

Return to Athla



Manual

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1. INTRODUCTION

Athla (as fans of the series know) is the world, Sundren and Merlin and most other story characters come from. It's the world of the earlier Age of Wonders games – and the home to many creatures that are apparently missing from other planes in the Astral Sea: Units like the Halfling Brew Brother, the Draconian Flamer, the Goblin Blight Doctor and the Tigran Sun Guard. This mod brings back many of the old units and adds new ones, such as the Elven Arcane Archer and the Dwarven Axe Thrower.

Of course only factions that actually originate from Athla have access to these units, i.e. factions with a specific form trait, called Athlan Lineage trait. Each of the old races from Age of Wonders 3 has one Athlan Lineage trait: Elves, Humans, Dwarves, Halflings, Orcs, Goblins, Lizards and Tigrans. The Athlan Lineages also come with some restrictions though. Taking an Athlan Lineage trait means accepting the whole package, benefits and downsides included.

Overall the main features of the mod are:

- 40 new units: a unique unit for each combination of Athlan race and Culture (for example: Elven Lineage + Dark Culture enables the Blade Dancer)
- 22 new buildings and other economic changes to enhance the specialization of cities
- Dual Affinity Signature skills: These improve the customization options for heroes. For example, in addition to the Adept Signature skills that require 4 points of a single Affinity, there are new Adept Signature skills that require a combination of two Affinities, but each with only 2 points.

CURRENT STATE OF THE MOD

Currently, the mod only adds new features for Season 1 content. This also leads to some restrictions (for example: Athlan Lineage traits currently block all mount traits from Seasons 2 and 3). In a future update, later seasons will be included and the restrictions adjusted. However, to distribute the units equally among new cultures, I might wait with the development until the 12th culture is announced (for a total of 4 more cultures than in the current version of the mod).

2. ATHLAN RACES

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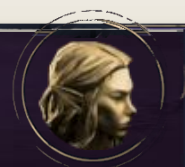


2.1 Lineage Traits

Athlan Lineage traits are new one-point traits you can use to create an Athlan faction. Like the races in Age of Wonders 3, these factions come with a set of features: For example, Athlan Elves have reduced accuracy penalties with ranged weapons, but they are also vulnerable to Blight. While they have access to form traits like Quick Reflexes and Resistant, they cannot have Ferocious or Hardy. Although this may not allow for the optimal trait combination of a custom faction, it's worthwhile to build around these Lineage traits as they also unlock new units. For instance, Barbarian Orcs with the Athlan lineage can produce Shock Troopers in their cities, Industrious Dwarves get the Firstborn and High Tigrans get the Sun Guard.

Overall 32 new units were added for the eight races from Age of Wonders 3 that still exist in Age of Wonders 4, each requiring a particular race-culture combination (see section 2.2). In addition, the Lineage traits grant access to new research skills (see section 2.4). The primary effects of each trait are outlined below:

ATHLAN LINEAGE – ELVES



They are solitary beings, often spending time sensing the nature and spirits around them. Because of their subtle perception and sharp minds, they are rarely surprised.



Elven Accuracy

Base attacks fire 1 hex further without long range penalties



Blight Weakness

-3 Blight Resistance

UNLOCKED UNITS

- Arcane Archer (High)
- Blade Dancer (Dark)
- Moonlight Singer (Mystic)
- Ranger (Primal)

COMPATIBLE TRAITS

- Adaptations: Arctic, Swamp, Underground
- Offense: Arcane Focus, Keen Sighted
- Defense: Elusive, Bulwark, Inner Frost, Quick Reflexes, Resilient, Resistant, Defensive Tactics
- Utility: Sharp Eyes, Light Footed
- Mounts: Spider, Unicorn, White Wolf, Mount Masters
- Flaws: Careless, Vulnerable to Physical

ATHLAN LINEAGE – HUMANS



They adapt fast to every domain where their curiosity or interest leads them, be it horse riding, powerful magic or inventing new technologies.



Human Versatility

High compatibility with other form traits



Revolutionary Spirit

Each Town Hall level decreases Stability by 5

UNLOCKED UNITS

- Justicar (High)
- Light Cavalry (Feudal)
- Grim Rider (Dark)
- Rifleman (Reaver)

COMPATIBLE TRAITS

- Adaptations: *all*
- Offense: *all except* Hideous Stench
- Defense: *all*
- Utility: *all except* Athletics
- Mounts: Elephant, Mammoth, Spider, White Wolf, Mount Masters
- Flaws: *all*

ATHLAN LINEAGE – DWARVES



They value fortitude and hard work. Many of them find great satisfaction in creating things that have a useful purpose.



Dwarven Fortitude

+1 Defense



Greedy

+20% Upkeep

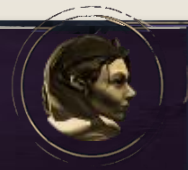
UNLOCKED UNITS

- Axeman (Barbarian)
- Firstborn (Industrious)
- Rune Knight (Mystic)
- Flame Cannon (Reaver)

COMPATIBLE TRAITS

- Adaptations: Arctic, Desert, Underground
- Offense: Keen-Sighted, Strong
- Defense: Hardy, Bulwark, Inner Lightning, Resilient, Resistant, Tenacious, Tough, Defensive Tactics
- Utility: Adaptable
- Mounts: Bear, Mammoth, Spider, Mount Masters
- Flaws: Incooperative, Weak Constitution

ATHLAN LINEAGE – HALFLINGS



They seek the path to a life full of joy. While some are content working the land and harvesting its bounties, others prefer the excitement of adventures or are drawn to festivals and revelry.



Halfling Luck

+15% harder to hit with Melee, Physical Ranged and Magic attacks unless their morale is low or worse



Weak

-1 melee damage (-2 for Single Shot attacks)

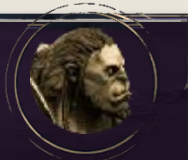
UNLOCKED UNITS

- Farmer (Feudal)
- Raider (Barbarian)
- Brew Brother (Industrious)
- Sky Warden (Primal)

COMPATIBLE TRAITS

- Adaptations: Underground
- Offense: Keen-Sighted, Sneaky
- Defense: Elusive, Herbivore, Quick Reflexes, Resilient, Defensive Tactics
- Utility: Cheerful, Sharp Eyes, Fast Recuperation, Light Footed
- Mounts: Eagle, Elephant, Mammoth, Mount Masters
- Flaws: Careless, Vulnerable to Physical

ATHLAN LINEAGE – ORCS



They are strong and fearless but get easily bored by poetry, scientific theories or long explanations, and when bored they usually react with a slap in the face.



Orcish Fury

Base attacks ignore 1 Defense



Clumsy

Magic and Physical Ranged attacks have -10% Accuracy

UNLOCKED UNITS

- Far Seer (Feudal)
- Shock Trooper (Barbarian)
- Legionary (Industrious)
- Beastmaster (Primal)

COMPATIBLE TRAITS

- Adaptations: Arctic, Desert, Underground
- Offense: Ferocious, Strong, Overwhelm Tactics, Pack Tactics, Hideous Stench
- Defense: Hardy, Inner Fire, Poisonous, Tough
- Utility: Cold Blooded, Fast Recuperation
- Mounts: Mammoth, Nightmare, White Wolf, Mount Masters
- Flaws: Incooperative, Vulnerable to Magic

ATHLAN LINEAGE – GOBLINS



They are delighted with chaos, destruction and explosions. Most Goblins only care about themselves but what they lack in discipline, they make up for in recklessness.



Goblin Insidiousness

+15% damage on Flanking attacks



Skinny

-5 HP

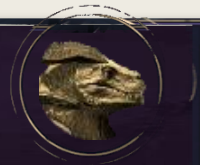
UNLOCKED UNITS

COMPATIBLE TRAITS

- Swarm Darter (Feudal)
- Blight Doctor (Barbarian)
- Butcher (Dark)
- Wyvern Rider (Reaver)

- Adaptations: Desolate, Swamp, Underground
- Offense: Ceaseless Cacophony, Ferocious, Sneaky, Overwhelm Tactics, Hideous Stench
- Defense: Poisonous, Resistant, Tenacious
- Utility: Adaptable, Cheerful, Sharp Eyes
- Mounts: Beetle, Elephant, Spider, Mount Masters
- Flaws: Coward, Weak Constitution

ATHLAN LINEAGE – LIZARDS



They may be descendants of Draconians or even remnants of the old Lizardfolk that escaped Nimues eradication. All of them are deeply connected to the elements though: some prefer the water, some the radiant light and some the fire, honoring their Dragon ancestry.



Fast Healing

+5 HP regeneration per strategic turn



Frost Weakness

-3 Frost Resistance

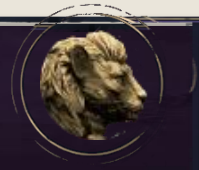
UNLOCKED UNITS

COMPATIBLE TRAITS

- High Templar (High)
- Flamer (Industrious)
- Ralikesh Avenger (Mystic)
- Elder (Primal)

- Adaptations: Desolate, Swamp, Underground
- Offense: Arcane Focus, Strong
- Defense: Hardy, Bulwark, Inner Fire, Poisonous, Resilient, Tenacious, Tough
- Utility: Cold Blooded, Fast Recuperation
- Mounts: Elephant, Raptor, White Wolf, Mount Masters
- Flaws: Incooperative, Vulnerable to Magic

ATHLAN LINEAGE – TIGRANS



They are lean, agile and their behaviour can swiftly change from cautious vigilance to ferocity.



Tigran Agility

Not stopped by enemy zone of control



Sensitive

-1 Status Resistance

UNLOCKED UNITS

- Sun Guard (High)
- Assassin (Dark)
- Mystic (Mystic)
- Prowler (Reaver)

COMPATIBLE TRAITS

- Adaptations: Desert, Desolate, Underground
- Offense: Arcane Focus, Empowered by Magic, Ferocious, Sneaky, Overwhelm Tactics
- Defense: Elusive, Quick Reflexes, Inner Radiance
- Utility: Cold Blooded, Light Footed, Athletics
- Mounts: Mount Masters
- Flaws: Coward, Vulnerable to Magic

Apart from the eight Athlan races there are also Lineage Traits for several new forms. These unlock a new unit (for a particular culture) but otherwise don't have the same features and restrictions as the Athlan traits.

2.2 Unit Unlocks

The table below provides an overview which units are available for each culture. The units have increased gold and production costs but are also slightly above the average power level of their tier. Additionally, all tier I or tier II units can evolve into an upgraded tier III unit (with average power for a tier III unit). As these tier III units can even be produced in the cities – once Town Hall III is built – most Lineage Traits actually unlock *two* new units.

CULTURE	UNIT	TYPE	LINEAGE
High Culture 	Crusader	TI Shield	Toads
	Arcane Archer	TI Ranged	Elves
	Sun Guard	TII Polearm	Tigrans
	Justicar	TII Support	Humans
	High Templar	TIII Battle Mage	Lizards
Feudal Culture 	Farmer	TI Polearm	Halflings
	Swarm Darter	TI Ranged	Goblins
	Light Cavalry	TII Skirmisher	Humans
	Far Seer	TII Support	Orcs
	Mistwood Knight	TIII Fighter	Goatkin
Barbarian Culture 	Plague Warrior	TI Shield	Ratkin
	Axeman	TI Fighter	Dwarves
	Raider	TII Skirmisher	Halflings
	Blight Doctor	TII Battle Mage	Goblins
	Shock Trooper	TIII Shock	Orcs
Industrious Culture 	Legionary	TI Shield	Orcs
	Flamer	TI Battle Mage	Lizards
	Deep Guard	TII Polearm	Molekin
	Brew Brother	TII Support	Halflings
	Firstborn	TIII Shield	Dwarves

CULTURE	UNIT	TYPE	LINEAGE
Dark Culture 	Blade Dancer	TI Fighter	Elves
	Assassin	TI Skirmisher	Tigrans
	Butcher	TII Polearm	Goblins
	Cryomancer	TII Battle Mage	Insectoid
	Grim Rider	TIII Battle Mage	Humans
Mystic Culture 	Spellbinder	TI Fighter	Syrons
	Mystic	TI Battle Mage	Tigrans
	Rune Knight	TII Shield	Dwarves
	Ralikesh Avenger	TII Fighter	Lizards
	Moonlight Singer	TIII Support	Elves
Reaver Culture 	Flyer	TI Shock	Avian
	Prowler	TI Fighter	Tigrans
	Rifleman	TII Ranged	Humans
	Flame Cannon	TII Ranged	Dwarves
	Wyvern Rider	TIII Skirmisher	Goblins
Primal Culture 	Ambusher	TI Shield	Lupine
	Ranger	TI Ranged	Elves
	Beastmaster	TII Fighter	Orcs
	Elder	TII Support	Lizards
	Sky Warden	TIII Support	Halflings

2.3 Trait Compatibility

Each Athlan faction can chose among a group of compatible form traits (for most lineages there are currently 20 trait options); these are traits that fit thematically to the classical races of the older games.

Mounts from Season 2 and all traits since Season 3 are WIP and currently not available for Athlan races.

Adaptations		Elv	Hum	Dwa	Hal	Orc	Gob	Liz	Tig
Arctic		X	X	X		X			
Desert			X	X		X			X
Desolate			X				X	X	X
Swamp		X	X				X	X	
Underground		X	X	X	X	X	X	X	X

Offense		Elv	Hum	Dwa	Hal	Orc	Gob	Liz	Tig
Arcane Focus		X	X					X	X
Ceaseless Cacophony			X				X		
Empowered by Magic			X						X
Ferocious			X			X	X		X
Keen-Sighted		X	X	X	X				
Sneaky			X		X		X		X
Strong			X	X		X		X	
Overwhelm Tactics			X			X	X		X
Pack Tactics			X			X			
Hideous Stench						X	X		

Defense		Elv	Hum	Dwa	Hal	Orc	Gob	Liz	Tig
Elusive		X	X		X				X
Hardy			X	X		X		X	
Bulwark		X	X	X				X	
Herbivore			X		X				
Inner Fire			X			X		X	
Inner Frost		X	X						
Inner Lightning			X	X					
Inner Radiance			X						X
Poisonous			X			X	X	X	
Quick Reflexes		X	X		X				X
Resilient		X	X	X	X			X	
Resistant		X	X	X			X		
Tenacious			X	X			X	X	
Tough			X	X		X		X	
Defensive Tactics		X	X	X	X				

Utility		Elv	Hum	Dwa	Hal	Orc	Gob	Liz	Tig
Adaptable			X	X			X		
Cheerful			X		X		X		
Cold Blooded			X			X		X	X
Sharp Eyes		X	X		X		X		
Fast Recuperation			X		X	X		X	
Light Footed		X	X		X				X
Athletics									X

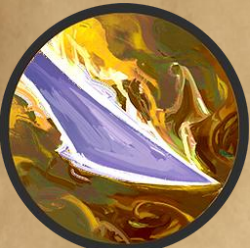
Mounts		Elv	Hum	Dwa	Hal	Orc	Gob	Liz	Tig
Mount Masters		X	X	X	X	X	X	X	X
Death Beetle							X		
Dire Bear				X					
Spider		X	X	X			X		
Eagle					X				
Elephant			X		X		X	X	
Mammoth			X	X	X	X			
Nightmare						X			
Raptor								X	
Unicorn		X							
White Wolf		X	X			X		X	

Flaws		Elv	Hum	Dwa	Hal	Orc	Gob	Liz	Tig
Coward			X				X		X
Incooperative			X	X		X		X	
Vulnerable to Physical		X	X		X				
Vulnerable to Magic			X			X		X	X
Weak Constitution			X	X			X		
Careless		X	X		X				

2.4 Research Skills

Based on the lore of the older Age of Wonders games, for each race some affinities are more thematic than others. For example, Elves are often associated with Nature, while Dwarves prefer working with stone and metals, thus being closer to Materium. These slight affinity preferences are reflected in the mod through additional research skills – called Inspired Insights. An Inspired Insight is a bonus skill in a T3 tome. Each race has seven tomes that unlock such a skill. Below is an overview of the new skills:

ORDER TOMES

	Tome: Sanctuary Lineages: • Humans	CELESTIAL PROTECTION Human Support units gain Resurgence.
	Tome: Sanctuary Lineages: • Elves • Halflings	GREEN SANCTUARY Fertile Plains provide +5 Stability.
	Tome: Subjugation Lineages: • Elves • Orcs	WHISPERSTEEL BLADES Elven / Orc Shock and Fighter units gain a 30% chance to inflict Dreadful Whispers (5 Spirit damage per turn, increases by 2 for each morale level below neutral).
	Tome: Subjugation Lineages: • Halflings • Goblins	SPIRIT OF THE CONQUEROR Cities gain +20 Draft.

CHAOS TOMES

 Tome: Devastation Lineages: • Orcs	FEROCIOUS DEFENSE Orc Shock units gain First Strike.
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 Tome: Devastation Lineages: • Dwarves • Lizards	FIERY DEVASTATION Dwarven / Lizard units gain +10% damage against Burning units.
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 Tome: Pandemonium Lineages: • Humans • Goblins	POISON MASTERY Human / Goblin Skirmisher and Polearm units gain +2 Blight / -1 Physical damage and a 90% chance of inflicting Poisoned.
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 Tome: Pandemonium Lineages: • Lizards • Tigrans	FIRE MASTERY Lizard / Tigran Shield, Fighter and Magic Fighter units gain +2 Fire / -1 Physical damage and a 90% chance of inflicting Burning.
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NATURE TOMES

 Tome: Cycles Lineages: • Elves • Goblins	ROOTING PROJECTILES Elven / Goblin Ranged and Support units gain a 60% chance of inflicting Immobilized.
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 Tome: Cycles Lineages: • Dwarves • Lizards	COMPETENT ARCHIVISTS Annexed Ancient Wonders provide +10 Knowledge.
---	--

 Tome: Vigor Lineages: • Elves • Humans	ANIMAL FRIENDSHIP Elven / Human Cavalry gains +10% damage and +10 morale at the start of combat.
---	---

 Tome: Vigor Lineages: • Orcs • Lizards	VICTORY RUSH Orc / Lizard units heal 15 HP after winning a battle.
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SHADOW TOMES

 Tome: Cold Dark Lineages: • Dwarves • Orcs	STEWARDS OF ELEMENTS Non-racial Elemental units in Dwarven / Orc armies gain +10 HP, +1 Defense and +1 Resistance. Snow Spirits gain Frost Armor.
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 Tome: Cold Dark Lineages: • Elves • Humans	GLITTERING FROST Arctic and Snow provinces provide +2 Mana.
---	--

 Tome: Great Transformation Lineages: • Humans • Tigrans	ETERNAL RETURN Human / Tigran Battle Mage and Magic Fighter units gain Undying.
--	--

 Tome: Great Transformation Lineages: • Orcs • Goblins	HAUNTED MARSH Swamp provinces provide +5 Food and +1 Soul.
--	---

MATERIUM TOMES

 Tome: Terramancy Lineages: • Halflings • Lizards	EARTHEN FURY Halfling / Lizard Battle Mage and Magic Fighter units gain Earthen Fury.
---	--

 Tome: Terramancy Lineages: • Dwarves • Tigrans	FRAGMENT COLLECTORS Annexed Magic Materials provide +1 Binding Fragment.
---	---

 Tome: Transmutation Lineages: • Dwarves	GOLD CURSE SHIELDS Dwarven Shield units gain a 30% chance of inflicting Gilded to melee attackers.
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 Tome: Transmutation Lineages: • Orcs • Tigrans	DESERT DWELLERS Desert provinces provide +5 Gold.
---	--

ASTRAL TOMES

 Tome: Amplification Lineages: • Tigrans	AMPLIFIED AGILITY Tigran Skirmisher and Fighter units gain Evasive Strikes.
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 Tome: Amplification Lineages: • Elves • Halflings	AMPLIFIED FOCUS Elven / Halfling Ranged units gain Strengthened when attacking and not having moved yet.
--	---

 Tome: Teleportation Lineages: • Elves	ALLROUND-AWARENESS Elven Support and Battle Mage units gain Hyper Awareness.
---	---

 Tome: Teleportation Lineages: • Halflings • Tigrans	ATTUNEMENT: LUCKY Halfling / Tigran units gain Evasion when a spell is cast.
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DUAL TOMES

 Tome: Cleansing Flame Lineages: • Dwarves • Tigrans	WATCHFUL GUARDIANS Dwarven / Tigran Polearm and Shield units gain Watchful.
 Tome: Cleansing Flame Lineages: • Humans • Lizards	RADIANT FURNACES Ashland and Forest provinces provide +5 Production.
 Tome: Corruption Lineages: • Goblins	CORRUPTED KILLERS Goblin Skirmisher and Ranged units gain Flanker.
 Tome: Corruption Lineages: • Halflings	HERALDS OF HOPELESSNESS Halfling Polearm and Shock units gain Armor of Despair.
 Tome: Dragons Lineages: • Lizards	COMMUNE WITH DRAGONS Elemental Dragons in Lizard armies gain +1 Resistance and +20% experience from combat.



Tome: Dragons

Lineages:

- Orcs
- Goblins

WYVERN FRIENDSHIP

Wyverns in Orc / Goblin armies gain +1 Defense, +1 Resistance and ignore +2 Status Resistance.



Tome:
Dreadnought

Lineages:

- Humans
- Dwarves

ENGINEERING MASTERY

Constructs in Human / Dwarven armies gain +1 Defense and Hyper Awareness.



Tome:
Dreadnought

Lineages:

- Halflings
- Goblins

EXPLOSIVES EXPERTS

Ranged attacks of Constructs in Halfling / Goblin armies gain +15% critical hit chance and a 90% chance of inflicting Marked.

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3.1 Elven Units

HIGH CULTURE

ARCANE ARCHER



☞ Ranged Unit

Tier I Recruit

55 / 55 0 0 40 / 40 4



Shoot Arcane Bow 10 2

Aimed Shot 12 4

Defense Mode

Dormant: Seeking Arrows

ACTIVE ABILITIES

SHOOT ARCANE BOW ● ● ●

Ignores 2 Status Resistance

Range: 4

Tags: Base, Physical Ranged

AIMED SHOT ● ● ●

Ignores 2 Status Resistance
Guaranteed Critical hit

Range: 4 (Always hits)

Tags: Base, Single Shot, Physical Ranged

DARK CULTURE

BLADE DANCER



× Fighter Unit

Tier I Recruit

70 / 70 2 0 40 / 40 5



- Melee Strike 12★
- Eldritch Strike 8★8C
- Defense Mode
- Aura of Tyranny
- Uncanny Evasion

ACTIVE ABILITIES

MELEE STRIKE ● ●●

Weakening Combo: Third attack in a turn deals +12 damage and inflicts Weakened

Tags: Base, Melee

ELDRITCH STRIKE ●●●

Inflicts Status Vulnerability
Enter Defense Mode

Cooldown: 2

Tags: Single Shot, Melee, Magic

PASSIVE ABILITIES

UNCANNY EVASION

When in Defense Mode, this unit has +40% Evasion against melee attacks

MOONLIGHT SINGER



Support Unit

Tier III Recruit

80 / 80 2 4 40 / 40 4

- Moonbeam 808
- Calming Melody
- Awaken Spirit
- Defense Mode: Warding
- Attunement: Star Blades
- Control Loss Immunity

ACTIVE ABILITIES

MOONBEAM ●○○

Inflicts Blind
Removes 2 positive status effects

Range: 5 (Always hits)
Tags: Base, Single Shot, Magic

CALMING MELODY ○○○

Inflicts Pacified

Cooldown: Once per battle
Range: 1 (Always hits)
Tags: Debuff

AWAKEN SPIRIT ●○○

Friendly Animals in a 2 hex radius gain First Strike and Hastened for 1 turn

Cooldown: 3
Tags: Support

PRIMAL CULTURE

RANGER



✂ Ranged Unit

Tier I Recruit

55 / 55 0 0 40 / 40 4



Shoot Bow 12★

Quick Draw 12★

Defense Mode

Mire Crocodile's Boon

Status Effect Immunity:
Diseased

ACTIVE ABILITIES

SHOOT BOW ●●●

Range: 5
Tags: Base, Physical Ranged

QUICK DRAW ○○○

Reduced Draw: Reduces this units range with base attacks by 2 for 1 turn
Cooldown: 2
Range: 3
Tags: Physical Ranged

3.2 Human Units

HIGH CULTURE

JUSTICAR



♀ Support Unit

Tier II Recruit

70 / 70 3 4 40 / 40 4

2

- Swift Smite 12 12
- Mending Awakening
- Awaken
- Defense Mode: Warding
- Dormant: Radiant Light

ACTIVE ABILITIES

SWIFT SMITE ●●

Tags: Base, Magic

MENDING AWAKENING ●●

Target friendly unit: Heals +30 THP and gains Awakened
Enter Defense Mode

Cooldown: 2

Range: 1

Tags: Support

FEUDAL CULTURE

LIGHT CAVALRY



Skirmisher Unit

Tier II Recruit

70 / 70 2 1 40 / 40 6



Knockback Shot 28★

Switch Weapons

Defense Mode

Slippery

Swift

ACTIVE ABILITIES

KNOCKBACK SHOT ●○○

Knocks the target back

Flanking Skirmisher: +20% damage with Flanking attacks

Range: 3

Tags: Base, Single Shot, Physical Ranged

SWITCH WEAPONS ●●●

Switch to melee weapon

DARK CULTURE

GRIM RIDER



☞ Magic Fighter Unit

Tier III Recruit



- Melee Strike 7★7★
- Defense Mode
- Aura of Shadows
- Aura of Tyranny
- Control Loss Immunity
- Fearless
- Lifedrinker
- Master of Lost Souls
- Melee Mage

ACTIVE ABILITIES

MELEE STRIKE ●●●

90% chance of inflicting Remorse

Hexblade: Killing an enemy grants +2 Frost damage

Tags: Base, Magic

PASSIVE ABILITIES

AURA OF SHADOWS

This unit and adjacent friendly units are 30% harder to hit by Ranged and Magic attacks

MASTER OF LOST SOULS

Non-Mythic units in the army gain +1 Resistance if they are Undead and +10% damage if they are Ethereal

REAYER CULTURE

RIFLEMAN



Ranged Unit

Tier II Recruit

65 / 65
 1
 1
 40 / 40
 4



Fire Rifle 36★

Snapshot 20★

Defense Mode

Focused Aggression

ACTIVE ABILITIES

FIRE RIFLE ●●●

Piercing, Breaching

Range: 6 (Opimal: 5)

Tags: Base, Single Action, Physical Ranged

SNAPSHOT ●○○

Piercing, Breaching

Range: 4 (80% Accuracy)

Tags: Base, Single Shot, Physical Ranged

3.3 Dwarven Units

BARBARIAN CULTURE

AXE THROWER



× Fighter Unit

Tier I Recruit

80 / 80 1 1 40 / 40 4

Throw Axe 12

Melee Strike 12

Defense Mode

Adamant

Savage Strike

ACTIVE ABILITIES

THROW AXE

Piercing

Range: 2

Tags: Base, Melee

MELEE STRIKE

Tags: Base, Melee

PASSIVE ABILITIES

ADAMANT

At the start of the turn gain +2 Defense and +2 Resistance until the unit moves

INDUSTRIOUS CULTURE

FIRSTBORN



Shield Unit

Tier III Recruit

100 / 100
 8
 3
 40 / 40
 4

3
 6

- Melee Strike** 10 2
- Shatter Strike** 24 6
- Defense Mode: Shield Wall**
- Armorer**
- Bolstering**
- Shield Defense**
- Status Effect Immunity: Burning**
- Tireless Retaliator**

ACTIVE ABILITIES

MELEE STRIKE

Tags: Base, Melee

SHATTER STRIKE

90% chance of inflicting Stunned
Enter Defense Mode

Cooldown: 1

Tags: Melee, Single Shot

PASSIVE ABILITIES

ARMORER

Non-Hero units in the army gain +1 Defense

TIRELESS RETALIATOR

When in Defense Mode, this unit has unlimited Retaliations

RUNE KNIGHT



Shield Unit

Tier II Recruit

80 / 80 6 2 40 / 40 4



- Melee Strike 12★
- Rune of Storms
- Rune of Winds
- Rune of Warding
- Defense Mode: Shield Wall
- Attunement: Star Blades
- Shield Defense

ACTIVE ABILITIES

MELEE STRIKE ●●●

Tags: Base, Melee

RUNE OF STORMS ○○

Gain Static Charge and Storm Strikes for 1 turn

Cooldown: 2

Tags: Support

RUNE OF WINDS ○○○

Gain Very Fast Movement and Charge for 1 turn

Cooldown: 2

Tags: Support

RUNE OF WARDING ○○○

Target friendly unit gains +3 Bolstered Resistance

Cooldown: 2

Range: 1

Tags: Support

REAYER CULTURE

FLAME CANNON



Ranged Unit

Tier II Recruit

70 / 70
 2
 2
 40 / 40
 4

- Fire Cannon 40
- Alchemic Detonator
- Defense Mode: Take Aim
- Control Loss Immunity
- Demolisher
- Focused Aggression
- Heartless
- Reinforced

ACTIVE ABILITIES

FIRE CANNON

+40% damage to Flammable units
Adjacent Flammable units suffer 20% of the damage

Range: 7 (Optimal: 5)

Tags: Base, Single Shot, Physical Ranged

ALCHEMIC DETONATOR

Create Alchemic Fog (Inflicts Flammable) around target hex
Enter Defense Mode

Cooldown: 1

Range: 6 (Always hits)

DEFENSE MODE: TAKE AIM

Enter Defense Mode and gain +30% Accuracy for 1 turn

3.4 Halfling Units

FEUDAL CULTURE

FARMER



Polearm Unit

Tier I Recruit

55 / 55 1 1 40 / 40 4

Melee Strike 10

Unleash the Piglets

Defense Mode

Charge Resistance

First Strike

ACTIVE ABILITIES

MELEE STRIKE

Tags: Base, Melee

UNLEASH THE PIGLETS

Summon Piglets that grant adjacent friendly units Fortune

Cooldown: Once per battle

Range: 1

Tags: Base, Single Shot, Physical Ranged

BARBARIAN CULTURE

SCOUNDREL



Skirmisher Unit

Tier II Recruit

70 / 70 2 2 40 / 40 6



- Shoot Crossbow 26★
- Taunt
- Defense Mode
- Expeditious Retreat
- Savage Strike
- Slippery
- Swift

ACTIVE ABILITIES

SHOOT CROSSBOW ●○○

Inflicts Sundered Defense

Range: 4

Tags: Base, Single Shot, Physical Ranged

TAUNT ●○○

90% chance of inflicting Taunted
Enter Defense Mode

Cooldown: 2

Range: 5

Tags: Debuff

PASSIVE ABILITIES

EXPEDITIOUS RETREAT

When HP reach 33% or lower, gain Fleeting and +2 hexes movement for 1 turn

INDUSTRIOUS CULTURE

BREW BROTHER



♀ Support Unit

Tier II Recruit

60 / 60 1 3 40 / 40 4

2

- Throw Cleavers 14★
- Nourishing Meal
- Eagle Spirit
- Defense Mode: Warding
- Bolstering

ACTIVE ABILITIES

THROW CLEAVERS ●●●

Range: 2
Tags: Base, Melee

NOURISHING MEAL ●○○

Target friendly unit: Heals 35 THP and gains +15 Morale

Cooldown: Once per battle
Range: 1
Tags: Support

EAGLE SPIRIT ●○○

Friendly units in a 1 hex radius gain +2 Fortune and True Strike

Cooldown: 2
Tags: Support

PRIMAL CULTURE

SKY WARDEN



Support Unit

Tier III Recruit

90 / 90 2 4 40 / 40 6

5



Misty Blast 9 9

Blending with Nature

Wing Beat

Defense Mode: Warding

Demolisher

Mire Crocodile's Boon

Status Effect Immunity:
Diseased

ACTIVE ABILITIES

MISTY BLAST ●○○

Inflicts Life Seed
90% chance of inflicting Distracted

Range: 4

Tags: Base, Single Shot, Magic

BLENDING WITH NATURE ●○○

Friendly units in a 1 hex radius gain Clinging Mist

Cooldown: 2

Tags: Support

WING BEAT ○○○

Units in a 1 hex cone are displaced and their Defense
Mode and Retaliations are removed

Cooldown: 1

Range: 1 (Always hits)

3.5 Orc Units

FEUDAL CULTURE

FAR SEER



♀ Support Unit

Tier II Recruit

70 / 70

1

3

40 / 40

4

2

Lightning Blast

20 ⚡

Glimpse into the Future

Healing Breeze

Defense Mode: Warding

Magical Foresight

ACTIVE ABILITIES

LIGHTNING BLAST

●○○

Range: 4

Tags: Base, Single Shot, Magic

GLIMPSE INTO THE FUTURE

○○○

Target friendly unit gains Precognition

Cooldown: 2

Range: 4

Tags: Support

PASSIVE ABILITIES

HEALING BREEZE

●○○

Target friendly unit heals 20 THP and gains 2 Regeneration

Cooldown: 2

Range: 4

Tags: Support

MAGICAL FORESIGHT

+3 Vision Range

BARBARIAN CULTURE

SHOCKTROOPER



Shock Unit

Tier III Recruit

110 / 110	4	3	40 / 40	4
3				

- Devastating Charge 24★
- Onslaught
- Defense Mode
- Berserker's Rage
- Blood Rage
- Savage Strike

ACTIVE ABILITIES

DEVASTATING CHARGE ●○○

Charge Attack
Gains +20% damage per hex travelled, up to 5
Tags: Base, Single Shot, Melee

Onslaught ○○○

Gain +2 hexes movement for 1 turn

Cooldown: 3

PASSIVE ABILITIES

BLOOD RAGE

When killing an enemy, gain Hastened for 2 turns

INDUSTRIOUS CULTURE

LEGIONARY



Shield Unit

Tier I Recruit

70 / 70 5 0 40 / 40 4



- Melee Strike 10
- Warcry
- Defense Mode: Shield Wall
- Bolstering
- Shield Defense
- Watchful

ACTIVE ABILITIES

MELEE STRIKE ●●●

Tags: Base, Melee

WARCRY ○○○

Gain a 60% chance of inflicting Taunted and +3 damage for 1 turn

Cooldown: 2

PRIMAL CULTURE

BEASTMASTER



× Fighter Unit

Tier II Recruit

75 / 75 3 2 40 / 40 6



Melee Single Strike 24★

Invigorating War Cry

Defense Mode

Beastmaster

Charge Resistance

Mire Crocodile's Boon

Status Effect Immunity:
Diseased

ACTIVE ABILITIES

MELEE SINGLE STRIKE ●○○

Inflicts Status Vulnerability

Tags: Base, Single Shot, Melee

INVIGORATING WAR CRY ○○○

Target friendly Animal regains all AP
Requires at least 1 stack of Fury

Range: 4

Tags: Support

PASSIVE ABILITIES

BEASTMASTER

Animal units in the army gain Ferocious

3.6 Goblin Units

FEUDAL CULTURE

SWARM DARTER



Ranged Unit

Tier I Recruit

55 / 55
 0
 0
 40 / 40
 4



Mosquito Darts 8 4

Dustbeetle Darts 24

Disengaging Shot 12 12

Defense Mode

Morale Drain

Slip Away

ACTIVE ABILITIES

MOSQUITO DARTS

Range: 3 (Ignores Line of Sight)
Tags: Base, Physical Ranged

DUSTBEETLE DARTS

90% chance of inflicting Blind

Range: 3 (Ignores Line of Sight)
Tags: Single Shot, Physical Ranged

DISENGAGING SHOT

Jump back 3 hexes

Cooldown: 1
Range: 3
Tags: Single Shot, Physical Ranged

BLIGHT DOCTOR



Battle Mage Unit

Tier II Recruit

55 / 55
 0
 2
 40 / 40
 4



- Weakening Bolts 14
- Blight Curse
- Potion of Regeneration
- Defense Mode
- Savage Strike

ACTIVE ABILITIES

WEAKENING BOLTS

60% chance of inflicting Weakened

Range: 4
Tags: Base, Magic

BLIGHT CURSE

Inflicts Enfeebled

Cooldown: 2
Range: 5 (Always hits)
Tags: Debuff

POTION OF REGENERATION

Gain 1 Regeneration

Cooldown: Once per battle

DARK CULTURE

BUTCHER



Polearm Unit

Tier II Recruit

 75 / 75  3  2  40 / 40  4



-  **Melee Strike** 14★
-  **Defense Mode**
-  **Aura of Tyranny**
-  **Charge Resistance**
-  **First Strike**
-  **Life Drain**

ACTIVE ABILITIES

MELEE STRIKE

Inflicts Bleeding

Tags: Base, Melee

PASSIVE ABILITIES

LIFE DRAIN

When attacking, heal for 30% of the damage dealt

REAYER CULTURE

WYVERN RIDER



Skirmisher Unit

Tier III Recruit

90 / 90
 3
 3
 40 / 40
 5

- Melee Strike 16x
- Quick Shot 16x
- Defense Mode: Shield Wall
- Demolisher
- Focused Aggression
- Invigorating Takedown
- Kill Shot
- Offensive Focus
- Slippery

ACTIVE ABILITIES

MELEE STRIKE

Tags: Base, Melee

QUICK SHOT

Cooldown: 1
 Range: 3
 Tags: Single Shot, Physical Ranged

PASSIVE ABILITIES

INVIGORATING TAKEDOWN

When killing an enemy, gain 1 Strengthened and 2 Regeneration

KILL SHOT

When killing an enemy, Cooldowns are reset

OFFENSIVE FOCUS

-1 Retaliation Attack

3.7 Lizard Units

HIGH CULTURE

HIGH TEMPLAR

Battle Mage Unit

Tier III Recruit

90 / 90 2 4 40 / 40 4

- Repelling Blast 18 ⚡ 18 ⚡
- Spirit Bolts 14 ⚡
- Awaken
- Defense Mode
- Dormant: Radiant Light
- Faithful
- Melee Mage

ACTIVE ABILITIES

REPELLING BLAST ●●●

Knocks the target back
Breaching

Range: 3 (Always hits)
Tags: Base, Single Shot, Magic

SPIRIT BOLTS ●●●

Range: 4
Tags: Base, Magic

AWAKEN ○○○

Target friendly unit gains Awakened

Cooldown: 1
Range: 4
Tags: Support

INDUSTRIOUS CULTURE

FLAMER



Battle Mage Unit

Tier I Recruit

50 / 50 0 2 40 / 40 4

- Fire Ball 12
- Channel Power
- Defense Mode
- Status Effect Immunity: Burning

ACTIVE ABILITIES

FIRE BALL ●●●

Deals damage in a 1 hex radius
Target area is Set on Fire
Breaching

Range: 6

Tags: Base, Single Shot, Magic

CHANNEL POWER ●○○

Gain +50% damage until the end of the next turn

MYSTIC CULTURE

RALIKESH AVENGER



♣ Magic Fighter Unit

Tier II Recruit

70 / 70 2 2 40 / 40 4



- Arcfire Strike 12 ⚡ 12 🔥
- Defense Mode
- Attunement: Star Blades
- Avenger
- Fleeting
- Melee Mage
- Persistent

ACTIVE ABILITIES

ARCFIRE STRIKE ●○○

90% chance of inflicting Burning
90% chance of inflicting Marked

Tags: Base, Single Shot, Magic

PASSIVE ABILITIES

AVENGER

When a friendly unit is killed, gain +1 Retaliation Attack for 3 turns

PERSISTENT

When HP fall below 50%, gain +8 Defense and +8 Resistance for 1 turn

PRIMAL CULTURE

ELDER



† Support Unit

Tier II Recruit

60 / 60 1 3 40 / 40 4

2

Bane Fire 3 3 3 3

Dragon's Strength:
Dormant

Summon Primal
Crocodile

Defense Mode: Warding

Dragon's Endurance

Mire Crocodile's Boon

Status Effect Immunity:
Diseased

ACTIVE ABILITIES

BANE FIRE ● ● ●

Range: 4
Tags: Base, Magic

DRAGON'S STRENGTH ● ● ●

Target friendly unit gains +5 damage based on the affinity of the last spell cast by their side
Gain +3 Rising Fury

Cooldown: 2
Range: 1
Tags: Support

SUMMON PRIMAL ANIMAL ● ● ●

Summon Primal Animal

Cooldown: Once per battle
Range: 1

PASSIVE ABILITIES

DRAGON'S ENDURANCE

Units in the army heal +5 HP per strategic turn

3.8 Tigran Units

HIGH CULTURE

SUN GUARD



Polearm Unit

Tier II Recruit

75 / 75 4 3 40 / 40 4

2

- Melee Single Strike 16★
- Sun Shield Reflection
- Defense Mode
- Charge Resistance
- Dormant: Guardian
- 1 First Strike
- Predator Stance

ACTIVE ABILITIES

MELEE SINGLE STRIKE

●○○

Tags: Base, Single Shot, Melee

SUN SHIELD REFLECTION

○○○

Inflicts Impaired Vision (range reduced to 2, -50% accuracy)

Range: 3

Tags: Debuff

PASSIVE ABILITIES

PREDATOR STANCE

When in Defense Mode, this unit deals +40% damage and has a 60% chance of inflicting Immobilized

DARK CULTURE

ASSASSIN



Skirmisher Unit

Tier I Recruit

60 / 60 1 1 40 / 40 5



Shadow Strike 18 ✖

Shoot Crossbow 26 ✖

Defense Mode

Aura of Tyranny

First Strike

Flanker

Slippery

Swift

ACTIVE ABILITIES

SHADOW STRIKE ●○○

Teleport back 3 hexes after attacking

Tags: Base, Single Shot, Melee

SHOOT CROSSBOW ●●●

Fatality

Cooldown: 1

Range: 4

Tags: Base, Single Shot, Physical Ranged

MYSTIC CULTURE

MYSTIC



Battle Mage Unit

Tier I Recruit

45 / 45	0	2	40 / 40	4
2				

	Scorching Ray	20 🔥
	Sacred Fire	10 🔥 10 ⚡
	Panther Form	
	Defense Mode	
	Attunement: Star Blades	

ACTIVE ABILITIES

SCORCHING RAY 🔵 🔵 🔵

90% chance of inflicting Burning

Range: 6 (Optimal: 5)
Tags: Base, Single Shot, Magic

SACRED FIRE 🔵 🔵 🔵

Deals damage in a 1 hex radius

Cooldown: 2
Range: 4 (Always hits)
Tags: Magic

AWAKEN SPIRIT 🔵 🔵 🔵

Transform into a Panther until the end of battle

Cooldown: Once per battle

REAYER CULTURE

PROWLER



× Fighter Unit

Tier I Recruit

70 / 70 2 1 40 / 40 4



Melee Strike 14*

Cast Net 16*

Defense Mode

Focused Aggression

Martial Arts

ACTIVE ABILITIES

MELEE STRIKE ● >>>

Tags: Base, Melee

CAST NET ●○○

90% chance of inflicting Immobilized
Inflicts Marked

Cooldown: 2

Range: 4

Tags: Single Shot, Physical Ranged

PASSIVE ABILITIES

MARTIAL ARTS

+4 Defense and +4 Resistance against Retaliation and
Opportunity Attacks

3.9 Non-Athlan Units

HIGH CULTURE

CRUSADER



Shield Unit

Tier I Recruit

80 / 80 5 0 40 / 40 4
2

- Melee Strike 16 ✖
- Drive Back 20 ✖
- Defense Mode: Shield Wall
- Cumbersome
- Dormant: Shield of Light
- Shield Defense

ACTIVE ABILITIES

MELEE STRIKE ● ●●

DRIVE BACK ● ●●

Knocks the target back while moving forward

Tags: Base, Melee

Cooldown: 2

Tags: Single Shot, Melee

PASSIVE ABILITIES

CUMBERSOME

-1 Retaliation Attacks and -1 hex movement in tactical combat

MISTWOOD KNIGHT



× **Fighter Unit**

Tier III Recruit

110 / 110
 4
 3
 40 / 40
 4
 3

- Mistwood Strike 10 4 4
- Mistwood Curse
- Defense Mode
- Charge Resistance
- Watchful

ACTIVE ABILITIES

MISTWOOD STRIKE

60% chance of inflicting Poisoned

Tags: Base, Melee

MISTWOOD CURSE

Inflicts 2 Sundered Resistance and 2 Marked

Cooldown: Once per battle
 Range: 3 (Always hits)
 Tags: Base, Single Shot, Physical Ranged

PLAGUE WARRIOR



Shield Unit

Tier 1 Recruit

70 / 70 5 0 40 / 40 6

- Melee Strike 8 × 2
- Plague Strike 12 × 12
- Defense Mode: Shield Wall
- Savage Strike
- Shield Defense
- Status Effect Immunity: Diseased

ACTIVE ABILITIES

MELEE STRIKE ● ● ●

Tags: Base, Melee

PLAGUE STRIKE ● ● ●

60% chance of inflicting Enfeebled
Enter Defense Mode

Cooldown: 2

Tags: Single Shot, Melee

INDUSTRIOUS CULTURE

DEEP GUARD



Polearm Unit

Tier II Recruit

80 / 80 3 2 40 / 40 4



Melee Strike 12★

Command Vigilance

Defense Mode

Bolstering

Charge Resistance

Fierce Defender

1 First Strike

Watchful

ACTIVE ABILITIES

MELEE STRIKE ●●●

COMMAND VIGILANCE ○○○

Target friendly unit gains Defensive Masters for 1 turn

Tags: Base, Melee

Cooldown: 3

Range: 3

Tags: Support

PASSIVE ABILITIES

FIERCE DEFENDER

When in Defense Mode, deal +30% damage

DARK CULTURE

CRYOMANCER



Battle Mage Unit

Tier II Recruit

55 / 55 0 2 40 / 40 4

- Chilling Blast 28
- Cool Down
- Defense Mode
- Aura of Tyranny
- Status Effect Immunity: Frozen

ACTIVE ABILITIES

CHILLING BLAST ●●●

Inflicts Chilled (-2 Frost Resistance)
90% chance of inflicting Slowed

Range: 6 (Optimal: 5)

Tags: Base, Single Shot, Magic

COOL DOWN ●○○

Inflicts 3 Weakened
60% chance of inflicting Frozen (120% against Chilled units)

Cooldown: 1

Range: 4 (Always hits)

Tags: Debuff

MYSTIC CULTURE

SPELLBINDER



× Fighter Unit

Tier I Recruit

70 / 70 2 0 40 / 40 4

Melee Strike 10★

Grant Arcane Armor

Defense Mode

Arcane Armor

Attunement: Star Blades

Spellbinding

ACTIVE ABILITIES

MELEE STRIKE ● >>>

Tags: Base, Melee

GRANT ARCANE ARMOR ○○○

Target friendly unit gains Arcane Armor (+2 Defense, +2 Resistance) for 3 turns

Cooldown: Once per battle

Range: 4

Tags: Support

PASSIVE ABILITIES

ARCANE ARMOR

Start tactical combat with Arcane Armor (+2 Defense, +2 Resistance), active for 3 turns

SPELLBINDING

At the start of each turn, remove a random negative status effect and gain Static Charge for 1 turn

REAYER CULTURE

FLYER



Shock Unit

Tier I Recruit

70 / 70 1 1 40 / 40 5



- Charge Strike 24★
- Defense Mode
- Focused Aggression
- Isolation Slayer
- Quick Parry

ACTIVE ABILITIES

CHARGE STRIKE ●○○

Tags: Base, Single Shot, Melee

PASSIVE ABILITIES

QUICK PARRY

+6 Defense and +6 Resistance against the first melee attack each turn

PRIMAL CULTURE

AMBUSER



Shield Unit

Tier I Recruit

70 / 70 5 0 40 / 40 4



Melee Single Strike 18★

Leap

Defense Mode: Shield Wall

Mire Crocodile's Boon

Shield Defense

Status Effect Immunity:
Diseased

ACTIVE ABILITIES

MELEE SINGLE STRIKE ●○○

Tags: Base, Single Shot, Melee

LEAP ○○○

Jump to target location

Gain +2 Rising Fury

Cooldown: 2

Range: 3

4. ECONOMY

4.1 Basic City Structures	... 64
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4.1 Basic City Structures

The economic changes in the mod essentially serve two purposes:

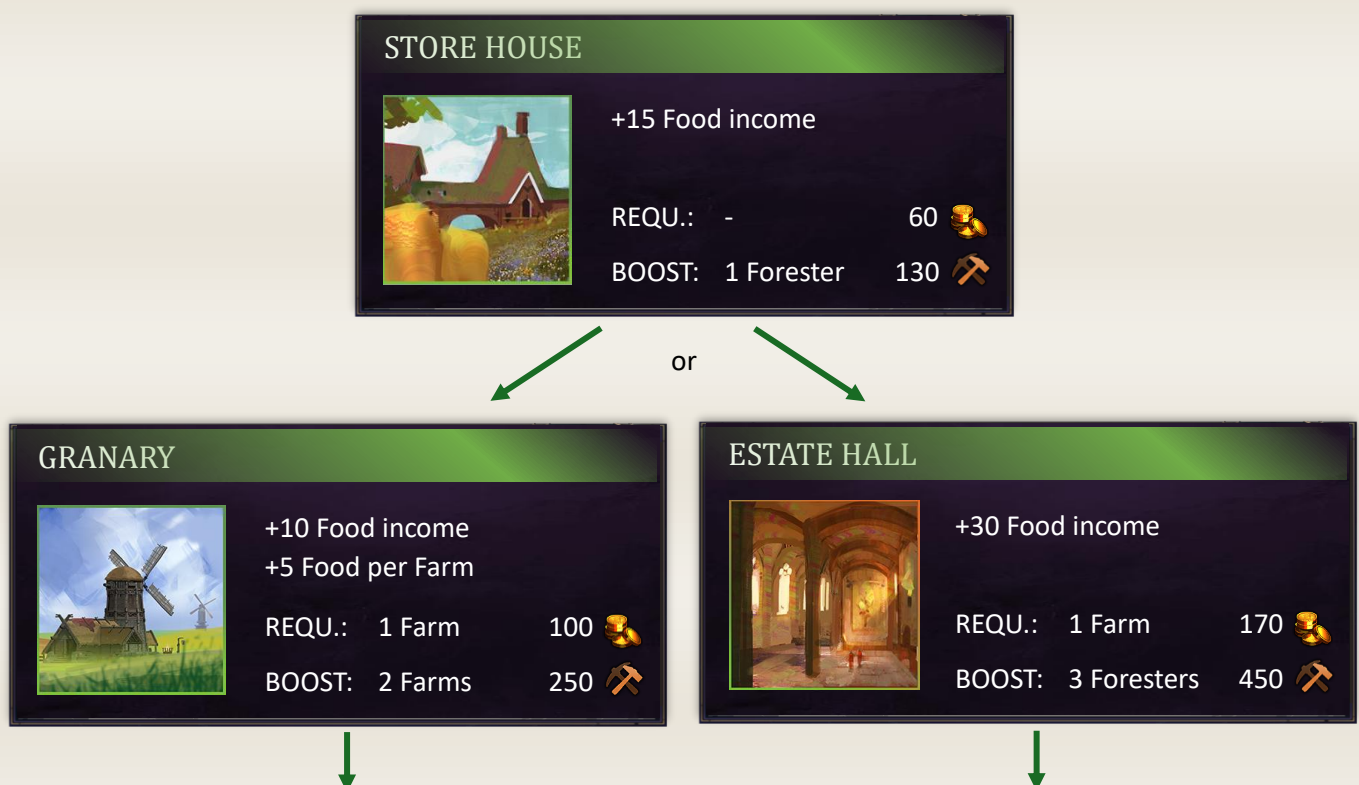
- Making different city specializations (e.g. recruitment cities, merchant cities) more viable
- Making it harder to spam high-tier units

The second point should prevent the new Athlan units from being completely replaced by tier IV and tier V units in the late game. Besides, it reduces monostacking: While it's difficult to create an entire army of Mythic units, you may still want to add a few to your stacks. Section 4.3 explains details about changes in this regard.

The core idea of the *first* point is that every city should have some unique features; the surrounding provinces need to be considered when planning what to build. Mechanically this is done through three changes:

- Basic resource buildings offer two mutually exclusive options: either a high flat income or a buff to province improvements (e.g. Farms)
- Guilds for global resources (Knowledge, Mana, Gold) have diminishing returns when multiple guilds of the same type exist within an empire
- Ancient Wonders enable new city buildings that offer additional specialization (see 4.2)

FOOD BUILDINGS



FARMERS' GUILD



+10 Food per Farm
+1 Knowledge, +1 Mana, +1
Gold per population

REQU.: 4 Farms 280 🏆

BOOST: 2 Research P. 750 🛠️

SAWMILL



Converts 10% of Food into
Production (1:3)

REQU.: 3 Foresters 170 🏆

BOOST: 4 Foresters 450 🛠️

PRODUCTION BUILDINGS

WORKSHOP



+10 Production income

REQU.: - 60 🏆

BOOST: 1 Farm 130 🛠️

or

STONEMASON

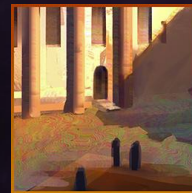


+5 Production income
+5 Production per Quarry

REQU.: 1 Quarry 100 🏆

BOOST: 2 Quarries 250 🛠️

MASONIC HALL



+20 Production income

REQU.: 1 Quarry 170 🏆

BOOST: 3 Farms 450 🛠️

WORKERS' GUILD

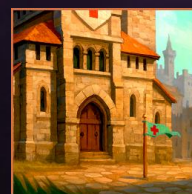


+10 Production per Quarry
+10 Binding Fragments

REQU.: 4 Quarries 280 🏆

BOOST: 2 Conduits 750 🛠️

HOSPITAL



Friendly units in the domain
heal +25 HP per turn
+1 Stability per Population
+2 Food per Population

REQU.: 3 Farms 170 🏆

BOOST: 4 Farms 450 🛠️

DRAFT BUILDINGS

BLACKSMITH


+10 Draft income
 +1 rank for T1 units
 REQU.: - 60 
 BOOST: 1 Quarry 130 

or

FLETCHER'S WORKSHOP


+10 Draft income
 +5 Draft per Forester
 +1 rank for T1/T2 units
 REQU.: 1 Forester 100 
 BOOST: 2 Foresters 250 

ARMORY


+30 Draft income
 +1 rank for T1/T2 units
 REQU.: 1 Forester 170 
 BOOST: 3 Quarries 450 

SMITHS' GUILD


+5 Draft, +5 Food per Forester
 +1 rank for T1/T2/T3 units
 REQU.: 4 Foresters 280 
 BOOST: 2 Mines 750 

QUARTERS OF THE NIGHT WATCH


+5% income per Stability level above Stable
 +20% conversion for Produce Food
 REQU.: 3 Quarries 170 
 BOOST: 4 Quarries 450 

MANA BUILDINGS

SHRINE


+10 Mana income
 REQU.: - 60 
 BOOST: 1 Forester 130 

or

MANA OBELISC

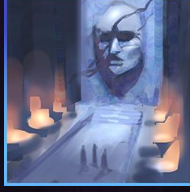


+5 Mana income
+5 Mana per Conduit

REQU.: 1 Conduit 100

BOOST: 2 Conduits 250

MONOLITH

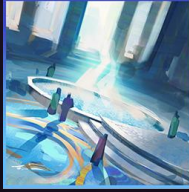


+20 Mana income

REQU.: 1 Conduit 170

BOOST: 3 Foresters 450

MAGES' GUILD



+10 Mana per Conduit
-15 Mana for each additional Mages' Guild
+1 Rank for Mythic units

REQU.: 2 Conduits 280

BOOST: 4 Quarries 750

GREAT TEMPLE



+10 World Casting Points
Converts 5% of Gold into Mana (1:4) and 5% of Draft into Imperium (1:1)

REQU.: 3 Foresters 100

BOOST: 4 Foresters 250

GOLD BUILDINGS

VENDOR



+10 Gold income

REQU.: - 60

BOOST: 1 Farm 130

or

MINT



+5 Gold income
+5 Gold per Mine

REQU.: 1 Mine 100

BOOST: 2 Mines 250

MARKET



+20 Gold income

REQU.: 1 Mine 170

BOOST: 3 Farms 450

MERCHANTS' GUILD



+10 Gold per Mine
-15 Gold for each additional Merchants' Guild
+1 Rank for Rally units

REQU.: 2 Mines 280 🏆
BOOST: 4 Foresters 750 🛠️

GREAT MARKET HALL



+20 Stability
+2 Gold per Population
+1 Province Annex Range

REQU.: 3 Farms 280 🏆
BOOST: 4 Farms 750 🛠️

KNOWLEDGE BUILDINGS

LIBRARY



+10 Knowledge income

REQU.: - 60 🏆
BOOST: 1 Quarry 130 🛠️

or

ARCANE INSTITUTE



+5 Knowledge per Research Post

REQU.: 1 Research P. 100 🏆
BOOST: 2 Research P. 250 🛠️

ACADEMY



+20 Knowledge income

REQU.: 1 Research P. 170 🏆
BOOST: 3 Quarries 450 🛠️

SCHOLARS' GUILD



+10 Knowledge per Research Post
-15 Knowledge for each additional Scholars' Guild

REQU.: 2 Research P. 280 🏆
BOOST: 4 Farms 750 🛠️

GREAT LIBRARY



+10 Knowledge per Stability level above Neutral
+20% conversion for Produce Merchandise / Knowledge

REQU.: 3 Quarries 280 🏆
BOOST: 4 Quarries 750 🛠️

4.2 City Structures from Ancient Wonders

Each Ancient Wonder unlocks two new buildings – in most cases an economic and a military building – for the city that annexed it. The flat income of some of the wonders was slightly reduced.

BRONZE WONDERS

ANCIENT CAVE

Income:	+15 Production (counts as Quarry)
Rally Units:	Stromscale Serpent, Plague Serpent
Effects:	Unlocked Buildings: Pack Animal Stables, Warrior Camp

PACK ANIMAL STABLES



+5 Production per Quarry

REQU.: - 100 

BOOST: 5 Population 250 

WARRIOR CAMP



Shock and Fighter units gain Warrior Training.

REQU.: - 60 

BOOST: 2 Quarries 130 

CASTLE RUINS

Income:	+10 Knowledge (counts as Research Post)
Rally Units:	Brewer Ogre, Butcher Ogre
Effects:	Unlocked Buildings: Keep of the Woodland Patrol, Ghosthunter Quarters

KEEP OF THE WOODLAND PATROL



+5 Draft per Forester

REQU.: - 100 

BOOST: 5 Population 250 

GHOSTHUNTER QUARTERS



Support and Battle Mage units gain Hardened Resistance.

REQU.: - 60 

BOOST: 2 Foresters 130 

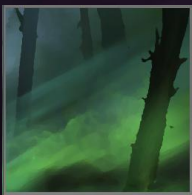
CRYSTAL TREE

Income: +15 Mana (counts as Conduit)

Rally Units: Astral Keeper

Effects: Unlocked Buildings: Mystic Woods, Enchanted Armory

MYSTIC WOODS



+5 Mana per Forester

REQU.: - 100 

BOOST: 5 Population 250 

ENCHANTED ARMORY



Shield and Polearm units gain Enchanted Armor.

REQU.: - 60 

BOOST: 2 Foresters 130 

HIDDEN WELLSPRING

Income:	+20 Food (counts as Farm)
Rally Units:	Spring Fairy, Summer Fairy, Autumn Fairy, Winter Fairy
Effects:	- Friendly units in the domain heal +30HP per strategic turn - Unlocked Buildings: Enchanted Wells, Druid Circle

ENCHANTED WELLS



+5 Food per Farm

REQU.: - 100 

BOOST: 5 Population 250 

DRUID CIRCLE



Ranged and Skirmisher units gain Intuitive Aiming.

REQU.: - 60 

BOOST: 2 Farms 130 

SILVER WONDERS

LOST TOMB

Income:	+15 Knowledge (counts as Research Post)
Rally Units:	Corrupt Soul
Effects:	+2 Mana, +2 Knowledge, +1 Soul per hero in the Crypt - Unlocked Buildings: Alchemic Smeltery of Lost Secrets, Shadow Forge

ALCHEMIC SMELTERY OF LOST SECRETS

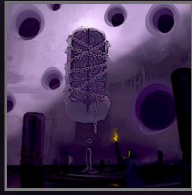


+5 Gold per Research Post

REQU.: - 130 

BOOST: 10 Population 300 

SHADOW FORGE



Shock units gain +1 rank and Reinforced

REQU.: - 170 

BOOST: 2 Research Posts 450 

MAGMA FORGE

Income: +20 Gold (counts as Mine)

Rally Units: Fire Giant

Effects:

- Units cost -25% Gold to recruit
- Unlocked Buildings: Elemental Foundry, Arsenal

ELEMENTAL FOUNDRY



+5 Gold per Mine

REQU.: - 130 

BOOST: 10 Population 300 

ARSENAL



Shield units gain +1 rank and Vigilant Defender

REQU.: - 170 

BOOST: 2 Mines 450 

SECRET TEMPLE

Income: +20 Mana (counts as Conduit)

Rally Units: Blessed Soul

Effects: Unlocked Buildings: Arcane Catalyst, Altar of Light

ARCANE CATALYST



+5 Mana per Conduit

REQU.: -

130 

BOOST: 10 Population

300 

ALTAR OF LIGHT



Support units gain +1 rank and Regenerating Support

REQU.: -

170 

BOOST: 2 Conduits

450 

GOLD WONDERS

GOLDEN ZIGGURAT

Income: +30 Gold (counts as Mine)

Rally Units: Phoenix

Effects:

- Magic Origin units in the domain have -50% upkeep
- Unlocked Buildings: Golden Hall of the Champions, Red Altar

GOLDEN HALL OF THE CHAMPIONS



+10 Draft per Mine

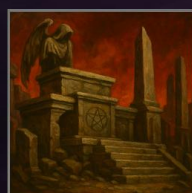
REQU.: -

170 

BOOST: 15 Population

450 

RED ALTAR



Skirmisher units gain +1 rank and Flanker

REQU.: -

170 

BOOST: 2 Mines

450 

LOST WIZARD TOWER

Income: +30 Mana (counts as Conduit)

Rally Units: Bone Dragon

Effects:

- Unlocked Siege Project: Wizard's Bombardment
- Unlocked Buildings: Arcane Archives, Magic Academy

ARCANE ARCHIVES

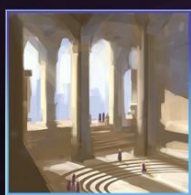


+5 Knowledge per Conduit

REQU.: - 170 

BOOST: 15 Population 450 

MAGIC ACADEMY



Battle Mage units gain +1 rank and Tuned Magic

REQU.: - 170 

BOOST: 2 Conduits 450 

WORLD TREE

Income: +20 Food, +20 Stability (counts as Forester)

Rally Units: Entwined Trall, Entwined Protector, Entwined Scourge

Effects: Unlocked Buildings: Hut of the Spirit Caller, Meditation Gardens

HUT OF THE SPIRIT CALLER



+5 Knowledge per Forester

REQU.: - 170 

BOOST: 15 Population 450 

MEDITATION GARDENS



Ranged units gain +1 rank and Clustered Shots

REQU.: - 170 

BOOST: 3 Foresters 450 

VAULT SPHERE

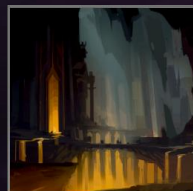
Income: +30 Knowledge (counts as Research Post)

Rally Units: -

Effects:

- Unlocked action: Crack the Vault
- Unlocked Spell: Summon Progenitor Golem
- Unlocked Buildings: Tower of the Vault Guard, Expedition Camp

TOWER OF THE VAULT GURAD



Polearm units gain +1 rank and Opportunist

REQU.: - 170 

BOOST: 2 Research Posts 450 

EXPEDITION CAMP



Fighter units gain +1 rank and Frenzy

REQU.: - 170 

BOOST: 2 Research Posts 450 

4.3 Other Economy Changes

IMPERIUM

Despite tier IV and tier V units requiring Imperium upkeep, supporting three stacks of them in the late game is still not difficult. They often replace tier III units entirely and consist of only one unit type (e.g. Balors, Pyre Templars or Fallen Angels). To prevent this, the mod makes Imperium upkeep more impactful and adds Imperium to the production cost. There's a new Realm Trait available that increases these values further (p. 79).

Unit Tier	Gold/Mana upkeep	Imperium upkeep	Gold/Mana cost	Imperium cost
IV	30	4	200-250	20
V	60	8	300-400	30

Additionally, sources of Imperium are now more limited: For instance, Ancient Wonders no longer grant Imperium (or any other resource) when linked to an outpost but only when annexed by a city. Below is a full list:

Source	Vanilla mechanic	RtA mechanic
Ancient Wonders	+5 Imperium in cities and outposts	+5 Imperium in cities
Magic Materials: Plant Collection	+15 Imperium (Imperial Essence)	+20% XP (Stimulation Rations)
Feudal Monarchy: Upkeep in leader's stack	No upkeep	Only imperium upkeep
Dark: Overlords Tower	+5 Imperium +5 Stability per Vassal	+5 Stability per Vassal +10 Knowledge +5 Knowledge per additional O. Tower
Devotees of Good	+5 Imperium per level of Good Alignment	+3 Imperium per level of Good Alignment
Scions of Evil	+5 Imperium per level of Good Alignment	+3 Imperium per level of Good Alignment

CITY CAP

With a starting city cap of 3, players can found cities immediately once they have enough Imperium. There isn't much time to scout good locations for cities.

The mod aims to give players more time to find a good spot without falling behind. This is achieved through a change to the city cap: The city cap starts at 1 and can only be increased once the player reaches Expanded Governance in the Empire Tree. However, the cost for Expanded Governance and city founding is decreased to keep the overall costs similar. Founding a city requires now only 100 Imperium, Expanded Governance starts at 50 Imperium (instead of 200) and increases by only 150 Imperium (instead of 300).

City	Vanilla unlock cost	Vanilla overall cost	RtA unlock cost	RtA overall cost
1	0	0	0	0
2	0	200	50	150
3	0	200	200	300
4	200	400	350	450
5	500	700	500	600
6	800	1000	650	750

CITY GROWTH

In Age of Wonders 4, a city with a high Food income will only grow faster than a city with much less Food infrastructure *for a short period*. Therefore, Food structures are only worthwhile if the (mostly constant) population difference can yield enough resources.

The mod shifts Food slightly toward a long-term investment resource: Rather than providing a constant output, the payoff increases the longer the game lasts. To achieve this, the growth curve is adjusted slightly (see appendix) to enable a more consistent growth for cities with high Food investment, while cities with fewer Food structures will eventually stagnate. The latter is also accomplished by increasing population upkeep from 3 Food to 5 Food.

PROVINCE IMPROVEMENTS

The base game includes several terrain effects that change the income of province improvements: Rivers for example increase the income of Farms while Ruins increase the income of Research Posts. The mod adds two more effects:

Terrain	Improvement	Effect
Mountain	Mine	+3 Gold
Forest	Conduit	+3 Mana

The changes to buildings (see section 4.1) are designed to make specialized cities more viable. Part of this concept are also the boosts. To prevent that the optimal way to play the game is replacing province improvements constantly to gain all the boosts, changing a province improvements costs in the mod 50 Gold (the same price as rebuilding a pillaged improvement).

KNOWLEDGE

The mod reduces the value of outposts for gaining Knowledge, so players no longer have to spam outposts to make decent research progress. For this purpose, the collection bonus for Liquids – the Cosmoflux Elixir – and the Astral skill Focused Studies from the Empire Affinity tree now only work within city domains:

Source	Effect	Change
Cosmoflux Elixir	+10 Mana and +10 Knowledge for Mana Resource Nodes	Affects only Nodes within a city's domain
Focused Studies	+5 Knowledge per Research Post, +5 Mana per Conduit	Affects only Research Posts and Conduits in a city's domain

STABILITY

Palisade Walls grant additionally +10 Stability.

Boost for Tavern changed to 1 Forester + 1 Farm, boost for Bathhouse changed to 1 Farm + 1 Quarry.

REALM TRAITS

To support armies that include a mix of high tier and low tier units, the mod includes the Realm Trait Forgotten Myths.



FORGOTTEN MYTHS

Mythic units are less common in this realm and harder to create.

- Imperium upkeep for Tier IV and Tier V units is increased by 50% and their Imperium cost is tripled.
- Tier IV and Tier V units have Sense of Superiority
- Mythic units have Inspiring Aura

Sense of Superiority	The unit has +1 Defense and +1 Resistance as long as its HP don't reach 50% or lower
Inspiring Aura	• At the end of this unit's turn, adjacent friendly Tier 1, Tier 2 and Tier 3 units gain +5 Morale. • Tier 1, Tier 2 and Tier 3 units in the army gain +10% damage. This effect does not stack.

5. HEROES

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5.1 Signature Skills

DUAL AFFINITY SIGNATURE SKILLS

The mod includes a total of 120 Affinity Skills (20 per affinity) and 78 Signature Skills, available to Champions, Wizard Kings and regular heroes. Other ruler types are unaffected by the changes. Unlike in the base game, Signature Skills are not only unlocked by high scores in a single affinity but also by a combination of two affinities.

Signature level	Vanilla affinity requirement	RtA mono affinity requirement	RtA dual affinity requirement
Initiate	1	2	-
Adept	4	4	2/2
Master	6	6	4/4

For example, to unlock the Master Signature Skill for the Order/Astral combination (called Oracle), the empire needs to reach 4 Order and 4 Astral affinity. There are no dual affinity signatures for Initiate and Paragon level.

The Signature skills now also have names that indicate their affinities:

						
	Paladin	Champion	Spirit Caller	Dark Knight	Monk	Oracle
	Champion	Warlord	Berserker	Rogue	Goliath	Trickster
	Spirit Caller	Berserker	Druid	Witch	Warden	Dream Weaver
	Dark Knight	Rogue	Witch	Shade	Deep Guard	Storm Blade
	Monk	Goliath	Warden	Deep Guard	Element Shaper	Enchanter
	Oracle	Trickster	Dream Weaver	Storm Blade	Enchanter	Sorcerer

LEVEL RESTRICTIONS

Initiate Signature skills are only available at level 4 but now offer two choices per affinity. For example for Nature, a hero can choose between the Path of the Hunter and the Path of the Beastmaster. Each skill requires 2 Nature affinity.

Adept skills can be picked at levels 8 and 12 but no longer at level 16. In this regard the choices are more restricted than in the base game to prevent the UI from becoming overloaded with options.

Hero level	Available Signature levels	Mono affinity options	Dual affinity options
4	Initiate	2 per affinity	-
8	Adept	1 per affinity	1 per combination
12	Adept Master	1 per affinity 1 per affinity	1 per combination 1 per combination
16	Master Paragon	1 per affinity 3 per affinity	1 per combination -

Paragon Signature Skills can be unlocked in different ways. There are three types of Paragon skills for each affinity: Path of Leadership, Path of Magic and Path of Might. All three of them are identical in two of their affinity skills but the third one is either a leadership skill or a skill with a magic or might theme. The latter two also count as upgrades of earlier affinity skills. For example, the skill Ice Shield (Paragon level) is an upgrade of the skill Chilling Presence (Deep Guard Master level). In this case the Master Signature skill *already unlocks* the corresponding Paragon skill at level 16 (without any additional affinity requirements).



Finally, the *mono*-affinity Signature skills (e.g. the Shade path) include these upgradeable skills already at *Adept* level. They also unlock a Paragon skill that has the corresponding upgrade (and is basically a duplicate of either Path of Might or Path of Magic) but require in addition 6 affinity.

5.2 Order Affinity Skills

INITIATE SKILLS

HEROISM  Paths: • Cleric (Initiate) • Justicar (Initiate)	Heroism ●●● Target friendly non-hero unit gains: • +5 Strengthened • Incorruptible Spirit Range: 4 CD: 4
CAPTIVATING HEROISM  Paths: • Cleric (Initiate) Requires: Heroism	Modify Heroism: • Heroism can affect an additional friendly unit adjacent to the target.
ZEALOUS  Paths: • Justicar (Initiate)	The unit gains Zeal.
CONDEMNING STRIKES  Paths: • Justicar (Initiate)	Base attacks gain a base 90% chance of inflicting Condemned. Increased for single action attacks.
CHAMPION OF THE FAITHFUL  Paths: • Cleric (Initiate)	• The unit gains Faithful • Non-hero Faithful units gain +20 Morale at the start of battle.

ADEPT AND MASTER SKILLS

KEEPER'S MARK



Paths:

- Paladin (Adept)
- Monk (Master)

- The unit gains Faithful
- When taking fatal damage for the first time, the unit gains
 - Steadfast for 1 turn
 - Pacified for 1 turn

INCORRUPTIBLE SPIRIT



Paths:

- Paladin (Adept)
- Champion (Adept)

- +6 Status Resistance
- Morale loss reduced by -50%

RANGED TRAINING



Paths:

- Paladin (Adept)
- Dark Knight (Master)
- Oracle (Master)

While army leader, all non-hero units in the army gain:

- +2 damage of their primary channel with base Ranged and Magic attacks.

STAVES OF GRACE



Paths:

- Spirit Caller (Adept)
- Oracle (Adept)

Support abilities grant +1 Grace to affected units.

GREATER ZEAL



Paths:

- Dark Knight (Adept)
- Monk (Adept)

- If the hero has the skill Zealous, they gain +3 Spirit damage with base attacks.
- Otherwise they gain Zeal. increased for single action attacks.

MENDING TOUCH



Paths:

- Paladin (Master)
- Spirit Caller (Master)

Mending Touch ●●●

Target heals +25 HP.

Range: 1 CD: 2

TRAILBLAZER



Paths:

- Paladin (Master)
- Champion (Adept)

- The unit gains Very Fast Movement Speed.
- If the unit is Mounted, it gains Heroic Movement Speed in tactical combat.

GUARD BREAKER



Paths:

- Paladin (Master)
- Monk (Adept)

Successful attacks remove Defense Mode and Retaliations.

DIVINE SURGE



Paths:

- Spirit Caller (Master)
- Oracle (Master)

Whenever a friendly spell is cast, gain:

- +1 Fortune
- +10 Morale
- Dispel 1 negative status effect

BREACHING STRIKES



Paths:

- Champion (Master)
- Dark Knight (Master)

- All attacks ignore 1 Resistance
- The effect is doubled against Blinded and Distracted targets.

PARAGON SKILLS

CONJURE DOME OF PROTECTION



Paths:

- Leadership
- Might
- Magic

Conjure Dome of Protection ●●●

Within a 2-hex radius:

- Heals allies +20 HP
- Creates a Dome of Protection

Enter defense mode.

Range: 0 CD: 3

LEAD BY EXAMPLE



Paths:

- Leadership
- Might
- Magic

Whenever this unit kills another unit, all friendly units gain

- +15 HP
- +15 Morale

RANGED COMMANDER



Paths:

- Leadership

If the army leader has Ranged Training, all non-hero units in the army gain:

- +20% damage against Infantry with base Ranged and Magic attacks

Otherwise, they gain Ranged Training.

DIVINE MARK



Paths:

- Might

Requires: Keeper's Mark

- Keeper's Mark no longer pacifies the hero and is undispeable.
- The hero gains Resurgence

SHIELD OF FAITH



Paths:

- Magic

Requires: Breaching Stikes

- Attackers have a 90% chance of suffering Remorse and Blinded.
- All attacks ignore +1 Resistance against Blinded targets.

ORDER SIGNATURE SKILLS

Initiate Skills

Cleric		Heroism	Captivating Heroism	Champion of the Faithful
Justicar		Heroism	Zealous	Condemning Strikes

Adept Skills

Paladin		Keeper's Mark	Incorruptible Spirit	Ranged Training
Champion		Trailblazer	Incorruptible Spirit	Greater Searing Strikes
Spirit Caller		Staves of Grace	Adaptive Vigor	Distracting Summons
Dark Knight		Zealous Strikes	Spiritbreaker Aura	Cruel
Monk		Guard Breaker	Greater Zeal	Boon Transfer
Oracle		Staves of Grace	Guided Projectiles	Wisp Familiar

Master Skills

Paladin		Guard Breaker	Trailblazer	Mending Touch
Champion		Breaching Strikes	First Strike	Martial Training
Spirit Caller		Divine Surge	Bolstering Reflexes	Mending Touch
Dark Knight		Breaching Strikes	Soul draining Strikes	Ranged Training
Monk		Keeper's Mark	Watchful	Frontline Training
Oracle		Divine Surge	Scrying Eye	Ranged Training

Paragon Skills

Leadership		Conjure Dome of Protection	Lead by Example	Ranged Commander
Might		Conjure Dome of Protection	Lead by Example	Divine Mark
Magic		Conjure Dome of Protection	Lead by Example	Shield of Faith
Paladin		Conjure Dome of Protection	Lead by Example	Divine Mark

5.3 Chaos Affinity Skills

INITIATE SKILLS

QUICK DASH  Paths: • Raider (Initiate) • Pyromancer (Initiate)	Quick Dash ●●● The unit gains for 1 turn: • +1 hex of movement • Slippery Range: 0 CD: 3
UNCANNY DASH  Paths: • Raider (Initiate) Requires: Quick Dash	Modify Quick Dash: • +1 hex of movement • Cooldown is reduced to 2
INCINERATING STRIKES  Paths: • Pyromancer (Initiate)	Base attacks gain +10% damage against Burning targets.
SEARING STRIKES  Paths: • Pyromancer (Initiate)	Base attacks gain: • +1 Fire damage • A base 90% chance of inflicting Burning Increased for single action attacks.
BATTLE SEEKER TRAINING  Paths: • Raider (Initiate)	While army leader, all Tier I units in the army gain: • +10 HP • +2 Status Resistance

ADEPT AND MASTER SKILLS

ARMOR PENETRATION



Paths:

- Warlord (Adept)
- Berserker (Adept)

- All attacks ignore 1 Defense
- The effect is doubled against Immobilized, Stunned and Frozen targets

CHAOS EMPOWERMENT



Paths:

- Warlord (Adept)
- Berserker (Master)

Critical hits with base attacks:

- Deal +3 Fire damage and inflict Burning to the target and adjacent enemies.

Increased for single action attacks.

MARTIAL TRAINING



Paths:

- Warlord (Adept)
- Champion (Master)
- Rogue (Master)

While army leader, all non-hero units in the army gain:

- +1 Defense
- +1 Physical damage with base Melee and Physical Ranged attacks.

UNPREDICTABLE ATTACKS



Paths:

- Rogue (Adept)
- Trickster (Adept)

Attacks gain +10% Accuracy per hex travelled.

GREATER SEARING STRIKES



Paths:

- Champion (Adept)
- Goliath (Adept)

- If the hero has the skill Searing Strikes, they gain on base attacks:
 - +2 Fire damage
 - Inflict Burning
- Otherwise they gain Searing Strikes. Increased for single action attacks.

FIRE BOMB



Paths:

- Warlord (Master)
- Trickster (Master)

Fire Bomb ●●●

- Deal 10 Fire + 10 Physical damage to units in a 1 hex radius.
- Base 90% chance of inflicting Burning and Bleeding.

Range: 4 CD: 2

CONTROLLED CHAOS



Paths:

- Warlord (Master)
- Berserker (Adept)

- Adjacent allies have a +20% Critical Hit chance
- Adjacent enemies have a +20% Fumble chance

HAVOC STRIKES



Paths:

- Warlord (Master)
- Goliath (Adept)

Base attacks and debuffs gain a base 90% chance of inflicting a random negative status effect.
Increased for single action attacks.

FIRST STRIKE



Paths:

- Champion (Master)
- Goliath (Master)

The unit gains First Strike.

DISPLACEMENT SHIELD



Paths:

- Rogue (Master)
- Trickster (Master)

Once per turn an enemy attacking the unit in melee is teleported back by 1 hex and loses its remaining movement.

PARAGON SKILLS

DEMON STEP



Paths:

- Leadership
- Might
- Magic

Demon Step ●●●

Teleport to target hex and deal damage to adjacent units.

Range: 3 CD: 2

BLOOD RAGE



Paths:

- Leadership
- Might
- Magic

When this unit kills an enemy, it gains Hastened for 2 turns.

MARTIAL COMMANDER



Paths:

- Leadership

If the army leader has Martial Training, all non-hero units in the army gain:

- Attacks ignore 2 Defense

Otherwise, they gain Martial Training.

FLAMEBURST WEAPONS



Paths:

- Might

Requires: Chaos Empowerment

- +20% Critical Hit chance
- Killing a unit causes it to explode, adjacent enemies:
 - Sustain 15 Fire damage
 - Gain 2 Burning

FIRE SHIELD



Paths:

- Magic

Requires: Displacement Shield

- Displacement Shield can trigger multiple times per turn.
- Melee attackers sustain 10 unblockable Fire damage. Doesn't work on Retaliation attacks.

CHAOS SIGNATURE SKILLS

Initiate Skills

Raider		Quick Dash	Uncanny Dash	Battle Seeker Training
Pyromancer		Quick Dash	Incinerating Strikes	Searing Strikes

Adept Skills

Warlord		Armor Penetration	Chaos Empowerment	Martial Training
Champion		Incorruptible Spirit	Trailblazer	Greater Searing Strikes
Berserker		Armor Penetration	Controlled Chaos	Adaptive Vigor
Rogue		Unpredictable Attacks	Shadow Strikes	Greater Frost Strikes
Goliath		Greater Searing Strikes	Havoc Strikes	Furious Retribution
Trickster		Unpredictable Attacks	Greater Lightning Strikes	Stunning Strikes

Master Skills

Warlord		Controlled Chaos	Havoc Strikes	Fire Bomb
Champion		Breaching Strikes	First Strike	Martial Training
Berserker		Chaos Empowerment	Skitter	Pack Leader
Rogue		Displacement Shield	Backstab	Martial Training
Goliath		First Strike	Watchful	Frontline Training
Trickster		Displacement Shield	Arcane Surge	Fire Bomb

Paragon Skills

Leadership		Demon Step	Blood Rage	Martial Commander
Might		Demon Step	Blood Rage	Flameburst Weapons
Magic		Demon Step	Blood Rage	Fire Shield
Warlord		Demon Step	Blood Rage	Flameburst Weapons

5.4 Nature Affinity Skills

INITIATE SKILLS

SUMMON ANIMAL  Paths: • Beastmaster (Initiate) • Hunter (Initiate)	Summon Animal ●●● Summons a random Tier 2 animal on target hex. The summon lasts for 3 turns. Range: 1 CD: Once per battle
SPIDER WHISPERER  Paths: • Beastmaster (Initiate) Requires: Summon Animal	Modify Summon Animal: • Always summons a Tier 2 spider • The summon lasts until the end of combat
BLIGHT STRIKES  Paths: • Hunter (Initiate)	Base attacks gain +10% damage against Poisoned and Decaying targets.
POISON STRIKES  Paths: • Hunter (Initiate)	Base attacks gain: • +1 Blight damage • A base 90% chance of inflicting Poisoned Increased for single action attacks.
SHEPHERD  Paths: • Beastmaster (Initiate)	While army leader, all Animals in the army gain: • -10% upkeep • +1 Defense • +1 Resistance

ADEPT AND MASTER SKILLS

DISTRACTING SUMMONS



Paths:

- Druid (Adept)
- Spirit Caller (Adept)

Units summoned by the hero gain Distracting Strikes.

SKITTER



Paths:

- Druid (Adept)
- Berserker (Master)

The unit is 10% harder to hit with ranged attacks for every hex travelled in its last turn.

PACK LEADER



Paths:

- Druid (Adept)
- Warden (Adept)
- Berserker (Master)

While army leader, non-hero Cavalry and Animal units in the army gain:

- Flanker
- +10% Critical Hit chance

ADAPTIVE VIGOR



Paths:

- Spirit Caller (Adept)
- Berserker (Adept)

Whenever the unit is hit by an attack, it gains Regeneration.

GREATER POISON STRIKES



Paths:

- Witch (Adept)
- Dream Weaver (Adept)

- If the hero has the skill Poison Strikes, they gain on base attacks:
 - +2 Blight damage
 - Inflict Poisoned
- Otherwise they gain Poison Strikes. Increased for single action attacks.

AWAKEN SPIRIT



Paths:

- Druid (Master)
- Dream Weaver (Master)

Awaken Spirit ●●●

All friendly Animal, Plant and Cavalry units within 2 hexes gain:

- +2 Strengthened
- +2 Bolstered Resistance

Range: 0 CD: Once per battle

EAGLE EYE



Paths:

- Druid (Master)
- Warden (Adept)

The unit gains +1 Range on base Ranged and Magic attacks.

ENTANGLING STRIKES



Paths:

- Druid (Master)
- Witch (Adept)

Base attacks and debuffs gain a base 90% chance of inflicting Rooted for 1 turn. Increased for single action attacks.

REGROWTH



Paths:

- Witch (Master)
- Warden (Master)

The unit gains:

- +20 HP
- Natural Regeneration

QUICKEN REFLEXES



Paths:

- Spirit Caller (Master)
- Dream Weaver (Master)

Support abilities grant:

- +1 Evasion

PARAGON SKILLS

SUMMON WHITE WOLF	
 Paths: • Leadership • Might • Magic	Summon White Wolf ●●● Summons a White Wolf on target hex. The summon lasts for 3 turns. Range: 1 CD: 4

EMPOWERED SUMMONS	
 Paths: • Leadership • Might • Magic	Units summoned by the hero gain: • Watchful • +10 HP

CAVALRY COMMANDER	
 Paths: • Leadership	If the army leader has Pack Leader, non-hero Cavalry units in the army gain: • +2 Status Resistance • +20% Evasion Otherwise, they gain Pack Leader.

MIST WALKER	
 Paths: • Might Requires: Skitter	The unit gains Trail of Mists.

FEY BLESSING	
 Paths: • Magic Requires: Quicken Reflexes	Support abilities grant +2 random positive status effects.

NATURE SIGNATURE SKILLS

Initiate Skills

Beastmaster		Summon Animal	Spider Whisperer	Shepherd
Hunter		Summon Animal	Blight Strikes	Poison Strikes

Adept Skills

Druid		Distracting Summons	Skitter	Pack Leader
Spirit Caller		Staves of Grace	Distracting Summons	Adaptive Vigor
Berserker		Armor Penetration	Controlled Chaos	Adaptive Vigor
Witch		Greater Poison Strikes	Entangling Strikes	Drain Strength
Warden		Eagle Eye	Greater Meteor Strikes	Pack Leader
Dream Weaver		Greater Poison Strikes	Guided Projectiles	Arcane Training

Master Skills

Druid		Eagle Eye	Entangling Strikes	Awaken Spirit
Spirit Caller		Divine Surge	Quicken Reflexes	Mending Touch
Berserker		Chaos Empowerment	Skitter	Pack Leader
Witch		Regrowth	Soul draining Strikes	Flash Freeze
Warden		Regrowth	Defensive Transmutation	Awaken Earth
Dream Weaver		Quicken Reflexes	Dispersal Shield	Awaken Spirit

Paragon Skills

Leadership		Summon White Wolf	Empowered Summons	Cavalry Commander
Might		Summon White Wolf	Empowered Summons	Mistwalker
Magic		Summon White Wolf	Empowered Summons	Fey Blessing
Druid		Summon White Wolf	Empowered Summons	Mistwalker

5.5 Shadow Affinity Skills

INITIATE SKILLS

DRAINING WEAPON



Paths:

- Necromancer (Initiate)
- Cryomancer (Initiate)

Draining Weapon ●●●

For 1 turn base attacks heal for 40% of damage dealt.

Range: 0 CD: 3

ELDRITCH WEAPON



Paths:

- Necromancer (Initiate)

Requires: Draining Weapon

Modify Draining Weapon:

- Base attacks heal for an additional 20% of damage dealt.
- Cooldown is reduced to 2

SHATTER STRIKES



Paths:

- Cryomancer (Initiate)

Base attacks gain +10% damage against Slowed and Frozen targets.

FROST STRIKES



Paths:

- Cryomancer (Initiate)

Base attacks gain:

- +1 Frost damage
- A base 90% chance of inflicting Slowed

Increased for single action attacks.

UNHOLY LEADER



Paths:

- Necromancer (Initiate)

While army leader, all non-hero Undead units in the army gain:

- +1 Resistance
- +10% damage

ADEPT AND MASTER SKILLS

SHADOW STRIKES



Paths:

- Shade (Adept)
- Rogue (Adept)

Base attacks gain a base 90% chance of inflicting Blinded for 1 turn.
Increased for single action attacks.

CHILLING PRESENCE



Paths:

- Shade (Adept)
- Deep Guard (Master)

Enemies that attack the unit in melee:

- Are Slowed
- Have a base 90% chance of becoming Frozen

CLOSE QUARTER TRAINING



Paths:

- Shade (Adept)
- Storm Blade (Adept)
- Deep Guard (Master)

While army leader, all non-hero units in the army gain:

- +2 damage of their primary channel with base Melee attacks.

SPIRITBREAKER AURA



Paths:

- Dark Knight (Adept)
- Storm Blade (Adept)

Adjacent enemy units:

- Lose morale 50% faster
- Have -2 Status Resistance

GREATER FROST STRIKES



Paths:

- Rogue (Adept)
- Deep Guard (Adept)

• If the hero has the skill Frost Strikes, they gain on base attacks:
 ○ +2 Frost damage
 ○ Inflict Slowed
 • Otherwise they gain Frost Strikes.
 Increased for single action attacks.

FLASH FREEZE



Paths:

- Shade (Master)
- Witch (Master)

Flash Freeze ●●●

- Deal 15 Frost damage to adjacent enemies
- Base 90% chance of inflicting Frozen

Range: 0 CD: 2

CRUEL



Paths:

- Shade (Master)
- Dark Knight (Adept)

Attacks deal +30% damage against units with Morale of "Low" or worse.

DRAIN STRENGTH



Paths:

- Shade (Master)
- Witch (Adept)

- Base attacks gain a base 90% chance of inflicting Weakened.
- On success the attacker gains Strengthened.

BACKSTAB



Paths:

- Rogue (Master)
- Storm Blade (Master)

The unit gains +20% damage when Flanking.

SOULDRAINING STRIKES



Paths:

- Dark Knight (Master)
- Witch (Master)

Base attacks and debuffs inflict Soulbound and Remorse.
Increased for single action attacks.

PARAGON SKILLS

UNDYING SERVANT



Paths:

- Leadership
- Might
- Magic

Undying Servant ●●●

Target friendly non-hero unit gains Undying until the end of combat.

Range: 4 CD: 3

ETERNAL ONE



Paths:

- Leadership
- Might
- Magic

- When this unit is killed in battle, after 2 turns, it comes back to life with 35% of its total HP.
- Can be used any number of times.

MELEE COMMANDER



Paths:

- Leadership

If the army leader has Close Quarter Training, non-hero units in the army gain:

- +20% damage against Cavalry with base melee attacks

Otherwise, they gain Close Quarter Training.

ICE SHIELD



Paths:

- Might

Requires: Chilling Presence

Enemies that attack the unit in melee:

- Sustain 5 unblockable Frost damage
- Have a base 60% chance of becoming Frozen

SOULBINDER



Paths:

- Magic

Requires: Souldraining Strikes

Enemies killed by this unit become a Decaying Zombie under your control.

SHADOW SIGNATURE SKILLS

Initiate Skills

Necromancer		Draining Weapon	Eldritch Weapon	Unholy Leader
Cryomancer		Draining Weapon	Shatter Strikes	Frost Strikes

Adept Skills

Shade		Shadow Strikes	Chilling Presence	Close Quarter Training
Dark Knight		Zealous Strikes	Spiritbreaker Aura	Cruel
Witch		Greater Poison Strikes	Entangling Strikes	Drain Strength
Rogue		Unpredictable Attacks	Shadow Strikes	Greater Frost Strikes
Deep Guard		Greater Frost Strikes	Still as Stone	Furious Retribution
Storm Blade		Spirit Breaker Aura	Greater Lightning Strikes	Close Quarter Training

Master Skills

Shade		Cruel	Drain Strength	Flash Freeze
Dark Knight		Breaching Strikes	Soul draining Strikes	Ranged Training
Witch		Regrowth	Soul draining Strikes	Flash Freeze
Rogue		Displacement Shield	Backstab	Martial Training
Deep Guard		Chilling Presence	Golem Assistant	Close Quarter Training
Storm Blade		Backstab	Arcane Surge	Blink

Paragon Skills

Leadership		Undying Servant	Eternal One	Melee Commander
Might		Undying Servant	Eternal One	Ice Shield
Magic		Undying Servant	Eternal One	Soulbinder
Shade		Undying Servant	Eternal One	Ice Shield

5.6 Materium Affinity Skills

INITIATE SKILLS

ENCHANT WEAPON  Paths: • Artificer (Initiate) • Sentinel (Initiate)	Enchant Weapon ●●● For 1 turn base attacks gain: • +30% Critical Hit chance • +10% Accuracy Range: 0 CD: 3
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ARTISAN ENCHANTMENTS  Paths: • Artificer (Initiate) Requires: Enchant Weapon	Modify Enchant Weapon: • Base attacks additionally gain True Strike • Cooldown is reduced to 2
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METEOR STRIKES  Paths: • Sentinel (Initiate)	• Base attacks deal +2 Fire damage to the target and adjacent enemies • All attacks gain Demolisher Increased for single action attacks.
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TAUNTING STRIKES  Paths: • Sentinel (Initiate)	Base attacks gain a base 60% chance of inflicting Taunted for 2 turns. Increased for single action attacks.
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ELEMENTAL SMITH  Paths: • Artificer (Initiate)	While army leader, all non-hero Elemental and Construct units in the army gain: • +1 Defense • +10% damage
--	--

ADEPT AND MASTER SKILLS

STILL AS STONE



Paths:

- Element Shaper (Adept)
- Deep Guard (Adept)

At the start of each turn, gain +2 Defense and + 2 Resistance until the start of the next turn or until the unit moves.

GOLEM ASSISTANT



Paths:

- Element Shaper (Adept)
- Deep Guard (Master)

Start combat with a Golem Assistant.

FRONTLINE TRAINING



Paths:

- Element Shaper (Adept)
- Monk (Master)
- Goliath (Master)

While army leader, non-hero Infantry units in the army gain Frontline Fighter.

FURIOUS RETRIBUTION



Paths:

- Goliath (Adept)
- Deep Guard (Adept)

Whenever the unit is hit by an attack, it gains Strengthened.

GREATER METEOR STRIKES



Paths:

- Warden (Adept)
- Enchanter (Adept)

- If the hero has the skill Meteor Strikes, its damage is increased by +2 Fire damage.
- Otherwise they gain Meteor Strikes. Increased for single action attacks.

AWAKEN EARTH



Paths:

- Element Shaper (Master)
- Warden (Master)

Awaken Earth ●●●

Destroy obstacles in the target area, then summon a Stone Spirit under your control. The summon lasts for 3 turns.

Range: 5 CD: 2

GILDED MAGIC



Paths:

- Element Shaper (Master)
- Enchanter (Adept)

Critical Hits with Magic attacks have a base 120% chance of inflicting Gilded. Increased for single action attacks.

BOON TRANSFER



Paths:

- Element Shaper (Master)
- Monk (Adept)

Base attacks gain a base 90% chance of stealing a positive status effect from the target. Increased for single action attacks.

WATCHFUL



Paths:

- Monk (Master)
- Goliath (Master)

The unit gains Watchful.

DEFENSIVE TRANSMUTATION



Paths:

- Warden (Master)
- Enchanter (Master)

- Adjacent friendly units gain +2 Defense.
- When entering Defense Mode, dispel 1 negative status effect on the hero.

PARAGON SKILLS

SHOCKWAVE



Paths:

- Leadership
- Might
- Magic

Shockwave ●●●

Deal 40 unblockable Physical damage to target enemy unit, knocking it back.

Range: 1 CD: 2

ANCIENT OF EARTH



Paths:

- Leadership
- Might
- Magic

Unit grows in size and gains:

- Large Target
- +20 HP
- +30% damage

Unit can no longer use a mount.

INFANTRY COMMANDER



Paths:

- Leadership

If the army leader has Frontline Training, non-hero Infantry units in the army gain:

- +1 Defense and +1 Resistance against Melee attacks

Otherwise, they gain Frontline Training.

GOLEM PROTECTOR



Paths:

- Might

Requires: Golem Assistant

Start combat with a Golem Protector.

TURN TO STONE



Paths:

- Magic

Requires: Defensive Transmutation

When entering Defense Mode, the unit

- Gains Stone Skin
- Heals +15 HP

MATERIUM SIGNATURE SKILLS

Initiate Skills

Artificer		Enchant Weapon	Artisan Enchantments	Elemental Smith
Sentinel		Enchant Weapon	Taunting Strikes	Meteor Strikes

Adept Skills

Element Shaper		Still As Stone	Golem Assistant	Frontline Training
Monk		Guard Breaker	Greater Zeal	Boon Transfer
Goliath		Greater Searing Strikes	Havoc Strikes	Furious Retribution
Warden		Eagle Eye	Greater Meteor Strikes	Pack Leader
Deep Guard		Greater Frost Strikes	Still As Stone	Furious Retribution
Enchanter		Greater Meteor Strikes	Gilded Magic	Ley Line Focus

Master Skills

Element Shaper		Gilded Magic	Boon Transfer	Awaken Earth
Monk		Keeper's Mark	Watchful	Frontline Training
Goliath		First Strike	Watchful	Frontline Training
Warden		Regrowth	Defensive Transmutation	Awaken Earth
Deep Guard		Chilling Presence	Golem Assistant	Close Quarter Training
Enchanter		Defensive Transmutation	Scrying Eye	Arcane Training

Paragon Skills

Leadership		Shockwave	Ancient of Earth	Infantry Commander
Might		Shockwave	Ancient of Earth	Golem Protector
Magic		Shockwave	Ancient of Earth	Turn to Stone
Element Shaper		Shockwave	Ancient of Earth	Golem Protector

5.7 Astral Affinity Skills

INITIATE SKILLS

CASCADING ARC  Paths: • Evoker (Initiate) • Storm Lord (Initiate)	Cascading Arc ●●● Deal 12 Shock damage and inflict Status Vulnerability to target enemy unit and 3 others within 4 hexes. Range: 4 CD: 2
CLUSTERING ARC  Paths: • Evoker (Initiate) Requires: Cascading Arc	Modify Cascading Arc: • Deal +18 Lightning damage to the main target • Inflict +1 Status Vulnerability to the main target
OVERCHARGE STRIKES  Paths: • Storm Lord (Initiate)	Base attacks gain +10% damage against Electrified and Marked targets.
LIGHTNING STRIKES  Paths: • Storm Lord (Initiate)	Base attacks gain: • +1 Lightning damage • A base 90% chance of inflicting Electrified Increased for single action attacks.
MASTER CONJURER  Paths: • Evoker (Initiate)	While army leader, all non-hero Magic Origin units in the army gain: • +10 HP • +10% damage • -10% upkeep

ADEPT AND MASTER SKILLS

DISPERSAL SHIELD



Paths:

- Sorcerer (Adept)
- Dream Weaver (Master)

- Adjacent friendly units gain +2 Resistance.
- When entering Defense Mode, the hero gains Static Shield.

LEY LINE FOCUS



Paths:

- Sorcerer (Adept)
- Enchanter (Adept)

At the start of each turn, gain +20% damage until the start of the next turn or until the unit moves.

ARCANE TRAINING



Paths:

- Sorcerer (Adept)
- Dream Weaver (Adept)
- Enchanter (Master)

While army leader, all non-hero units in the army gain:

- +1 Resistance
- +1 damage of their primary channel with base Magic attacks.

GUIDED PROJECTILES



Paths:

- Oracle (Adept)
- Dream Weaver (Adept)

Base attacks gain:

- +1 Range without Long Range Accuracy penalties
- Immunity to Accuracy penalties from Line of Sight effects

GREATER LIGHTNING STRIKES



Paths:

- Trickster (Adept)
- Storm Blade (Adept)

- If the hero has the skill Lightning Strikes, they gain on base attacks:
 - +2 Lightning damage
 - Inflict Electrified
- Otherwise they gain Lightning Strikes. Increased for single action attacks.

BLINK



Paths:

- Sorcerer (Master)
- Storm Blade (Master)

Blink ●●●

Teleport to target hex.

Range: 4 CD: 2

WISP FAMILIAR



Paths:

- Sorcerer (Master)
- Oracle (Adept)

Start combat with an Astral Wisp with Greater Spell Penetration.

STUNNING STRIKES



Paths:

- Sorcerer (Master)
- Trickster (Adept)

- Base attacks gain a base 30% chance of inflicting Stunned for 1 turn.
- Against Wet and Electrified targets the chance is increased to 60%. Increased for single action attacks.

SCRYING EYE



Paths:

- Oracle (Master)
- Enchanter (Master)

The unit gains Scrying Eye.

ARCANE SURGE



Paths:

- Trickster (Master)
- Storm Blade (Master)

Whenever a friendly spell is cast, gain:

- +1 Fortune
- Heal +10 HP
- Static Charge for 1 turn

PARAGON SKILLS

CALL LIGHTNING



Paths:

- Leadership
- Might
- Magic

Call Lightning ⚡⚡⚡

- Deal 40 Lightning damage
- Base 120% chance of inflicting Stunned for 1 turn (2 turns against Wet or Electrified non-hero units)

Range: 6 CD: 3

GREATER SPELL PENETRATION



Paths:

- Leadership
- Might
- Magic

Attacks and debuff abilities ignore 3 Status Resistance.

ARCANE COMMANDER



Paths:

- Leadership

If the army leader has Arcane Training, all non-hero units in the army gain:

- Attacks ignore 2 Resistance
- Otherwise, they gain Arcane Training.

PRESCIENT CIRCLETS



Paths:

- Might

Requires: Dispersal Shield

When entering Defense Mode, the unit gains Precognition.

ASTRAL SURGE



Paths:

- Magic

Requires: Arcane Surge

Whenever a friendly spell is cast, gain:

- +2 Strengthened
- True Strike

ASTRAL SIGNATURE SKILLS

Initiate Skills

Evoker		Cascading Arc	Clustering Arc	Master Conjurer
Storm Lord		Cascading Arc	Overcharge Strikes	Lightning Strikes

Adept Skills

Sorcerer		Dispersal Shield	Ley Line Focus	Arcane Training
Oracle		Staves of Grace	Guided Projectiles	Wisp Familiar
Trickster		Unpredictable Attacks	Greater Lightning Strikes	Stunning Strikes
Dream Weaver		Quicken Reflexes	Dispersal Shield	Awaken Spirit
Storm Blade		Spirit Breaker Aura	Greater Lightning Strikes	Close Quarter Training
Enchanter		Greater Meteor Strikes	Gilded Magic	Ley Line Focus

Master Skills

Sorcerer		Wisp Familiar	Stunning Strikes	Blink
Oracle		Divine Surge	Scrying Eye	Ranged Training
Trickster		Displacement Shield	Arcane Surge	Fire Bomb
Dream Weaver		Quicken Reflexes	Dispersal Shield	Awaken Spirit
Storm Blade		Backstab	Arcane Surge	Blink
Enchanter		Defensive Transmutation	Scrying Eye	Arcane Training

Paragon Skills

Leadership		Call Lightning	Greater Spell Penetration	Arcane Commander
Might		Call Lightning	Greater Spell Penetration	Prescient Circlets
Magic		Call Lightning	Greater Spell Penetration	Astral Surge
Sorcerer		Call Lightning	Greater Spell Penetration	Prescient Circlets

APPENDIX

Growth Table

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Growth Table

Population	Next pop cost Vanilla	Next pop cost RtA
1	90	90
2	100	100
3	130	110
4	160	130
5	190	160
6	230	200
7	280	250
8	340	310
9	400	370
10	440	420
11	480	460
12	520	490
13	570	520
14	620	560
15	680	610
16	980	680
17	1300	780
18	1600	900
19	2000	1050
20	2400	1250
21	2800	1500
22	3200	1800
23	3600	2200
24	4000	2700
25	4400	3300
26	4800	4000
27	5200	4800
28	5600	5800
29	6000	7000