

Wizard Warfare

Grimoire

v1.1

Contents

Astral	5
Amplify Magic (Battle)	5
Amplify Magic (Ritual)	6
Anti-Magic Blast	7
Astral Aim	8
Astral Darts	9
Astral Gateway	10
Astral Missiles	11
Astral Vision	12
Flight	13
Haste (Battle)	14
Haste (Ritual)	15
Major Disjunction	16
Major Dispel	17
Mass Resist Magic	18
Minor Disjunction	19
Minor Dispel	20
Mirror Image	21
Resist Magic (Battle)	22
Resist Magic (Ritual)	23
Scry	24
Siphon Mana	25
Spectral Form	26
Summon Blue Dragon	27
Summon Greater Air Elemental	28
Summon Lesser Air Elemental	29
Summon Mana Beasts	30
Summon Mind Eaters	31
Summon Phantom Bears	32
Summon Phantom Warriors	33
Teleport	34
Chaos	35
Berserker Rage (Battle)	35
Berserker Rage (Ritual)	36
Chaos Breath (Battle)	37
Chaos Breath (Ritual)	38
Enchant Iron Golem	39
Enrage	40
Fire Ball	41
Fire Darts	42
Flame Bolts	43
Flame Strike	44
Incinerate Terrain	45
Infernal Heat	46
Magma Flesh	47
Mass Resist Fire	48
Meteor Strike	49
Rain of Fire	50
Resist Fire (Battle)	51
Resist Fire (Ritual)	52

Scorching Heat	53
Summon Cerberus	54
Summon Demons	55
Summon Greater Fire Elemental	56
Summon Hell Hounds	57
Summon Imp Pyromaniacs	58
Summon Imp Workers	59
Summon Imps	60
Summon Lesser Fire Elemental	61
Summon Red Dragon	62
Unleash Hell	63
Volcano	64
Death	65
Barren Terrain	65
Blood Sacrifice	66
Fear	67
Greater Reanimation	68
Lesser Reanimation	69
Locusts	70
Mass Resist Frost	71
Mend Undead	72
Nightmares	73
Phantasmagoria	74
Plague	75
Reanimation	76
Resist Frost (Battle)	77
Resist Frost (Ritual)	78
Shadow Blast	79
Shadow Bolt	80
Smothering Darkness	81
Summon Death Knights	82
Summon Plague Spewers	83
Summon Skeleton Archers	84
Summon Skeleton Cavalry	85
Summon Skeleton Warriors	86
Summon Skeletons	87
Summon White Dragon	88
Summon Zombies	89
Terror	90
Unholy Darkness	91
Unravel Undead	92
Zombie Apocalypse	93
Zombie Uprising	94
Holy	95
Bless (Battle)	95
Bless (Ritual)	96
Endurance	97
Greater Heal	98
Heal	99
Heavenly Light	100
Heroism	101

Hold Person	102
Holy Light	103
Industry	104
Law and Order	105
Lay on Hands	106
Lesser Heal	107
Mass Bless	108
Mass Holy Regeneration	109
Reinvigoration	110
Resurrection	111
Shield of Faith (Battle)	112
Shield of Faith (Ritual)	113
Smite	114
Solar Flare	115
Summon Angels	116
Summon Archangel	117
Summon Battle Healers	118
Summon Fanatics	119
Summon Healers	120
Summon Paladins	121
Summon Unicorns	122
Turn Undead	123
Zealotry	124

Nature	125
Beast Mastery	125
Bountiful Harvest	126
Change Terrain	127
Cleanse Poison	128
Eagle Eyes	129
Empower Animal	130
Envenom (Battle)	131
Envenom (Ritual)	132
Fertilize Terrain	133
Greater Renew	134
Insect Swarm	135
Lesser Renew	136
Mass Resist Poison	137
Nature Attack	138
Poison Cloud	139
Poison Darts	140
Renew	141
Resist Poison (Battle)	142
Resist Poison (Ritual)	143
Summon Bears	144
Summon Forest Trolls	145
Summon Giant Spiders	146
Summon Green Dragon	147
Summon Insects	148
Summon Stone Giants	149
Summon Wolves	150
Tough Hide (Battle)	151
Tough Hide (Ritual)	152

Warp Wood 153
Web 154

Amplify Magic (Battle)

⚔ (Battle)

Magic School: Enchantment (Level 2)

Magic Path: ✨

BATTLE

Type: Buff

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 1 ●

Unit: Cannot be 🗡 Non-Combat.

STATS

Unit Effects: 🌐 Amplify Magic

Description:

Amplifies the magical strength of the target units.

Amplify Magic (Ritual)

● (Ritual)

Magic School: Enchantment (Level 2)

Magic Path: ✨ ✨

RITUAL

Type: Squad Buff

Range: 1

Mana Cost: 30 ●

TARGET

Squad: Cannot be ✨ Non-Combat.

STATS

Unit Effects: 🌐 Amplify Magic

Description:

Amplifies the magical strength of the target squad.

Anti-Magic Blast

✂ (Battle)

Magic School: Evocation (Level 2)

Magic Path: ✨ ✨

BATTLE

Type: Damage

Range: 30

Mana Cost: 20 🧪

TARGET

Area of Effect: 1 ●

Unit: Must be 🗝 Bound by Magic. Cannot have 🌀 Dispel immunity.

STATS

Damage: 5 🌀

Description:

Blasts enemies with anti-magical Dispel damage.

Astral Aim

⚔ (Battle)

Magic School: Enchantment (Level 1)

Magic Path: ✨ ✨

BATTLE

Type: Buff

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 1 ●

Unit: Cannot be ⚔ Melee or 🛡 Non-Combat.

STATS

Unit Effects: 🎯 Astral Aim

Description:

Grants the target units magically enhanced aim.

Astral Darts

✂ (Battle)

Magic School: Evocation (Level 0)

Magic Path: ✨

BATTLE

Type: Damage

Range: 30

Mana Cost: 20 🧪

TARGET

Accuracy: +2

Magic Penetration: 2

Unit: Cannot have ✨ Astral immunity.

STATS

Effects: 2 (+1 per path)

Damage: 5 ✨

Description:

Shoots multiple Astral darts towards the enemy.

Astral Gateway

● (Ritual)

Magic School: Evocation (Level 4)

Magic Path: ✨✨✨

RITUAL

Type: Teleport

Range: 12

Mana Cost: 60 ●

TARGET

Target: Must be a City.

STATS

Teleports: Caster Company

Description:

Teleports the caster and an entire company to a nearby friendly city.

Astral Missiles

● (Ritual)

Magic School: Evocation (Level 3)

Magic Path: ✨ ✨

RITUAL

Type: Squad Damage

Range: 8

Mana Cost: 40 ●

TARGET

Squad: Cannot be ✨ Non-Combat. Cannot have ✨ Astral immunity.

STATS

Attack: Astral Missile (x5)

Hit Chance: 100% per attack

Damage: 10 ✨

Description:

Sends long-range astral missiles towards the enemy.

Astral Vision

● (Ritual)

Magic School: Enchantment (Level 3)

Magic Path: ✨ ✨ ✨

RITUAL

Type: City Buff

Mana Cost: 50 ●

Upkeep: 1 ●

TARGET

Target: Must be a City.

STATS

City Effect: 🌀 Astral Vision

Description:

Grants the target city enhances vision of its surroundings.

Flight

● (Ritual)

Magic School: Enchantment (Level 4)

Magic Path: ✨ ✨ ✨

RITUAL

Type: Squad Buff

Range: 1

Mana Cost: 30 ●

Upkeep: 2 ●

STATS

Unit Effects: 🦋 Magical Flight

Description:

Gives the target squad the ability to fly magically.

Haste (Battle)

⚔ (Battle)

Magic School: Enchantment (Level 2)

Magic Path: ✨ ✨

BATTLE

Type: Buff

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 1 ●

Unit: Cannot be 🦋 Non-Combat.

STATS

Unit Effects: 🌀 Haste

Description:

Grants the targets units exceptional speed.

Haste (Ritual)

● (Ritual)

Magic School: Enchantment (Level 2)

Magic Path: ✨ ✨

RITUAL

Type: Squad Buff

Range: 1

Mana Cost: 20 ●

TARGET

Squad: Cannot be ✨ Non-Combat.

STATS

Unit Effects: 🌀 Haste

Description:

Grants the target squad exceptional speed.

Major Disjunction

● (Ritual)

Magic School: Evocation (Level 3)

Magic Path: ✨ ✨ ✨ ✨

RITUAL

Type: Disjunction

Mana Cost: 200 ●

STATS

Dispels: Global Rituals (66% chance)

Description:

Attempts to dispel an enemy global ritual.

Major Dispel

● (Ritual)

Magic School: Evocation (Level 3)

Magic Path: ✨ ✨ ✨ ✨

RITUAL

Type: Dispel

Range: 9

Mana Cost: 50 ●

STATS

Dispels: Squad/City Rituals (66% chance)

Description:

Attempts to dispel an enemy ritual.

Mass Resist Magic

⚔ (Battle)

Magic School: Enchantment (Level 4)

Magic Path: 

BATTLE

Type: Whole Battle Buff

Mana Cost: 200 

STATS

Battle Effect:  Mass Resist Magic

Description:

Increases the Magic Resistance of all friendly units on the battlefield.

Minor Disjunction

● (Ritual)

Magic School: Evocation (Level 1)

Magic Path: ✨

RITUAL

Type: Disjunction

Mana Cost: 200 ●

STATS

Dispels: Global Rituals (33% chance)

Description:

Attempts to dispel an enemy global ritual.

Minor Dispel

● (Ritual)

Magic School: Evocation (Level 1)

Magic Path: ✨

RITUAL

Type: Dispel

Range: 6

Mana Cost: 50 ●

STATS

Dispels: Squad/City Rituals (33% chance)

Description:

Attempts to dispel an enemy ritual.

Mirror Image

✂ (Battle)

Magic School: Enchantment (Level 0)

Magic Path: ✨

BATTLE

Type: Buff

Range: 0

Mana Cost: 10 🧪

TARGET

Accuracy: Always Hits

Unit: Cannot be 🗡 Non-Combat.

STATS

Unit Effects: 💧 Spectral

Description:

Makes the caster Spectral and difficult to hit with non-magical weapons.

Resist Magic (Battle)

⚔ (Battle)

Magic School: Enchantment (Level 1)

Magic Path: ✨

BATTLE

Type: Buff

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 1 ●

Unit: Cannot be 🗡 Non-Combat.

STATS

Unit Effects: 🛡 Resist Magic

Description:

Increases the Magic Resistance of the target units.

Resist Magic (Ritual)

● (Ritual)

Magic School: Enchantment (Level 1)

Magic Path: ✨ ✨

RITUAL

Type: Squad Buff

Range: 1

Mana Cost: 10 ●

TARGET

Squad: Cannot be ✨ Non-Combat.

STATS

Unit Effects: 🛡 Resist Magic

Description:

Increases the Magic Resistance of the target squad.

Scry

● (Ritual)

Magic School: Evocation (Level 1)

Magic Path: ✨ ✨

RITUAL

Type: Scry

Range: 12

Mana Cost: 30 ●

Description:

Grants vision of a hidden part of the map.

Siphon Mana

● (Ritual)

Magic School: Enchantment (Level 5)

Magic Path: ✨ ✨ ✨ ✨ ✨

RITUAL

Type: Global

Mana Cost: 100 ●

STATS

Global Effect: ● Siphon Mana

Description:

Steals Mana from all enemy wizards.

Spectral Form

● (Ritual)

Magic School: Enchantment (Level 4)

Magic Path: ✨ ✨ ✨

RITUAL

Type: Squad Buff

Range: 1

Mana Cost: 30 ●

Upkeep: 2 ●

TARGET

Squad: Cannot be ✨ Non-Combat.

STATS

Unit Effects: ✨ Spectral

Description:

Makes the target squad Spectral and difficult to hit with non-magical weapons.

Summon Blue Dragon

● (Ritual)

Magic School: Conjuration (Level 5)

Magic Path: ✨✨✨

RITUAL

Type: Summoning

Range: 1

Mana Cost: 180 ●

Upkeep: 7 ●

TARGET

Target: Must be Land.

STATS

Summons: 1x Blue Dragon (1 Squad)

Description:

Summons an adult Blue Dragon.

Summon Greater Air Elemental

✂ (Battle)

Magic School: Conjunction (Level 3)

Magic Path: 

BATTLE

Type: Summoning

Range: 0

Mana Cost: 140 

TARGET

Accuracy: Always Hits

STATS

Summons: 1x Greater Air Elemental

Description:

Summons a Greater Air Elemental from the elemental Plane of Air.

Summon Lesser Air Elemental

✂ (Battle)

Magic School: Conjunction (Level 1)

Magic Path: ✨

BATTLE

Type: Summoning

Range: 0

Mana Cost: 85 🧪

TARGET

Accuracy: Always Hits

STATS

Summons: 1x Lesser Air Elemental

Description:

Summons a Lesser Air Elemental from the elemental Plane of Air.

Summon Mana Beasts

● (Ritual)

Magic School: Conjunction (Level 3)

Magic Path: ✨ ✨ ✨

RITUAL

Type: Summoning

Range: 1

Mana Cost: 60 ●

Upkeep: 3 ●

TARGET

Target: Must be Land.

STATS

Summons: 5x Mana Beast (1 Squad)

Description:

Summons a squad of magic-consuming Mana Beasts.

Summon Mind Eaters

● (Ritual)

Magic School: Conjunction (Level 4)

Magic Path: ✨ ✨ ✨

RITUAL

Type: Summoning

Range: 1

Mana Cost: 100 ●

Upkeep: 5 ●

TARGET

Target: Must be Land.

STATS

Summons: 4x Mind Eater (1 Squad)

Description:

Summons a squad of Mind Eaters.

Summon Phantom Bears

● (Ritual)

Magic School: Conjunction (Level 2)

Magic Path: ✨ ✨ ✨

RITUAL

Type: Summoning

Range: 1

Mana Cost: 40 ●

Upkeep: 2 ●

TARGET

Target: Must be Land.

STATS

Summons: 5x Phantom Bear (1 Squad)

Description:

Summons a squad of illusionary Phantom Bears.

Summon Phantom Warriors

● (Ritual)

Magic School: Conjunction (Level 1)

Magic Path: ✨

RITUAL

Type: Summoning

Range: 1

Mana Cost: 25 ●

Upkeep: 1 ●

TARGET

Target: Must be Land.

STATS

Summons: 10x Phantom Warrior (1 Squad)

Description:

Summons a squad of illusionary Phantom Warriors.

Teleport

● (Ritual)

Magic School: Evocation (Level 2)

Magic Path: ✨

RITUAL

Type: Teleport

Range: 15

Mana Cost: 20●

TARGET

Target: Must be a City.

STATS

Teleports: Caster Only

Description:

Teleports the caster to a nearby friendly city.

Berserker Rage (Battle)

⚔ (Battle)

Magic School: Enchantment (Level 2)

Magic Path: ⚡

BATTLE

Type: Buff

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 1 ●

Unit: Cannot be 🧠 Mindless. Cannot be 🪄 Caster or 🦋 Non-Combat.

STATS

Unit Effects: 🦋 Berserker Rage

Description:

Causes the target units to go berserk.

Berserker Rage (Ritual)

● (Ritual)

Magic School: Enchantment (Level 2)

Magic Path: ❄️❄️

RITUAL

Type: Squad Buff

Range: 1

Mana Cost: 30 ●

TARGET

Squad: Cannot be 🧠 Mindless. Cannot be 🪄 Caster or 🦋 Non-Combat.

STATS

Unit Effects: 🦋 Berserker Rage

Description:

Causes the target squad to go berserk.

Chaos Breath (Battle)

⚔ (Battle)

Magic School: Enchantment (Level 1)

Magic Path: ⚡

BATTLE

Type: Buff

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 1 ●

Unit: Cannot be 🦋 Non-Combat.

STATS

Unit Effects: 🔥 Chaos Breath

Description:

Increases the breath strength of the target units.

Chaos Breath (Ritual)

● (Ritual)

Magic School: Enchantment (Level 1)

Magic Path: ❄️❄️

RITUAL

Type: Squad Buff

Range: 1

Mana Cost: 20 ●

TARGET

Squad: Cannot be ❄️ Non-Combat.

STATS

Unit Effects: 🔥 Chaos Breath

Description:

Increases the breath strength of the target squad.

Enchant Iron Golem

● (Ritual)

Magic School: Enchantment (Level 2)

Magic Path: ❄️❄️

RITUAL

Type: Summoning

Range: 1

Mana Cost: 40 ●

Upkeep: 2 ●

TARGET

Target: Must be Land.

STATS

Summons: 3x Iron Golem (1 Squad)

Description:

Enchants a squad of Iron Golems to serve the caster.

Enrage

● (Ritual)

Magic School: Enchantment (Level 2)

Magic Path: ❄️

RITUAL

Type: City Debuff

Range: 8

Mana Cost: 100 ●

Upkeep: 2 ●

TARGET

Target: Must be a City.

STATS

City Effect: 🐉 Enrage

Description:

Enrages an enemy city, causing unrest to increase.

Fire Ball

⚔ (Battle)

Magic School: Evocation (Level 2)

Magic Path: ❄❄❄

BATTLE

Type: Damage

Range: 30

Mana Cost: 20 🧪

TARGET

Area of Effect: 1 ●

Unit: Cannot have 🔥 Fire immunity.

STATS

Damage: 20 🔥

Description:

Shoots explosive Fire balls towards the enemy.

Fire Darts

⚔️ (Battle)

Magic School: Evocation (Level 0)

Magic Path: 🔮

BATTLE

Type: Damage

Range: 30

Mana Cost: 20 🧪

TARGET

Accuracy: -2

Unit: Cannot have 🔥 Fire immunity.

STATS

Effects: 4 (+2 per path)

Damage: 10 🔥

Description:

Shoots multiple Fire darts towards the enemy.

Flame Bolts

⚔️ (Battle)

Magic School: Evocation (Level 1)

Magic Path: ❄️

BATTLE

Type: Damage

Range: 30

Mana Cost: 20 🧪

TARGET

Unit: Cannot have 🔥 Fire immunity.

STATS

Effects: 2 (+1 per path)

Damage: 15 🔥

Description:

Shoots multiple bolts of flame towards the enemy.

Flame Strike

⚔ (Battle)

Magic School: Evocation (Level 3)

Magic Path: ❄️❄️

BATTLE

Type: Damage

Range: 30

Mana Cost: 20 🧪

TARGET

Area of Effect: 2 ●

Unit: Cannot have 🔥 Fire immunity.

STATS

Damage: 15 🔥

Description:

Blasts enemies with a large pillar of Fire.

Incinerate Terrain

● (Ritual)

Magic School: Evocation (Level 3)

Magic Path: ❄️❄️

RITUAL

Type: Terrain Buff

Range: 5

Mana Cost: 60 ●

TARGET

Target: Must be 🌲 Forest or 🌿 Swamp. Cannot destroy Special Resources.

STATS

Terrain Changes (Radius = 1): 🌲 Forest ⇒ 🌱 Plains 🌿 Swamp ⇒ 🌱 Plains

Description:

Blasts the targeted terrain with fire and heat.

Infernal Heat

● (Ritual)

Magic School: Enchantment (Level 4)

Magic Path: ❄️❄️❄️

RITUAL

Type: Global

Mana Cost: 100 ●

Upkeep: 10 ●

STATS

Global Effect: 🌡️ Infernal Heat

Description:

The entire world is engulfed in a heatwave.

Magma Flesh

● (Ritual)

Magic School: Enchantment (Level 3)

Magic Path: ❄️❄️❄️

RITUAL

Type: Squad Buff

Range: 1

Mana Cost: 50 ●

Upkeep: 1 ●

TARGET

Squad: Cannot be ♥ Lifeless, 🪵 Wooden, 🗿 Iron or 🪨 Stone. Cannot be 🦋 Non-Combat.

STATS

Unit Effects: 🛡️ Magma Flesh

Description:

Grants magma-like flesh to the target squad.

Mass Resist Fire

⚔ (Battle)

Magic School: Enchantment (Level 4)

Magic Path: ❄️❄️❄️

BATTLE

Type: Whole Battle Buff

Mana Cost: 200 🧪

STATS

Battle Effect: 🛡️ Mass Resist Fire

Description:

Increases the Fire Resistance of all friendly units on the battlefield.

Meteor Strike

● (Ritual)

Magic School: Evocation (Level 4)

Magic Path: ❄️❄️❄️

RITUAL

Type: City Damage

Range: 8

Mana Cost: 100 ●

TARGET

Target: Must be a City.

STATS

Buildings Destroyed: 2

Description:

Smashes an enemy city with meteors from the Heavens.

Rain of Fire

● (Ritual)

Magic School: Evocation (Level 3)

Magic Path: ❄️❄️

RITUAL

Type: Army Damage

Range: 8

Mana Cost: 120 ●

TARGET

Squad: Cannot be ♀ Non-Combat. Cannot have 🔥 Fire immunity.

STATS

Attack: Fire Rain (Whole Army)

Hit Chance: 66% per attack

Damage: 12 🔥

Description:

Rains fiery death upon an enemy army.

Resist Fire (Battle)

⚔ (Battle)

Magic School: Enchantment (Level 1)

Magic Path: ✨

BATTLE

Type: Buff

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 1 ●

Unit: Cannot be 🦋 Non-Combat.

STATS

Unit Effects: 🛡 Resist Fire

Description:

Increases the Fire Resistance of the target units.

Resist Fire (Ritual)

● (Ritual)

Magic School: Enchantment (Level 1)

Magic Path: ❄️❄️❄️

RITUAL

Type: Squad Buff

Range: 1

Mana Cost: 10●

TARGET

Squad: Cannot be ✨ Non-Combat.

STATS

Unit Effects: 🛡️ Resist Fire

Description:

Increases the Fire Resistance of the target squad.

Scorching Heat

⚔ (Battle)

Magic School: Enchantment (Level 2)

Magic Path: ❄️❄️❄️

BATTLE

Type: Whole Battle Buff

Mana Cost: 200 🧪

STATS

Battle Effect: 🌡 Scorching Heat

Description:

The entire battlefield is engulfed in a heatwave.

Summon Cerberus

● (Ritual)

Magic School: Conjunction (Level 4)

Magic Path: ❄️❄️❄️

RITUAL

Type: Summoning

Range: 1

Mana Cost: 100 ●

Upkeep: 4 ●

TARGET

Target: Must be Land.

STATS

Summons: 1x Cerberus (1 Squad)

Description:

Summons Cerberus, a giant three-headed Hell Hound.

Summon Demons

● (Ritual)

Magic School: Conjunction (Level 3)

Magic Path: ❄️❄️

RITUAL

Type: Summoning

Range: 1

Mana Cost: 60 ●

Upkeep: 4 ●

TARGET

Target: Must be Land.

STATS

Summons: 3x Demon (1 Squad)

Description:

Summons a squad of flying Demons.

Summon Greater Fire Elemental

⚔ (Battle)

Magic School: Conjunction (Level 3)

Magic Path: ❄️❄️❄️

BATTLE

Type: Summoning

Range: 0

Mana Cost: 140 🧪

TARGET

Accuracy: Always Hits

STATS

Summons: 1x Greater Fire Elemental

Description:

Summons a Greater Fire Elemental from the elemental Plane of Fire.

Summon Hell Hounds

● (Ritual)

Magic School: Conjunction (Level 1)

Magic Path: ❄️

RITUAL

Type: Summoning

Range: 1

Mana Cost: 25 ●

Upkeep: 1 ●

TARGET

Target: Must be Land.

STATS

Summons: 5x Hell Hound (1 Squad)

Description:

Summons a squad of fire-breathing Hell Hounds.

Summon Imp Pyromaniacs

● (Ritual)

Magic School: Conjunction (Level 2)

Magic Path: ❄️❄️

RITUAL

Type: Summoning

Range: 1

Mana Cost: 40 ●

Upkeep: 2 ●

TARGET

Target: Must be Land.

STATS

Summons: 10x Imp Pyromaniac (1 Squad)

Description:

Summons a squad of flying, fire-hurling Imp Pyromaniacs.

Summon Imp Workers

● (Ritual)

Magic School: Conjunction (Level 1)

Magic Path: ❄️❄️

RITUAL

Type: Summoning

Range: 1

Mana Cost: 30 ●

Upkeep: 2 ●

TARGET

Target: Must be Land.

STATS

Summons: 1x Imp Worker (1 Squad)

Description:

Summons a squad of flying Imp Workers.

Summon Imps

● (Ritual)

Magic School: Conjunction (Level 0)

Magic Path: ✨

RITUAL

Type: Summoning

Range: 1

Mana Cost: 20●

Upkeep: 1●

TARGET

Target: Must be Land.

STATS

Summons: 10x Imp (1 Squad)

Description:

Summons a squad of flying Imps.

Summon Lesser Fire Elemental

⚔ (Battle)

Magic School: Conjunction (Level 1)

Magic Path: 🔮

BATTLE

Type: Summoning

Range: 0

Mana Cost: 85 🧪

TARGET

Accuracy: Always Hits

STATS

Summons: 1x Lesser Fire Elemental

Description:

Summons a Lesser Fire Elemental from the elemental Plane of Fire.

Summon Red Dragon

● (Ritual)

Magic School: Conjunction (Level 5)

Magic Path: ❄️❄️❄️❄️

RITUAL

Type: Summoning

Range: 1

Mana Cost: 180●

Upkeep: 7●

TARGET

Target: Must be Land.

STATS

Summons: 1x Red Dragon (1 Squad)

Description:

Summons an adult Red Dragon.

Unleash Hell

● (Ritual)

Magic School: Conjunction (Level 4)

Magic Path: ❄️❄️❄️

RITUAL

Type: Global

Mana Cost: 100 ●

Upkeep: 10 ●

STATS

Global Effect: 🌀 Unleash Hell

Description:

Opens gateways to Hell across the world.

Volcano

● (Ritual)

Magic School: Evocation (Level 5)

Magic Path: ❄️❄️❄️❄️

RITUAL

Type: Terrain Debuff

Range: 8

Mana Cost: 120 ●

TARGET

Target: Must be any Land except City or 🌋 Volcano.

STATS

Terrain Changes (Radius = 1): 🌿 Fertile Plains ⇒ 🌋 Volcano 🌿 Plains ⇒ 🌋 Volcano 🌲 Forest ⇒ 🌋 Volcano 🌿 Hills ⇒ 🌋 Volcano 🏔 Mountains ⇒ 🌋 Volcano 🏜 Desert ⇒ 🌋 Volcano 🏔 Mountains ⇒ 🌋 Volcano ❄️ Snow ⇒ 🌋 Volcano 🌿 Swamp ⇒ 🌋 Volcano

Terrain Changes (Radius = 2): 🌿 Fertile Plains ⇒ 🏔 Mountains 🌿 Plains ⇒ 🏔 Mountains 🌲 Forest ⇒ 🏔 Mountains 🌿 Hills ⇒ 🏔 Mountains 🏔 Mountains ⇒ 🏔 Mountains 🏜 Desert ⇒ 🏔 Mountains 🏔 Tundra ⇒ 🏔 Mountains ❄️ Snow ⇒ 🏔 Mountains 🌿 Swamp ⇒ 🏔 Mountains 🌋 Volcano ⇒ 🏔 Mountains

Description:

Raises a huge volcano from the ground.

Barren Terrain

● (Ritual)

Magic School: Enchantment (Level 3)

Magic Path: ☠☠

RITUAL

Type: Terrain Debuff

Range: 6

Mana Cost: 60 ●

TARGET

Target: Must be 🟩 Fertile Plains, 🟩 Plains, 🟩 Forest or 🟤 Tundra. Cannot destroy Special Resources.

STATS

Terrain Changes (Radius = 1): 🟩 Fertile Plains ⇒ 🟩 Plains 🟩 Plains ⇒ 🟤 Tundra 🟩 Forest
⇒ 🟤 Tundra 🟤 Tundra ⇒ 🟡 Desert

Description:

Reduces the fertility of the targeted terrain.

Blood Sacrifice

● (Ritual)

Magic School: Enchantment (Level 2)

Magic Path: ☠️

RITUAL

Type: City Sacrifice

Mana Gained: 50 ●

TARGET

Target: Must be a City.

STATS

Population Killed: 1 🧑

Description:

Sacrifices the population of a city to gain Mana.

Fear

⚔️ (Battle)

Magic School: Enchantment (Level 1)

Magic Path: 🧛

BATTLE

Type: Debuff

Range: 30

Mana Cost: 20 🧪

TARGET

Accuracy: +5

Area of Effect: 1 ● (+0.5 per path)

Unit: Cannot be 🧠 Mindless.

STATS

Unit Effects: 🧛 Fear

Description:

Causes a few enemies to flee the battlefield in terror.

Greater Reanimation

⚔ (Battle)

Magic School: Conjunction (Level 3)

Magic Path: ☠☠

BATTLE

Type: Reanimation

Range: 30

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 2 ●

STATS

Reanimates: Corpses up to size 7

Description:

Reanimates a large number of fresh corpses on the battlefield.

Lesser Reanimation

✂ (Battle)

Magic School: Conjuration (Level 0)

Magic Path: 

BATTLE

Type: Reanimation

Range: 30

Mana Cost: 20 

TARGET

Accuracy: Always Hits

STATS

Reanimates: Corpses up to size 3

Description:

Reanimates a fresh corpse on the battlefield.

Locusts

● (Ritual)

Magic School: Evocation (Level 2)

Magic Path: ☠️☠️

RITUAL

Type: City Debuff

Range: 8

Mana Cost: 100 ●

Upkeep: 2 ●

TARGET

Target: Must be a City.

STATS

City Effect: 🦗 Locusts

Description:

A swarm of Locusts devours the food production of an enemy city.

Mass Resist Frost

⚔ (Battle)

Magic School: Enchantment (Level 4)

Magic Path: 

BATTLE

Type: Whole Battle Buff

Mana Cost: 200 

STATS

Battle Effect:  Mass Resist Frost

Description:

Increases the Frost Resistance of all friendly units on the battlefield.

Mend Undead

⚔ (Battle)

Magic School: Evocation (Level 1)

Magic Path: ☠

BATTLE

Type: Healing

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 1 ●

Unit: Must be ☠ Undead.

STATS

Healing: 5+

Regeneration: 5+

Description:

Heals a small number of Undead units.

Nightmares

● (Ritual)

Magic School: Evocation (Level 2)

Magic Path: ☠️☠️

RITUAL

Type: Squad Damage

Range: 8

Mana Cost: 40 ●

TARGET

Squad: Cannot be 🧠 Mindless or ⚙️ Mechanical. Cannot be 🦋 Non-Combat. Cannot have 🧠 Psionic immunity.

STATS

Attack: Nightmare (Whole Squad)

Hit Chance: 100% per attack

Damage: 5 🧠

Description:

Nightmares twist the minds of an enemy squad, causing psionic damage to all units.

Phantasmagoria

● (Ritual)

Magic School: Evocation (Level 4)

Magic Path: 🧙🧙🧙

RITUAL

Type: Army Damage

Range: 8

Mana Cost: 120 ●

TARGET

Squad: Cannot be 🧠 Mindless or ⚙️ Mechanical. Cannot be 🚫 Non-Combat. Cannot have 🧠 Psionic immunity.

STATS

Attack: Nightmare (Whole Army)

Hit Chance: 100% per attack

Damage: 5 🧠

Description:

Nightmares twist the minds of an entire enemy army, causing psionic damage to all units.

Plague

● (Ritual)

Magic School: Evocation (Level 4)

Magic Path: ☠️☠️

RITUAL

Type: City Damage

Range: 8

Mana Cost: 100 ●

TARGET

Target: Must be a City.

STATS

Population Killed: 2 🧑

Description:

Kills the population of an enemy city. The population cannot be reduced below 1.

Reanimation

⚔ (Battle)

Magic School: Conjuration (Level 1)

Magic Path: ☠

BATTLE

Type: Reanimation

Range: 30

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 1 ●

STATS

Reanimates: Corpses up to size 5

Description:

Reanimates a small number of fresh corpses on the battlefield.

Resist Frost (Battle)

⚔️ (Battle)

Magic School: Enchantment (Level 1)

Magic Path: ☠️

BATTLE

Type: Buff

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 1 ●

Unit: Cannot be 🦋 Non-Combat.

STATS

Unit Effects: 🛡️ Resist Frost

Description:

Increases the Frost Resistance of the target units.

Resist Frost (Ritual)

● (Ritual)

Magic School: Enchantment (Level 1)

Magic Path:  

RITUAL

Type: Squad Buff

Range: 1

Mana Cost: 10 ●

TARGET

Squad: Cannot be  Non-Combat.

STATS

Unit Effects:  Resist Frost

Description:

Increases the Frost Resistance of the target squad.

Shadow Blast

⚔️ (Battle)

Magic School: Evocation (Level 2)

Magic Path: ☠️☠️

BATTLE

Type: Damage

Range: 30

Mana Cost: 20 🧪

TARGET

Area of Effect: 1 ●

Unit: Cannot be ☠️ Undead or ❤️ Lifeless.

STATS

Damage: 10 ☠️

Unit Effects: 🏹 Weakness

Description:

Shoots an explosive blast of Death energy which also weakens enemies.

Shadow Bolt

⚔ (Battle)

Magic School: Evocation (Level 1)

Magic Path: ☠

BATTLE

Type: Damage

Range: 30

Mana Cost: 20 🧪

TARGET

Unit: Cannot be ☠ Undead or ❤ Lifeless.

STATS

Effects: 2 (+1 per path)

Damage: 7 ☠

Unit Effects: 🏹 Weakness

Description:

Shoots multiple bolts of Death energy which also weaken enemies.

Smothering Darkness

● (Ritual)

Magic School: Enchantment (Level 4)

Magic Path: ☠️☠️☠️

RITUAL

Type: Global

Mana Cost: 100 ●

Upkeep: 10 ●

STATS

Global Effect: 🖤 Smothering Darkness

Description:

The entire world is covered by evil darkness which strengthens evil units.

Summon Death Knights

● (Ritual)

Magic School: Conjuration (Level 4)

Magic Path: ☠☠☠

RITUAL

Type: Summoning

Range: 1

Mana Cost: 100●

Upkeep: 5●

TARGET

Target: Must be Land.

STATS

Summons: 5x Death Knight (1 Squad)

Description:

Summons a squad of terrifying Death Knights.

Summon Plague Spewers

● (Ritual)

Magic School: Conjuration (Level 3)

Magic Path: 

RITUAL

Type: Summoning

Range: 1

Mana Cost: 100 ●

Upkeep: 3 ●

TARGET

Target: Must be Land.

STATS

Summons: 5x Zombie Plague Spewer (1 Squad)

Description:

Summons a squad of heavily armored Zombie Plague Spewers which spit poison infused with Zombie Plague at their enemies.

Summon Skeleton Archers

● (Ritual)

Magic School: Conjunction (Level 2)

Magic Path: ☠☠

RITUAL

Type: Summoning

Range: 1

Mana Cost: 20●

TARGET

Target: Must be Land.

STATS

Summons: 20x Skeletal Bowman (2 Squads)

Description:

Summons 2 squads of Skeletal Bowmen.

Summon Skeleton Cavalry

● (Ritual)

Magic School: Conjunction (Level 3)

Magic Path: ☠☠

RITUAL

Type: Summoning

Range: 1

Mana Cost: 40●

TARGET

Target: Must be Land.

STATS

Summons: 20x Skeletal Light Cavalry (2 Squads)

Description:

Summons 2 squads of fast, fragile Skeletal Light Cavalry.

Summon Skeleton Warriors

● (Ritual)

Magic School: Conjunction (Level 2)

Magic Path: ☠☠

RITUAL

Type: Summoning

Range: 1

Mana Cost: 20●

TARGET

Target: Must be Land.

STATS

Summons: 20x Skeletal Swordsman (2 Squads)

Description:

Summons 2 squads of armored Skeletal Swordsmen.

Summon Skeletons

● (Ritual)

Magic School: Conjunction (Level 0)

Magic Path: ☠️

RITUAL

Type: Summoning

Range: 1

Mana Cost: 10 ●

TARGET

Target: Must be Land.

STATS

Summons: 20x Skeleton (2 Squads)

Description:

Summons 2 squads of fragile Skeletons.

Summon White Dragon

● (Ritual)

Magic School: Conjunction (Level 5)

Magic Path: 

RITUAL

Type: Summoning

Range: 1

Mana Cost: 180●

Upkeep: 7●

TARGET

Target: Must be Land.

STATS

Summons: 1x White Dragon (1 Squad)

Description:

Summons an adult White Dragon.

Summon Zombies

● (Ritual)

Magic School: Conjunction (Level 1)

Magic Path: ☠️☠️

RITUAL

Type: Summoning

Range: 1

Mana Cost: 20 ●

TARGET

Target: Must be Land.

STATS

Summons: 20x Zombie (2 Squads)

Description:

Summons 2 squads of slow, tough Zombies which spread Zombie Plague with their bite.

Terror

⚔️ (Battle)

Magic School: Enchantment (Level 3)

Magic Path: ☠️☠️

BATTLE

Type: Debuff

Range: 30

Mana Cost: 20 🧪

TARGET

Accuracy: +5

Area of Effect: 2 ● (+0.5 per path)

Unit: Cannot be 🧠 Mindless.

STATS

Unit Effects: 🧠 Fear

Description:

Causes a large number of enemies to flee the battlefield in terror.

Unholy Darkness

⚔️ (Battle)

Magic School: Enchantment (Level 2)

Magic Path: 🦇🦇🦇

BATTLE

Type: Whole Battle Buff

Mana Cost: 200 🧪

STATS

Battle Effect: 🦇 Unholy Darkness

Description:

The entire battlefield is covered by evil darkness which strengthens evil units.

Unravel Undead

✂ (Battle)

Magic School: Evocation (Level 1)

Magic Path: ☠

BATTLE

Type: Damage

Range: 30

Mana Cost: 20 🧪

TARGET

Accuracy: +5

Magic Penetration: 2

Area of Effect: 1 ● (+0.5 per path)

Unit: Must be ☠ Undead. Cannot have ✨ Astral immunity.

STATS

Damage: 20 ✨

Description:

Blasts a small number of Undead units with Astral magic, unravelling the necromantic forces animating them.

Zombie Apocalypse

● (Ritual)

Magic School: Enchantment (Level 5)

Magic Path: 

RITUAL

Type: Global

Mana Cost: 200 ●

Upkeep: 20 ●

STATS

Global Effect:  Zombie Apocalypse

Description:

Causes all creatures that die on any battlefield in the world to rise as Zombies serving the caster.

Zombie Uprising

⚔️ (Battle)

Magic School: Enchantment (Level 3)

Magic Path: 🧟🧟🧟

BATTLE

Type: Whole Battle Buff

Mana Cost: 200 🧪

STATS

Battle Effect: 🧟 Zombie Uprising

Description:

Causes all creatures that die on the battlefield to rise as Zombies serving the caster.

Bless (Battle)

⚔ (Battle)

Magic School: Enchantment (Level 1)

Magic Path: †

BATTLE

Type: Buff

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 1 ●

Unit: Cannot be 🧟 Undead or 🧛 Demonic. Cannot be 🦋 Non-Combat.

STATS

Unit Effects: 🙏 Bless

Description:

Blesses the target units.

Bless (Ritual)

● (Ritual)

Magic School: Enchantment (Level 1)

Magic Path: † †

RITUAL

Type: Squad Buff

Range: 1

Mana Cost: 10 ●

TARGET

Squad: Cannot be ☠ Undead or 🩸 Demonic. Cannot be 🦋 Non-Combat.

STATS

Unit Effects: 🙏 Bless

Description:

Blesses the target squad.

Endurance

● (Ritual)

Magic School: Enchantment (Level 1)

Magic Path: † †

RITUAL

Type: Squad Buff

Range: 1

Mana Cost: 30 ●

Upkeep: 1 ●

TARGET

Squad: Cannot be ☠ Undead, 🩸 Demonic, ♥ Lifeless or ∞ Tireless.

STATS

Unit Effects: ♥ Endurance

Description:

Bestows magical endurance upon the target squad.

Greater Heal

⚔ (Battle)

Magic School: Evocation (Level 3)

Magic Path: †††

BATTLE

Type: Healing

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 2 ●

Unit: Cannot be 🧟 Undead, 🧛 Demonic or ❤ Lifeless.

STATS

Healing: 5 🩹

Description:

Heals a small amount of health on multiple friendly units.

Heal

⚔ (Battle)

Magic School: Evocation (Level 1)

Magic Path: ✝

BATTLE

Type: Healing

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 1 ●

Unit: Cannot be 🧟 Undead, 🧛 Demonic or ❤ Lifeless.

STATS

Healing: 5 🩹

Description:

Heals a small amount of health on a few friendly units.

Heavenly Light

● (Ritual)

Magic School: Enchantment (Level 4)

Magic Path: † † †

RITUAL

Type: Global

Mana Cost: 100 ●

Upkeep: 10 ●

STATS

Global Effect: 🕯️ Heavenly Light

Description:

The entire world is bathed in holy light which weakens evil units.

Heroism

● (Ritual)

Magic School: Enchantment (Level 2)

Magic Path: † †

RITUAL

Type: Squad Buff

Range: 1

Mana Cost: 20 ●

TARGET

Squad: Cannot be 🐾 Animal, ☠️ Undead, 🖤 Demonic or 🧠 Mindless. Cannot be 🦋 Non-Combat.

STATS

Unit Effects: 🏆 Heroism

Description:

Bestows heroic experience upon the target squad.

Hold Person

⚔️ (Battle)

Magic School: Evocation (Level 2)

Magic Path: ✚ ✚

BATTLE

Type: Debuff

Range: 30

Mana Cost: 20 🧪

TARGET

Accuracy: +5

Area of Effect: 1 ●

Unit: Must be 🧑 Humanoid. Cannot be 💀 Undead.

STATS

Unit Effects: 🗝️ Hold Person

Description:

Paralyzes a Humanoid target with magical force.

Holy Light

⚔ (Battle)

Magic School: Enchantment (Level 4)

Magic Path: † † †

BATTLE

Type: Whole Battle Buff

Mana Cost: 200 🧪

STATS

Battle Effect: 🕯 Holy Light

Description:

The entire battlefield is bathed in holy light which weakens evil units.

Industry

● (Ritual)

Magic School: Enchantment (Level 3)

Magic Path: † †

RITUAL

Type: City Buff

Mana Cost: 100 ●

Upkeep: 2 ●

TARGET

Target: Must be a City.

STATS

City Effect: ⓘ Industry

Description:

The citizens of a friendly city become industrious and productive.

Law and Order

● (Ritual)

Magic School: Enchantment (Level 3)

Magic Path: † †

RITUAL

Type: City Buff

Mana Cost: 100 ●

Upkeep: 2 ●

TARGET

Target: Must be a City.

STATS

City Effect: ✨ Law and Order

Description:

The citizens of a friendly city become peaceful and orderly.

Lay on Hands

⚔️ (Battle)

Magic School: Evocation (Level 1)

Magic Path: ✝️

BATTLE

Type: Healing

Range: 1

Mana Cost: 10 🧪

TARGET

Accuracy: Always Hits

Unit: Cannot be 🧟 Undead, 🧛 Demonic or ❤️ Lifeless.

STATS

Healing: 20 🩹

Description:

Heals a large amount of health on an adjacent friendly unit.

Lesser Heal

⚔ (Battle)

Magic School: Evocation (Level 0)

Magic Path: ✝

BATTLE

Type: Healing

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Unit: Cannot be 🧟 Undead, 🧛 Demonic or ❤ Lifeless.

STATS

Healing: 5 🩹

Description:

Heals a small amount of health on a friendly unit.

Mass Bless

⚔ (Battle)

Magic School: Enchantment (Level 4)

Magic Path: † † †

BATTLE

Type: Whole Battle Buff

Mana Cost: 200 🧪

STATS

Battle Effect: 🕯 Mass Bless

Description:

Blesses all friendly units on the battlefield.

Mass Holy Regeneration

⚔ (Battle)

Magic School: Enchantment (Level 5)

Magic Path: ††††

BATTLE

Type: Whole Battle Buff

Mana Cost: 200 🧪

STATS

Battle Effect: 🛖 Mass Holy Regeneration

Description:

All friendly units on the entire battlefield heal injuries rapidly.

Reinvigoration

⚔ (Battle)

Magic School: Enchantment (Level 1)

Magic Path: †

BATTLE

Type: Healing

Range: 20

Mana Cost: 10 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 1 ●

Unit: Cannot be 🧟 Undead, 🧛 Demonic, ❤ Lifeless or ∞ Tireless.

STATS

Reinvigoration: 20 🟢

Description:

Restores the stamina of the target units.

Resurrection

● (Ritual)

Magic School: Evocation (Level 4)

Magic Path: †††

RITUAL

Type: Resurrection

Mana Cost: 100●

TARGET

Squad: Cannot be ☠ Undead, 🩸 Demonic or ❤ Lifeless. Cannot be 🛡 Non-Combat.

STATS

Resurrects: 1 Dead Squad (5 turn limit)

Description:

Restores a recently deceased friendly squad to life.

Shield of Faith (Battle)

⚔ (Battle)

Magic School: Enchantment (Level 2)

Magic Path: ✚ ✚

BATTLE

Type: Buff

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 1 ●

Unit: Cannot be 🐾 Animal, ☠ Undead, 🩸 Demonic or 🧠 Mindless. Cannot be 🛡 Non-Combat.

STATS

Unit Effects: 🛡 Shield of Faith

Description:

Strengthens the faith of the target units.

Shield of Faith (Ritual)

● (Ritual)

Magic School: Enchantment (Level 2)

Magic Path: † †

RITUAL

Type: Squad Buff

Range: 1

Mana Cost: 20 ●

TARGET

Squad: Cannot be 🐾 Animal, 🧟 Undead, 🩸 Demonic or 🧠 Mindless. Cannot be 🦋 Non-Combat.

STATS

Unit Effects: 🛡️ Shield of Faith

Description:

Strengthens the faith of the target squad.

Smite

⚔️ (Battle)

Magic School: Evocation (Level 2)

Magic Path: ✝️

BATTLE

Type: Damage

Range: 30

Mana Cost: 20 🧪

TARGET

Area of Effect: 1 ● (+0.5 per path)

Unit: Must be 🧟 Undead or 🧛 Demonic. Cannot have ✝️ Holy immunity.

STATS

Damage: 6 ✝️

Description:

Smites a few enemy targets with righteous Holy magic.

Solar Flare

● (Ritual)

Magic School: Evocation (Level 4)

Magic Path: † †

RITUAL

Type: Army Damage

Range: 8

Mana Cost: 120 ●

TARGET

Target: Cannot be a City.

Squad: Cannot be ✖ Non-Combat.

STATS

Attack: Solar Flare (Whole Army)

Hit Chance: 100% per attack

Damage: 5 🔥 5 †

Description:

Blasts an enemy army with the flaming wrath of God.

Summon Angels

● (Ritual)

Magic School: Conjunction (Level 3)

Magic Path: † † †

RITUAL

Type: Summoning

Range: 1

Mana Cost: 100 ●

Upkeep: 5 ●

TARGET

Target: Must be Land.

STATS

Summons: 3x Angel (1 Squad)

Description:

Summons a squad of Angels from the Heavens.

Summon Archangel

● (Ritual)

Magic School: Conjunction (Level 5)

Magic Path: † † † †

RITUAL

Type: Summoning

Range: 1

Mana Cost: 200 ●

Upkeep: 8 ●

TARGET

Target: Must be Land.

STATS

Summons: 1x Archangel (1 Squad)

Description:

Summons an Archangel from the Heavens.

Summon Battle Healers

● (Ritual)

Magic School: Conjunction (Level 2)

Magic Path: † †

RITUAL

Type: Summoning

Range: 1

Mana Cost: 35 ●

Upkeep: 1 ● 1 ●

TARGET

Target: Must be Land.

STATS

Summons: 5x Battle Healer (1 Squad)

Description:

Summons a squad of armored Battle Healers.

Summon Fanatics

● (Ritual)

Magic School: Conjunction (Level 1)

Magic Path: †

RITUAL

Type: Summoning

Range: 1

Mana Cost: 15 ●

Upkeep: 1 ●

TARGET

Target: Must be Land.

STATS

Summons: 10x Fanatic (1 Squad)

Description:

Summons a squad of zealous Fanatics.

Summon Healers

● (Ritual)

Magic School: Conjunction (Level 1)

Magic Path: †

RITUAL

Type: Summoning

Range: 1

Mana Cost: 25 ●

Upkeep: 1 ●

TARGET

Target: Must be Land.

STATS

Summons: 5x Healer (1 Squad)

Description:

Summons a squad of novice Healers.

Summon Paladins

● (Ritual)

Magic School: Conjunction (Level 3)

Magic Path: †††

RITUAL

Type: Summoning

Range: 1

Mana Cost: 100 ●

Upkeep: 3 ● 2 ●

TARGET

Target: Must be Land.

STATS

Summons: 5x Paladin (1 Squad)

Description:

Summons a squad of Paladins, armored and mounted Holy shock troops.

Summon Unicorns

● (Ritual)

Magic School: Conjunction (Level 2)

Magic Path: † †

RITUAL

Type: Summoning

Range: 1

Mana Cost: 60 ●

Upkeep: 3 ●

TARGET

Target: Must be Land.

STATS

Summons: 5x Unicorn (1 Squad)

Description:

Summons a squad of beautiful Unicorns.

Turn Undead

⚔ (Battle)

Magic School: Evocation (Level 0)

Magic Path: †

BATTLE

Type: Debuff

Range: 30

Mana Cost: 20 🧪

TARGET

Accuracy: +5

Area of Effect: 1 ● (+0.5 per path)

Unit: Must be 🧟 Undead.

STATS

Unit Effects: 🧠 Turned

Description:

Causes a few enemy Undead to flee the battlefield in terror.

Zealotry

● (Ritual)

Magic School: Enchantment (Level 3)

Magic Path: † †

RITUAL

Type: City Buff

Mana Cost: 100 ●

Upkeep: 2 ●

TARGET

Target: Must be a City.

STATS

City Effect: 🌀 Zealotry

Description:

The citizens of a friendly city become zealous and eager for war.

Beast Mastery

● (Ritual)

Magic School: Enchantment (Level 5)

Magic Path: 🌳🌳🌳🌳

RITUAL

Type: Global

Mana Cost: 100 ●

Upkeep: 20 ●

STATS

Global Effect: 🐾 Beast Mastery

Description:

All over the entire world, Animals flock to serve the caster. All friendly Animal units are strengthened, and the mana upkeep of Animal summons is reduced.

Bountiful Harvest

● (Ritual)

Magic School: Enchantment (Level 3)

Magic Path: 🌳🌳

RITUAL

Type: City Buff

Mana Cost: 100●

Upkeep: 2●

TARGET

Target: Must be a City.

STATS

City Effect: 🍷 Bountiful Harvest

Description:

Increases the food harvest of a friendly city.

Change Terrain

● (Ritual)

Magic School: Enchantment (Level 4)

Magic Path: 🌳🌳🌳

RITUAL

Type: Terrain Buff

Range: 5

Mana Cost: 60 ●

TARGET

Target: Must be 🟩 Fertile Plains, 🟩 Plains, 🟩 Forest, 🟩 Hills, 🏔 Mountains, 🟠 Desert, 🏔 Tundra or 🟩 Swamp. Cannot destroy Special Resources.

STATS

Terrain Changes (Radius = 1): 🟩 Fertile Plains ⇒ 🟩 Hills 🟩 Plains ⇒ 🟩 Hills 🟩 Forest ⇒ 🟩 Plains 🟩 Hills ⇒ 🟩 Plains 🏔 Mountains ⇒ 🟩 Hills 🟠 Desert ⇒ 🏔 Tundra 🏔 Tundra ⇒ 🟩 Hills 🟩 Swamp ⇒ 🟩 Plains

Description:

Changes the terrain of the targeted map tile.

Cleanse Poison

⚔️ (Battle)

Magic School: Evocation (Level 0)

Magic Path: 🌳

BATTLE

Type: Healing

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 1 ●

Unit: Cannot be 🧟 Undead or ❤️ Lifeless.

STATS

Cleanse Poison: 10 🧪

Description:

Cleanses a few friendly units of poison.

Eagle Eyes

● (Ritual)

Magic School: Enchantment (Level 1)

Magic Path: 🌳

RITUAL

Type: Squad Buff

Range: 1

Mana Cost: 10●

TARGET

Squad: Cannot be 🧟 Undead or ❤️ Lifeless.

STATS

Unit Effects: 👁 Eagle Eyes

Description:

Grants exceptional vision and accuracy to the target squad.

Empower Animal

⚔ (Battle)

Magic School: Enchantment (Level 1)

Magic Path: 🌳

BATTLE

Type: Buff

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 1 ●

Unit: Must be 🐾 Animal. Cannot be 🦋 Non-Combat.

STATS

Unit Effects: 🐾 Empower Animal

Description:

Strengthens a few friendly Animal units.

Envenom (Battle)

⚔️ (Battle)

Magic School: Enchantment (Level 3)

Magic Path: 🌳 🌳

BATTLE

Type: Buff

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 1 ●

Unit: Cannot be 🦋 Non-Combat.

STATS

Unit Effects: 🦋 Envenom

Description:

Increases the venom potency of the target unit.

Envenom (Ritual)

● (Ritual)

Magic School: Enchantment (Level 3)

Magic Path: 🌳🌳

RITUAL

Type: Squad Buff

Range: 1

Mana Cost: 30●

TARGET

Squad: Cannot be ✖ Non-Combat.

STATS

Unit Effects: 🦟 Envenom

Description:

Increases the venom potency of the target squad.

Fertilize Terrain

● (Ritual)

Magic School: Enchantment (Level 2)

Magic Path: 🌳🌳

RITUAL

Type: Terrain Buff

Range: 5

Mana Cost: 60 ●

TARGET

Target: Must be 🟩 Fertile Plains, 🟩 Plains or 🟤 Tundra. Cannot destroy Special Resources.

STATS

Terrain Changes (Radius = 1): 🟩 Fertile Plains ⇒ 🌳 Forest 🟩 Plains ⇒ 🟩 Fertile Plains 🟤 Tundra ⇒ 🟩 Plains

Description:

Increases the fertility of the targeted terrain.

Greater Renew

⚔ (Battle)

Magic School: Evocation (Level 4)

Magic Path: 🌳🌳🌳

BATTLE

Type: Healing

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 2 ●

Unit: Cannot be 🧟 Undead or ❤ Lifeless.

STATS

Regeneration: 10 🩹

Description:

Slowly renews a small amount of health on multiple friendly units.

Insect Swarm

⚔️ (Battle)

Magic School: Conjunction (Level 3)

Magic Path: 🌳🌳

BATTLE

Type: Summoning

Range: 0

Mana Cost: 125 🧪

TARGET

Accuracy: Always Hits

STATS

Summons: 15x Large Ant 15x Large Bee

Description:

Summons a swarm of insects to aid the caster in battle.

Lesser Renew

⚔️ (Battle)

Magic School: Evocation (Level 1)

Magic Path: 🌳

BATTLE

Type: Healing

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Unit: Cannot be 🧟 Undead or ❤️ Lifeless.

STATS

Regeneration: 10 🩹

Description:

Slowly renews a small amount of health on a friendly unit.

Mass Resist Poison

⚔ (Battle)

Magic School: Enchantment (Level 4)

Magic Path: 🌳🌳🌳

BATTLE

Type: Whole Battle Buff

Mana Cost: 200 🧪

STATS

Battle Effect: 🛡 Mass Resist Poison

Description:

Increases the Poison Resistance of all friendly units on the battlefield.

Nature Attack

● (Ritual)

Magic School: Conjunction (Level 4)

Magic Path: 🌳🌳🌳

RITUAL

Type: Army Damage

Range: 8

Mana Cost: 120 ●

TARGET

Target: Must be 🌳 Forest or 🌳 Swamp.

Squad: Cannot be 🚫 Non-Combat.

STATS

Attack: Bite (x20)

Hit Chance: 100% per attack

Damage: 10 🗡️

Attack: Claw (x20)

Hit Chance: 100% per attack

Damage: 10 🗡️

Attack: Hoof (x20)

Hit Chance: 100% per attack

Damage: 10 🗡️

Attack: Venomous Bite (x10)

Hit Chance: 100% per attack

Damage: 5 🗡️ +10 ☠️

Description:

Calls upon the forces of nature to attack an enemy army in a forest or swamp.

Poison Cloud

⚔ (Battle)

Magic School: Evocation (Level 3)

Magic Path: 🌳🌳🌳

BATTLE

Type: Damage

Range: 30

Mana Cost: 20 🧪

TARGET

Area of Effect: 2 ●

Unit: Cannot be ❤ Lifeless. Cannot have ☠ Poison immunity.

STATS

Damage: 5 ☠

Description:

Engulfs the enemy in a large poisonous cloud of gas.

Poison Darts

✂ (Battle)

Magic School: Evocation (Level 1)

Magic Path: 🌿

BATTLE

Type: Damage

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: -4

Unit: Cannot have ✂ Piercing immunity.

STATS

Effects: 4 (+2 per path)

Damage: 6 ✂ +5 ☠

Description:

Shoots multiple poisonous darts towards the enemy.

Renew

⚔️ (Battle)

Magic School: Evocation (Level 2)

Magic Path: 🌳🌳

BATTLE

Type: Healing

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 1 ●

Unit: Cannot be 🧟 Undead or ❤️ Lifeless.

STATS

Regeneration: 10 🩹

Description:

Slowly renews a small amount of health on a few friendly units.

Resist Poison (Battle)

✂ (Battle)

Magic School: Enchantment (Level 1)

Magic Path: 🌳

BATTLE

Type: Buff

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 1 ●

Unit: Cannot be ✂ Non-Combat.

STATS

Unit Effects: 🛡 Resist Poison

Description:

Increases the Poison Resistance of the target units.

Resist Poison (Ritual)

● (Ritual)

Magic School: Enchantment (Level 1)

Magic Path: 🌳🌳

RITUAL

Type: Squad Buff

Range: 1

Mana Cost: 10●

TARGET

Squad: Cannot be ✖ Non-Combat.

STATS

Unit Effects: 🛡 Resist Poison

Description:

Increases the Poison Resistance of the target squad.

Summon Bears

● (Ritual)

Magic School: Conjuration (Level 1)

Magic Path: 🌳

RITUAL

Type: Summoning

Range: 1

Mana Cost: 25 ●

Upkeep: 1 ●

TARGET

Target: Must be Land.

STATS

Summons: 5x Bear (1 Squad)

Description:

Summons of squad of tough Bears.

Summon Forest Trolls

● (Ritual)

Magic School: Conjunction (Level 3)

Magic Path: 🌳🌳🌳

RITUAL

Type: Summoning

Range: 1

Mana Cost: 60 ●

Upkeep: 3 ●

TARGET

Target: Must be Land.

STATS

Summons: 5x Forest Troll (1 Squad)

Description:

Summons a squad of Forest Trolls.

Summon Giant Spiders

● (Ritual)

Magic School: Conjunction (Level 2)

Magic Path: 🌳🌳

RITUAL

Type: Summoning

Range: 1

Mana Cost: 40●

Upkeep: 1●

TARGET

Target: Must be Land.

STATS

Summons: 5x Giant Spider (1 Squad)

Description:

Summons a squad of Giant Spiders.

Summon Green Dragon

● (Ritual)

Magic School: Conjunction (Level 5)

Magic Path: 🌳🌳🌳🌳

RITUAL

Type: Summoning

Range: 1

Mana Cost: 180●

Upkeep: 7●

TARGET

Target: Must be Land.

STATS

Summons: 1x Green Dragon (1 Squad)

Description:

Summons an adult Green Dragon.

Summon Insects

⚔️ (Battle)

Magic School: Conjunction (Level 1)

Magic Path: 🌿

BATTLE

Type: Summoning

Range: 0

Mana Cost: 50 🧪

TARGET

Accuracy: Always Hits

STATS

Summons: 3x Large Ant 3x Large Bee

Description:

Summons a few insects to aid the caster in battle.

Summon Stone Giants

● (Ritual)

Magic School: Conjunction (Level 4)

Magic Path: 🌳🌳🌳

RITUAL

Type: Summoning

Range: 1

Mana Cost: 80 ●

Upkeep: 4 ●

TARGET

Target: Must be Land.

STATS

Summons: 3x Stone Giant (1 Squad)

Description:

Summons a squad of Stone Giants.

Summon Wolves

● (Ritual)

Magic School: Conjunction (Level 0)

Magic Path: 🌲

RITUAL

Type: Summoning

Range: 1

Mana Cost: 20 ●

Upkeep: 1 ●

TARGET

Target: Must be Land.

STATS

Summons: 15x Wolf (1 Squad)

Description:

Summons of squad of speedy Wolves.

Tough Hide (Battle)

⚔️ (Battle)

Magic School: Enchantment (Level 2)

Magic Path: 🌳🌳

BATTLE

Type: Buff

Range: 20

Mana Cost: 20 🧪

TARGET

Accuracy: Always Hits

Area of Effect: 1 ●

Unit: Cannot be 🧟 Undead, ❤️ Lifeless, 🪵 Wooden, 🗿 Iron or 🪨 Stone. Cannot be 🦋 Non-Combat.

STATS

Unit Effects: 🛡️ Tough Hide

Description:

Toughens the hide of the target units.

Tough Hide (Ritual)

● (Ritual)

Magic School: Enchantment (Level 2)

Magic Path: 🌳🌳

RITUAL

Type: Squad Buff

Range: 1

Mana Cost: 20●

TARGET

Squad: Cannot be ☠️ Undead, ❤️ Lifeless, 🪵 Wooden, ⚒️ Iron or 🪨 Stone. Cannot be 🦋 Non-Combat.

STATS

Unit Effects: 🛡️ Tough Hide

Description:

Toughens the hide of the target squad.

Warp Wood

⚔️ (Battle)

Magic School: Evocation (Level 2)

Magic Path: 🌳🌳

BATTLE

Type: Debuff

Range: 30

Mana Cost: 20 🧪

TARGET

Accuracy: +5

Area of Effect: 1 ●

Unit: Must be 🪵 Wooden. Cannot be 🛡️ Non-Combat.

STATS

Unit Effects: ✖️ Warp Wood

Description:

Slowly warps and destroys a Wooden enemy unit.

Web

⚔ (Battle)

Magic School: Evocation (Level 2)

Magic Path: 🌳 🌳

BATTLE

Type: Debuff

Range: 30

Mana Cost: 20 🧪

TARGET

Accuracy: +2

Area of Effect: 1 ●

Unit: Cannot be 🌊 Spectral.

Units must be 🧑🏽↑ Size 6 or smaller.

STATS

Effects: 1 (+1 per path)

Unit Effects: 🌐 Web

Description:

Entangles a few enemy units in a sticky Web. The sticky residue makes physical flight impossible.