⛰️ Mountain Survival
🏔️ Arctic Survival

Description:

Wolves are canine pack hunters adapted to a wide range of cold and mountainous climates. Their endurance and keen sense of smell allow them to track prey over huge distances.

Wooden Gate



Type: Gate

Battle Type: Gate

Movement Type: Land

STATS

Health: 250

Size: 10

Armor: 5/5

Visual Range: None

Map Moves: None

Battle Moves: None

EQUIPMENT

Natural Armor: 5

ABILITIES

Resistances:

Poison Immunity

Death Immunity

Holy Immunity

Psionic Immunity

Dispel Immunity

Piercing Resistance (+5)

Fire Weakness (-5)

Effects:

Lifeless

Mindless

Tireless

Wooden

Description:

A large, heavy wooden gate designed to keep out enemies.

Worker



Type: Worker

Battle Type: Non-Combat

Movement Type: Land

Production Cost: 60

Upkeep: 1

Required Buildings: Blacksmith

STATS

Health: 10

Size: 3

Armor: 0/0

Visual Range: 1

Map Moves: 2

Battle Moves: 8

EQUIPMENT

Melee: Pickaxe 11

ABILITIES

Resistances:

Holy Immunity

Dispel Immunity

Effects:

Humanoid

Non-Combat

Worker

Cowardly (-2)

Description:

Workers perform all manner of physical labour, laying roads, improving terrain and constructing economic buildings across the lands.

Workers have no military training and cannot fight in battles.

Wraith



Type: Monster

Battle Type: ✖ Melee (3 per squad)

Movement Type: 🦋 Flying

Spawned By: Large Cemetary, Crypt

STATS

Health: 40 ❤️

Size: 4

Armor: 0/0 🛡️

Visual Range: 3 👁️

Map Moves: 3 🦋

Battle Moves: 13 🦋

EQUIPMENT

Melee: Shadow Blade 11 🗡️ +8 ⚡ +8 🧟 ✖

Melee: Terrify 🧟 AoE 2 🟡

ABILITIES

Resistances:

🧟 Poison Immunity

🧟 Death Immunity

🛡️ Dispel Immunity

✖ Piercing Ignore (75%)

✖ Slashing Ignore (75%)

✖ Crushing Ignore (75%)

✖ Piercing Resistance (+5)

❄️ Frost Resistance (+5)

✚ Holy Weakness (-5)

Effects:

🧟 Undead

🖤 Lifeless

∞ Tireless

✚ Regeneration

👁️ Spectral

🦋 Magical Flight

🛡️ Magic Resistant (+4)

🦁 Brave (+10)

Description:

Wraiths are dark, malicious and terrifying spectres infused with evil and hatred. They strike with deadly shadow blades.

Young Bear



Type: Monster

Battle Type: ⚔️ Melee (5 per squad)

Movement Type: 🦶 Land

Spawned By: Bear Cave, Garden, Grove, Enchanted Forest

STATS

Health: 20 ❤️

Size: 3

Armor: 4/4 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 8 🦶

EQUIPMENT

Melee: Bite 13 🗡️

Melee: Claw 15 🗡️

Natural Armor: 4 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

❄️ Frost Resistance (+5)

🧠 Psionic Resistance (+5)

Effects:

🦊 Animal

🌲 Forest Survival

🦊 Cowardly (-2)

Description:

Bears are large, powerful mammals, growing up to 3 metres tall and weighing over half a tonne. Their strength, razor-sharp teeth and claws, and tough, furry hide make them dangerous hunters.

Young Blue Dragon



Type: Monster

Battle Type: ✂ Melee (2 per squad)

Movement Type: 🦅 Flying

Upkeep: 5 🔵

Spawned By: Blue Dragon Lair

STATS

Health: 60 ❤️

Size: 7

Armor: 15/15 🛡️

Visual Range: 3 👁️

Map Moves: 3 🦅

Battle Moves: 20 🦅

EQUIPMENT

Melee: Lightning Breath (4 ammo) 18 ⚡ AoE 3 |

Melee: Bite 20 🦷

Melee: Claw (x2) 22 🗡️

Melee: Tail Swipe 17 🗡️

Natural Armor: 15 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

⚡ Shock Resistance (+25)

Effects:

🦅 Physical Flight

🛡️ Magic Resistant (+6)

🦅 Desert Survival

🦁 Brave (+6)

Description:

Dragons are huge, flying lizard-like creatures of immense size and intellect. Some grow in power to rival the Gods themselves, and many command powerful magic. Their teeth and claws are the size of men, and their breath attacks can strike down hordes of foes in seconds.

Blue Dragons crave violence and magic, with breath formed from pure lightning. They recklessly seek battle and danger for the sake of enjoyment.

Young Green Dragon



Type: Monster

Battle Type: ✂ Melee (2 per squad)

Movement Type: 🦋 Flying

Upkeep: 5 🔵

Spawned By: Green Dragon Lair

STATS

Health: 60 ❤️

Size: 7

Armor: 15/15 🛡️

Visual Range: 3 👁️

Map Moves: 3 🦋

Battle Moves: 20 🦋

EQUIPMENT

Melee: Poison Breath (4 ammo) 18 ☠️ AoE 3 ▼

Melee: Bite 20 ✂

Melee: Claw (x2) 22 ✂

Melee: Tail Swipe 17 ✂

Natural Armor: 15 🛡️

ABILITIES

Resistances:

✂ Holy Immunity

🛡️ Dispel Immunity

☠️ Poison Resistance (+25)

Effects:

🦋 Physical Flight

🛡️ Magic Resistant (+6)

🦋 Swamp Survival

🦁 Brave (+6)

Description:

Dragons are huge, flying lizard-like creatures of immense size and intellect. Some grow in power to rival the Gods themselves, and many command powerful magic. Their teeth and claws are the size of men, and their breath attacks can strike down hordes of foes in seconds.

Green Dragons are cunning, devious and manipulative, patiently biding their time while their poisonous breath destroys enemies from within.

Young Polar Bear



Type: Monster

Battle Type: ⚔️ Melee (5 per squad)

Movement Type: 🦶 Land

Spawned By: Polar Bear Cave

STATS

Health: 30 ❤️

Size: 4

Armor: 4/4 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 8 🦶

EQUIPMENT

Melee: Bite 14 🗡️

Melee: Claw 16 🗡️

Natural Armor: 4 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

❄️ Frost Resistance (+10)

🧠 Psionic Resistance (+5)

Effects:

🦊 Animal

🧊 Arctic Survival

🦊 Cowardly (-2)

Description:

Dwelling primarily in cold, arctic conditions, Polar Bears are even larger and stronger than normal Bears. They are aggressive carnivorous hunters and very dangerous enemies.

Young Red Dragon



Type: Monster

Battle Type: ✂ Melee (2 per squad)

Movement Type: 🦋 Flying

Upkeep: 5 🔵

Spawned By: Red Dragon Lair

STATS

Health: 60 ❤️

Size: 7

Armor: 15/15 🛡️

Visual Range: 3 👁️

Map Moves: 3 🦋

Battle Moves: 20 🦋

EQUIPMENT

Melee: Flame Breath (4 ammo) 18 🔥 AoE 3 ▼

Melee: Bite 20 ✂

Melee: Claw (x2) 22 ✂

Melee: Tail Swipe 17 ✂

Natural Armor: 15 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

🔥 Fire Resistance (+25)

Effects:

🦋 Physical Flight

🛡️ Magic Resistant (+6)

⛰️ Mountain Survival

👑 Brave (+6)

Description:

Dragons are huge, flying lizard-like creatures of immense size and intellect. Some grow in power to rival the Gods themselves, and many command powerful magic. Their teeth and claws are the size of men, and their breath attacks can strike down hordes of foes in seconds.

Red Dragons are creatures of Chaos, with flaming breath that is hot enough to melt stone and metal. They seek power and domination of all things.

Young White Dragon



Type: Monster

Battle Type: ✂ Melee (2 per squad)

Movement Type: 🦅 Flying

Upkeep: 5 🔵

Spawned By: White Dragon Lair

STATS

Health: 60 ❤️

Size: 7

Armor: 15/15 🛡️

Visual Range: 3 👁️

Map Moves: 3 🦅

Battle Moves: 20 🦅

EQUIPMENT

Melee: Frost Breath (4 ammo) 18 ❄️ AoE 3 ▼

Melee: Bite 20 ✂

Melee: Claw (x2) 22 ✂

Melee: Tail Swipe 17 ✂

Natural Armor: 15 🛡️

ABILITIES

Resistances:

🛡️ Holy Immunity

🛡️ Dispel Immunity

❄️ Frost Resistance (+25)

Effects:

🦅 Physical Flight

🛡️ Magic Resistant (+6)

🧊 Arctic Survival

🦁 Brave (+6)

Description:

Dragons are huge, flying lizard-like creatures of immense size and intellect. Some grow in power to rival the Gods themselves, and many command powerful magic. Their teeth and claws are the size of men, and their breath attacks can strike down hordes of foes in seconds.

White Dragons have a cold, callous nature to match their freezing breath. They hunt for sport, and adorn their lairs with the frozen statues of their prey.

Zombie



Type: Monster

Battle Type: ⚔️ Melee (10 per squad)

Movement Type: 🦶 Land

Summoned By: 🧟🧟 Summon Zombies (Ritual)

Spawned By: Large Cemetary, Crypt

STATS

Health: 20 ❤️

Size: 3

Armor: 2/2 🛡️

Visual Range: 1 👁️

Map Moves: 2 🦶

Battle Moves: 4 🦶

EQUIPMENT

Melee: Fist 9 🗡️

Melee: Zombie Bite 9 ✂️ +5 🧟 🧟

Natural Armor: 2 🛡️

ABILITIES

Resistances:

🛡️ Poison Immunity

🛡️ Death Immunity

🛡️ Psionic Immunity

🛡️ Dispel Immunity

✂️ Piercing Resistance (+5)

❄️ Frost Resistance (+5)

✝️ Holy Weakness (-5)

Effects:

👤 Humanoid

🧟 Undead

👤 Lifeless

🧠 Mindless

♾️ Tireless

✂️ Non-Replenishing

🛡️ Magic Vulnerable (-2)

Description:

Zombies are weak Undead formed from the rotting corpses of dead creatures that have been infected with Zombie Plague. They are mindless, tireless, clumsy and strong, able to use crude weapons but not complex ones such as bows. Their decaying flesh binds the bones together more strongly than a skeleton, making them slower but tough to destroy. Their bite infects living victims with Zombie Plague, causing them to rise as Zombies a few days or weeks after death.

Zombies are often equipped with whatever crude or damaged equipment they died with, although helmets are removed to allow their bite attack to be utilised. They retain the size, shape, and some of the basic skills they possessed in life.

Zombie Plague Spewer



Type: Monster

Battle Type: Ranged (5 per squad)

Movement Type: Land

Upkeep: 3

Summoned By: Summon Plague Spewers (Ritual)

Spawned By: Crypt

STATS

Health: 45

Size: 4

Armor: 23/23

Visual Range: 1

Map Moves: 2

Battle Moves: 5

EQUIPMENT

Ranged: Zombie Plague Spew (10 ammo) 10 AoE
1

Melee: Fist 14

Melee: Zombie Bite 14 +5

Natural Armor: 6

Helmet: Plate Cap

17

Armor: Plate Cuirass

17

ABILITIES

Resistances:

Poison Immunity

Death Immunity

Psionic Immunity

Dispel Immunity

Piercing Resistance (+5)

Frost Resistance (+5)

Holy Weakness (-5)

Effects:

Humanoid

Undead

Lifeless

Mindless

Tireless

Magic Resistant (+2)

Description:

Zombie Plague Spewers are horrifying biological warfare experiments created by crazed necromancers. Normal Zombies are plated with thick armor and their bodies pumped with Zombie Plague toxins, which is then spewed over large numbers of enemies in battle.