Dominions 6 Jumpchain

By FlashzappaMekbrain and Shovah, with thanks to Cross33

In the beginning, there was Chaos.

Out of Chaos rose worlds populated with multitudes of beings. Wars were fought, kings and emperors rose and fell and civilizations were built and crumbled as millennia passed. Gods, dark and strange, were worshipped in pagan temples. Still there was Chaos. The gods fought among themselves, bringing even greater ruin to those who would serve them. At last there was One, a being of great power and enlightenment, who rose above His immortal peers and cast them out of the heavens into Oblivion. From Chaos came Order, and with Order came peace, and the creatures of the worlds flourished. The Age of Chaos had ended.

Now the wheel has turned once again.

The Supreme God, the Pantokrator, is beginning to turn his attention away from the world. Increasingly, the pleas and prayers of mortals are going unanswered. Powerful beings have taken the opportunity to amass followings by offering protection and stability. Ordinarily, they would be swiftly struck down for their presumption, but now punishments are inconsistent, and the boldest are openly calling themselves gods. Some predict the Pantokrator will disappear entirely, leaving His throne empty and ready to be seized by an ambitious and powerful successor.

To aid you in navigating this world of gods and mortals, you will receive:

+1000 CP

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Nation and Era

Choose a nation to determine your nationality and starting location, as well as an era to serve as your entry point into the timeline. If you are a pretender, your nation will correctly recognize you as its god. Some nations do not exist in all eras due to conquest by a foreign power, internal collapse, social change significant enough to warrant a change of name, or any number of other factors. You may visit this jump up to three times, choosing a different era and gaining a full 1000 CP each time. This does not have to be consecutive, and it does not need to follow chronological order. Whether and how this affects the canonical timeline is up to you.

While picking your nation and time period is free, if you prefer to take your chances, you may optionally roll for your nation and/or era on the following tables:

Era

Roll 1d3:

1. Early Ages
2. Middle Ages
3. Late Ages

Early Ages

Roll 1d35:

1. Arcoscephale - Golden Era
2. Ermor - New Faith
3. Ulm - Enigma of Steel
4. Pyrène - Kingdom of the Bekrydes
5. Marverni - Time of Druids
6. Sauromatia - Amazon Queens
7. T'ien Ch'i - Spring and Autumn
8. Machaka - Lion Kings
9. Mictlan - Age of Blood
10. Abysia - Children of Flame
11. Caelum - Eagle Kings
12. C'tis - Lizard Kings
13. Pangaea - Age of Revelry
14. Agartha - Pale Ones
15. Tir na n'Og - Land of the Ever Young
16. Fomoria - The Cursed Ones
17. Vanheim - Age of Vanir
18. Helheim - Dusk and Death
19. Niefelheim - Sons of Winter
20. Muspelheim - Sons of Fire
21. Rus - Sons of Heaven
22. Kailasa - Rise of the Ape Kings
23. Lanka - Land of Demons
24. Yomi - Oni Kings
25. Hinnom - Sons of the Fallen
26. Ur - The First City
27. Berytos - The Phoenix Empire
28. Xibalba - Vigil of the Sun
29. Mekone - Brazen Giants
30. Ubar - Kingdom of the Unseen
31. Atlantis - Emergence of the Deep Ones

32. R'lyeh - Time of Aboleths
33. Pelagia - Pearl Kings
34. Oceania - Coming of the Capricorns
35. Therodos - Telkhine Spectre

Middle Ages

Roll 1d37:

1. Arcoscephale - Old Kingdom
2. Ermor - Ashen Empire
3. Sceleria - Reformed Empire
4. Ulm - Forges of Ulm
5. Pyrène - Time of the Akelarre
6. Marignon - Fiery Justice
7. Pythium - Emerald Empire
8. T'ien Ch'i - Imperial Bureaucracy
9. Machaka - Reign of Sorcerers
10. Mictlan - Reign of the Lawgiver
11. Abysia - Blood and Fire
12. Caelum - Reign of the Seraphim
13. Nazca - Kingdom of the Sun
14. C'tis - Miasma
15. Pangaea - Age of Bronze
16. Asphodel - Carrion Woods
17. Agartha - Golem Cult
18. Man - Tower of Avalon
19. Eriu - Last of the Tuatha
20. Ys - Morgen Queens
21. Vanheim - Arrival of Man
22. Jotunheim - Iron Woods
23. Nidavangr - Bear, Wolf, and Crow
24. Vanarus - Land of the Chuds
25. Bandar Log - Land of the Apes
26. Shinuyama - Land of the Bakemono
27. Ashdod - Reign of the Anakim
28. Uruk - City States
29. Xibalba - Flooded Caves
30. Phlegra - Deformed Giants
31. Phaeacia - Isle of Dark Ships
32. Ind - Magnificent Kingdom of Exalted Virtue

33. Na'Ba - Queens of the Desert
34. Atlantis - Kings of the Deep
35. R'lyeh - Fallen Star
36. Pelagia - Triton Kings
37. Oceania - Mermidons

Late Ages

Roll 1d30:

1. Arcoscephale - Sibylline Guidance
2. Lemuria - Soul Gates
3. Ulm - Black Forest
4. Pyrène - Cambion Kings
5. Marignon - Conquerors of the Sea
6. Pythium - Serpent Cult
7. T'ien Ch'i - Barbarian Kings
8. Mictlan - Blood and Rain
9. Abysia - Blood of Humans
10. Caelum - Return of the Raptors
11. Ragha - Dual Kingdom
12. C'tis - Desert Tombs
13. Pangaea - New Era
14. Agartha - Ktonian Dead
15. Man - Towers of Chelms
16. Midgård - Age of Men
17. Utgård - Well of Urd
18. Vaettiheim - Wolf Kin Jarldom
19. Bogarus - Age of Heroes
20. Patala - Reign of the Nagas
21. Jomon - Human Daimyos
22. Gath - Last of the Giants
23. Xibalba - Return of the Xotz
24. Phlegra - Sleeping Giants
25. Feminie - Sage-Queens
26. Piconye - Legacy of the Prester King
27. Andramania - Dog Republic
28. Atlantis - Frozen Sea
29. R'lyeh - Dreamlands
30. Erytheia - Kingdom of Two Worlds

Nation descriptions often mention the types, or "paths," of magic that different mages use. These are discussed later, in the Magic Paths section. "Priestly authority," "religious authority," etc. indicates that a being uses the holy magic path.

Arcoscephale

Early Ages - Golden Era

At this point in history, Arcoscephale is not a kingdom, but a loose collection of city states situated near the sacred Mount Cephalos. Most labor is performed by slaves, while free men have ample time for leisure or self-improvement. This has led to a vibrant community of philosophers, engineers, and mages who use a wide variety of magic paths, including fire, air, water, earth, astral, and nature. The most powerful of these are the Oreiades, incredibly beautiful mountain spirits living on the slopes of Mount Cephalos. Though they only occasionally interact with the humans of Arcoscephale, a pretender could call them forth to serve.

Militarily, early Arcoscephale favors heavy infantry with bronze armor and weapons, lightly armored slingers, and chariots. Their engineers have created intricate, mechanical wings that allow lightly equipped soldiers to fly; these soldiers are known as Icarids. Arcoscephale's sacred units are the wind riders, pegasus-mounted flying cavalry.

Middle Ages - The Old Kingdom

Relatively little has changed in Arcoscephale, although many mages are now skilled astrologers specializing in astral magic. Some still dabble in elemental paths, but air magic has been largely forgotten, and the Oreiades have vanished entirely. However, priestesses have learned scrying, healing arts, and a small amount of nature magic.

Chariots and heavy infantry are still commonplace, and improved smithing techniques have led to a greater variety of footsoldiers. Unfortunately, Icarid wings are no longer created, and pegasi are no longer sufficiently numerous to be used for war. Instead, Arcoscephale has replaced them with non-sacred war elephants and the sacred Heart Companions, phalanxes of lovers who protect Arcoscephale's priestesses.

Late Ages - Sibylline Guidance

After the fall of the old kingdom, Arcoscephale's astrologers were executed for failing to predict such a disaster, and in their absence, the Sibyls emerged as spiritual guides. The Sibyls are extremely skilled seeresses, but no one knows exactly where they came from. They use a variety of magics, favoring astral and nature, but some also practice water or death magic. Some priestesses have added death magic to their repertoire alongside nature, to reflect their view of their deity as a god of death and rebirth. The increased focus on death has also led to the

formation of the Orphic Mystics, who compose and perform elegies on the cycle of life and death. Their lore grants them weak death, nature, and glamour magic. They sometimes also learn fire, water, earth, or astral, and their experience in performance art allows them to sing their spells to reduce the fatigue costs of their magic.

The military has undergone minor changes; heavy infantry are still present, but are supplemented by more lightly armored troops as well. Arcoscephale's generals have finally abandoned chariots in favor of more conventional, modern cavalry. War elephants and heart companions also still see use, and the military has added a force of Cerulean Warriors, skilled apemen warriors who wear distinctive blue armor, given to them by the Cerulean Maharaja of Bandar Log.

Ermor

Early Ages - New Faith

The Ermorian Empire has expanded for centuries, incorporating conquered peoples by adapting local beliefs into their syncretistic religion. A shroud-wearing prophet predicting the rise of a new god has put an end to this practice, however. The bishops and archbishops of the prophet's new faith are powerful priests, and even the flamen and pontifices, former mage-priests of the old faith have turned their skills toward serving the new religion. They use mostly fire magic, but some flamen also dabble in other elemental paths or nature magic. The augurs, a tradition of fortune tellers within Ermor, practice fire, astral and death magic, with some also using air.

The Empire equips its legionaries with large rectangular shields as well as spears and javelins, and either ring mail, scale mail, or plate armor depending on veterancy. Infantry soldiers are supported by the Equites, horse-mounted noblemen, and the subjugation of C'tis has also added lizard folk to the Ermorian legions. Their sacred units are Equites of the Sacred Shroud, who wear replicas of their prophet's shroud over top of their armor.

Middle Ages - Ashen Empire

Ermorian mages learned necromancy from the Sauromancers of C'tis, but took the practice far further than their teachers. As a result of their dark magic, the barrier between life and death was torn and the empire crumbled. Nothing now lives in Ermor, but the dead still stir. With the awakening of a new god, the legions will march forth once again. Their undead mages still practice astral and some elemental magic, but all now specialize in death. Ermor's sacred units are the Lictors, the undead remains of the empire's peacekeeping force, and wailing ladies, spectral women who eternally lament the empire's demise, inspiring supernatural terror in all who hear their cries.

Sceleria

Middle Ages - The Reformed Empire

Prior to Ermor's fall, a cult of mage-priests known as the Thaumaturgs forsaw the coming disaster and split off, forming their own splinter empire of Sceleria. Originally astral mages, they have since adopted death magic to forestall and control the undead. The greatest are the Grand Thaumaturgs, extremely powerful priests and skilled astral and death mages, sometimes also having skill in air or water magic. They can also use their priestly powers to reanimate the dead. Ordinary Thaumaturgs are less powerful, but have the same abilities. Beneath them are simple Scelerian Cultists, who do not train in magic, save for their abilities as priests.

Sceleria's military strongly resembles the Ermorian military from an earlier age, with infantry wielding spears, javelins, and shortswords alongside large, rectangular shields. Armor is distributed based on veterancy, with the most elite soldiers using steel plate armor. Sceleria does not field cavalry, and the Equites of the Sacred Shroud have been replaced by two new sacred units. First are the Lictors, the Empire's peacekeepers. They wear platemail armor and carry large, two-handed axes enchanted to paralyze any undead they strike. The second of Sceleria's sacred soldiers are the Shadow Vestals, female warriors trained from an extremely young age. When a would-be Vestal is ready, she is buried alive within the Campus Sceleris, the Field of Wickedness, and she is merged with the spirit of an ancient Vestal Virgin. When she is exhumed, she is part living and part undead. Shadow Vestals wield spears and wooden shields, but wear only simple robes into battle. However, they are ethereal and therefore extremely difficult to wound with mundane weapons.

Lemuria

Late Ages - Soul Gates

With Ermor's undead legions finally destroyed and the Empire cast into ruin a second and final time, all of Sceleria rejoiced. The undead of Sceleria performed menial labor for the populace, and the land was prosperous for a time. Gradually, though, the lessons of Ermor were forgotten, and as demand for undead labor increased, the Thaumaturgs devised a ritual to throw open the gates of the underworld. When the gate opened, it brought with it a Cataclysm mirroring the first fall of Ermor, and the people of Sceleria were reduced to spirits serving the will of a new, awakening god of the dead. The Grand Lemures are the most powerful of these spirits. Being the spirits of the Grand Thaumaturgs, they have all the skills they had in life, but are even more powerful in death magic, and their connection to the soul gate allows them to reform there if slain. The Lemur Thaumaturgs are the same: identical to their live counterparts with greater death magic. Acolytes were Thaumaturgs in training; they have minor ability as priests and death mages. The Lemur Consuls, Senators, and Tribunes were both priests and military commanders. Consuls are the most skilled in both areas, while Tribunes are the weakest. All Lemurian leaders are ethereal, and all of their priests can animate

the dead. As the population of Sceleria was wiped out with the opening of the gate, the Lemurian military consists entirely of undead soldiers, mostly spectral legionnaires. Their sacred units are Spectral Lictors, who were once the Empire's peacekeeping force. Lictors wield massive, two-handed axes in battle.

Ulm

Ulm prefers a Cold 1 temperature scale in the Early Ages, but loses this cold tolerance in later eras.

Early Ages - Enigma of Steel

The people of Ulm are descended from wild barbarians who first settled their land, and these ancestors have given them a harsh, survivalist outlook on life. Upon reaching adulthood, boys are left in the wilderness at the start of winter with only a single knife. Those who survive the entire season are welcomed back as men. Ulm is one of very few nations to have discovered steel, which they regard as sacred; each tribe is ruled by a warrior-smith capable of forging items of this holy metal. They are familiar with earth magic and sometimes other elements as well. Ulm's shamans practice earth and nature magic, and a few also pursue death or fire magic.

Soldiers wear either leather or scale armor, and most shun shields, preferring to fight with a two-handed weapon or a smaller weapon in each hand. Archers use only simple shortbows. Survivalist training has made the majority of soldiers capable of moving through wilderness unseen, even in large numbers, and has given them a very egalitarian mindset - women fight alongside men in times of war. Their sacred units are the Steel Warriors, who wear steel scale mail and fight with two-handed swords.

Middle Ages - Forges of Ulm

Once conquered by Ermor, the people of Ulm have risen with the fall of the Empire to form their own kingdom. Magic is shunned here, as leaders prefer the strength of steel, and only priests and Master Smiths are permitted to use magic at all. The smiths are skilled in earth and fire magic, with a few practicing a small amount of air or astral magic. As their title might imply, they are experts in forging magical items. High-ranking clergy known as "Black Priests" follow the same magic paths, albeit with slightly less skill. Despite Ulm's small number of mages, the productivity of their mines and the strength of their unique blacksteel alloy are second to none. Even the most lightly armored soldiers are covered head to toe in chainmail, and most use full plate armor alongside a massive rectangular shield. They have no sacred units, but their halberd-wielding Guardians are extremely effective against the sacred units of other nations.

Late Ages - Black Forest

Ulm has crumbled after years of civil war, and a terrible Malediction has unleashed undead, werewolves, and vampires upon the land. Though now a plague on the people of Ulm, a powerful pretender could bring these creatures to heel. In the midst of this chaos, the black priests of the Iron Order rose in power. They forbade any magic outside of religion, and so hunted down the last of the old master smiths. Even so, magic is still practiced by secret societies and fortune tellers who exist on the fringes of society. The Black Priests use earth magic, and some have skill in fire, air, or astral magic. The secret Order of the Illuminated Ones favors astral, which they can use to manipulate others, but high-level members often practice blood magic and sometimes also have skill in fire or death magic. Different fortune tellers use different types of magic for their craft, including death, nature, glamour and blood, but all have skill in astral magic.

The soldiers of Ulm are equipped much as they were during the height of the Master Smiths, with heavy armor and a wide variety of weapons, either one-handed and paired with a large, rectangular shield, or a large, two-handed polearm. The major difference is that, after the purging of the Master Smiths, blacksteel is no longer made. However, the last stores of blacksteel full plate armor are still in service with Ulm's new sacred units, the Black Templars, mounted knights in service of the church; and the undead remains of Ulm's ancient Guardians.

Pyrène

Early Ages - Kingdom of the Bekrydes

Pyrène is a peaceful kingdom where humans live in harmony with many different tribes of giants. The humans, known as Bekrydes, live mostly pastoral existences, herding Cave Cows and Blind Goats through the cave system that gives the nation its name. They are led by kings with minor priestly powers each known as "Bebryx" after the first king of the Bekrydes. The kings are supported by shamans, who are also weak priests, but also wield a small amount of magic taught to them by the Bekrydes' giant allies.

In war, the Bekrydes use mostly wooden clubs and stone-tipped spears. However, some have learned bronze and ironsmithing from the Jentilak giants, and Bekryde elites use bronze armor and weapons. Blacksmithing is rare enough that only kings use iron equipment.

Four different tribes of giants live in the mountains and forests above the caves. The Mairuak are the most numerous and stand at twice the height of a human and are strong even for their size, being capable of throwing boulders almost as large as they are. In battle, they are led by champions with a small amount of earth magic. In addition to combat, they use their strength to build large stone dolmens and menhirs throughout the mountains. They are joined in their

construction by the Jentilak giants. Each Jentil stands head and shoulders above even a tall Mairu. They are the wisest of the Pyrènese giants, being the remnants of an ancient civilization, and have aided the Bekrydes since the arrival of the humans' first king. As a result, they are considered sacred. The Jentilak are powerful earth mages with some skill in water and nature, and all are skilled smiths. The Basajaunak giants are also sacred, and live in the forests rather than mountains. Their bodies are covered in dense fur, but in skill and stature they seem to be lesser, more numerous versions of the Jentilak. Basajaun women, known as Basanderak, are less skilled in earth magic and smithing, but much more skilled in water magic and agriculture. Some also know a small amount of air magic. The fourth giant tribe, the Tartalo, are primitive cyclops. Though they lack magical skill and are not particularly intelligent, they are expert shepherds, maintaining herds of Mouflons, aggressive rams the size of horses.

The Bekrydes have one last ally, though they are not giants. The Sorginak are the servants of an ancient long-disappeared storm deity, and though they appear as ordinary women, they extremely long-lived and possess powerful air magic, in addition to a bit of water, earth, air, and holy magic. Each Sorgina can take the form of a black cat at will, and can fly even in extremely high winds.

***Middle Ages* - Time of the Akelarre**

Over time, Pyrène has been influenced by nearby Marignon and many humans have begun living aboveground in feudal kingdoms. Blacksmithing has also become more common on the surface. However, the greatest changes to Pyrène were wrought by a devastating war against Abysia. The last of the giants fell defending the kingdom, and in their desperation, the humans and Sorginak turned to a species of newcomers to Pyrène, the Akerbeltz. The Akerbeltz appear as extremely tall goat-headed men with hooves and black fur, and seduced the humans and Sorginak with their knowledge of blood magic, allowing Pyrène to match the Abysians in mastery of blood. The Akerbeltz also possess some knowledge of earth and nature magic. The chaos of the war and corruption by blood magic has also changed the Sorginak. Though they retain their abilities to fly during storms and transform into black cats, they no longer practice holy, water or earth magic, having replaced them with blood and a little bit of fire magic. The human priesthood have also begun to adopt small amounts of blood magic, which they incorporate into their rites. They worship the Green-Flame Emerald stolen from the Abysians during the war. The highest-ranking nobles and priests are granted permission to prostrate themselves before the emerald, exposing themselves to its power, which shortens their lifespans, but grants them increased magic resistance.

In war, the surface humans mostly wear chainmail and wield iron swords or spears with round or kite-shaped shields. Their knights are similarly equipped, though with slightly higher-quality armor due to their noble status and wealth. The most powerful and influential

noble families field cavalry mounted on mouflons, the massive goats once raised by the Tartalo giants. These are known as Mouflon Knights, and are considered sacred. The descendants of the Bekrydes still live in the caves of Pyrène, living largely as their ancestors did, and could be pressed into service by a pretender god in need of numerous poorly-equipped units, though their herds are no longer numerous and healthy enough to be used in war. Additionally, since the native humans in Pyrène are descended from the cave-dwelling Bekrydes, all possess good darkvision.

Late Ages - Cambion Kings

As the Pyrènese noble houses warred endlessly against each other, the church became increasingly influential. Denied the greatest secrets of blood magic by the Akerbeltz, they practiced and experimented in private, then began to scheme against their former teachers. The church selected a handful of favored noble houses and offered each an infernal pact. In exchange for power and influence, these nobles would breed with incubi and succubi in bloody demonic orgies to sire half-demon children known as cambions. These children were not only stronger, faster, and more charming than humans, they were born with knowledge of blood and glamour magic and matured to adulthood in only a few years. In short order, the cambions murdered and usurped their parents, then cowed the other nobles through magic, charm, coercion, and direct force of arms. They then ousted the Akerbeltz and Sorginak from power, going as far as to make sport of hunting Akerbeltz through the forests. A handful of Akerbeltz were instead captured and forcibly crossbred with Pyrène's native mouflons to produce a variety of strong, intelligent, and loyal mounts used by royalty and nobility known as Black Goats.

With all threats to their power defeated, the Cambions have placed themselves at the head of Pyrène's new feudal theocracy. The most pureblooded and magically potent Cambions are the kings and queens. In addition to glamour and blood, they also dabble in earth or fire magic, and more rarely, nature. Subordinate to them are the counts and countesses, who imitate the kings and queens but have weaker magic and demonic blood. Traditionally, male Cambions focus on studying war rather than magic theory, making them poor researchers, while female Cambions do the opposite. All Cambions are considered sacred, though none use holy magic despite their significance within the church.

The Pyrènian church, led by the Blood Bishops, have added glamour magic to their repertoires alongside their existing blood and holy magic. The Sorginak, with their former masters defeated, have lost much of their power, and now only possess weak air, blood, and sometimes fire magic. Though they can no longer fly, they can still transform into cats.

The armies of Pyrène have changed little since the previous era, relying heavily on iron weapons and chainmail. However, the Mouflon Knights have been replaced by sacred Cambion Knights riding Black Goats.

Marverni

Early Ages - Time of Druids

The name "Marverni" refers to both a group of tribal chiefdoms who have similar religious and cultural practices as well as the largest of these tribes. Though the chiefs have often warred against one another, they have recently united to better serve their new, awakening god. Within these tribes, each child who reaches adulthood is given a tattoo of the tribe's animal totem by the Gutuaters, dedicated priests and nature mages, who sometimes also possess some familiarity with water, earth, or astral magic. In battle, the Gutuaters can awaken the magic in these tattoos to give warriors the strength and skill of the associated animal. Druids also fulfill the role of mage-priest, but instead study earth and astral magic, and occasionally include water or nature as well.

Nobles typically wear chainmail into war, and some ride horses, while commoners fight bare-chested. Marverni's sacred units are the Boar Warriors, who wear boar hides and fly into a berserk fury when wounded.

Marignon

Middle Ages - Fiery Justice

Marignon broke away from Ermor during its fall, and has been fighting the undead legions ever since. They have survived only through fire and faith, leading to a theocratic nation led by a fanatical inquisition based in the House of Just Fires within the capital. The Inquisitors and Grand Inquisitors are powerful priests who wield simple fire magic with a characteristic zeal, and are extremely skilled at eliminating heretical beliefs among the populace. Witch Hunters and their Grand Masters are weaker priests, but more powerful mages who specialize in fire and astral magic. Some Grand Masters also employ air or earth. Particularly zealous warriors are selected to become paladins, holy knights trained to use simple priest spells in combat. Outside of the city, Friars travel the countryside spreading the word of their god; they are more common but weaker than the Inquisitors and Witch Hunters. The people's strong faith has contributed to ever grander cathedrals designed and constructed by a growing movement of skilled architects. While most architects focus on magnificent and impressive structures, siegecraft is not neglected in their education, and they often contribute in times of war, whether designing fortifications, defending castles, or laying siege.

Infantry of Marignon are girded in plate cuirasses over top of ornate orange-red uniforms. They favor large, two-handed weapons such as great swords, halberds, and pikes. Crossbows

are the preferred ranged weapon. Elite Men-at-Arms wield sword and shield and are covered head to toe in gilded chainmail. The greatest of these are promoted to the Royal Guard, mounted knights clad in gilded platemail and trained to use lance, sword, and shield. There are two different units considered sacred in Marignon. Flagellants, who have taken a vow of poverty, whip themselves with heavy flails to purge their bodies of evil. In battle, the same flails are turned upon the enemies of the faith. Flagellants are not well-trained for war and wear only simple cloth, but possess unparalleled morale. On the other hand, nobles who join the monastic Order of the Chalice are trained as heavy cavalry. They serve at the whims of church officials, and fanatically enforce the church's dictates on and off the battlefield.

Late Ages - Conquerors of the Sea

Fire and faith were not sufficient. As the legions of Ermor closed in around Marignon, an infernal bargain was struck in the House of Just Fires. Demons filled Marignon's armies and slowly turned back the undead. By the time Ermor was defeated, the demons had entrenched themselves within Marignon's religion and society. Infernal Lords summoned to defeat Ermor found themselves in a position to demand continued worship and sacrifice, and demon summoning had become so normalized that most noble families employed imps as servants and jesters. Diabolists, mages using minor fire and blood magic, are commonplace, and a formal order of Goetic Adepts has formed under the command of the inquisitors, being slightly more skilled than ordinary Diabolists. A few adepts also practice earth or astral magic. The greatest adepts take on the title of "Goetic Master" along with a small amount of religious authority when they have achieved greater skill in their magic paths. Not all mages practice blood, however, with Mirror Mages and the more skilled Masters of Mirrors studying glamour and Royal Alchemists wielding astral and a variety of elemental paths.

However, with the widespread acceptance of blood magic, there are no longer any forbidden magics within Marignon, and no longer any need for the Witch Hunters. Inquisitors and Grand inquisitors still ensure the populace's purity of belief, but some have begun to shift from fire to blood magic. In addition, Marignon has become increasingly focused on purging heresy beyond their borders rather than simply within their own society. Grand fleets are being constructed, and military commanders have trained in sailing in addition to ground tactics. Chartmakers and Royal Navigators were founded to guide ships across seas with air, water, and astral magic, though Chartmakers are the weaker and more common of the two. Military commanders commonly train in either sailing or demonic command, becoming known as "Admirals" or "Goetic Captains," respectively. Goetic Captains are familiar with demonology and infernal words of command, but most do not actually use any magic.

Marignon's infantry have not significantly changed, still favoring large, two-handed weapons, crossbows, and plate cuirasses. Flagellants are still sacred, but demons summoned through

blood sacrifice have entirely replaced cavalry. The Knights of the Chalice are no more, and in their place have arisen the Hands of Justice, elite halberdiers in golden armor serving the whims of the inquisition.

Sauromatia

Early Ages - Amazon Queens

In ages past, the nomadic Sauromatians intermingled and merged with amazon tribes, resulting in a matriarchal culture ruled by warrior-queens. Only one tribe, the Androphags, rejected this structure, and remains under the leadership of Witch Kings. The warrior-sorceresses and soothsayers of most tribes use a combination of death, nature, astral and water magic, but the Androphags are feared by other tribes for their use of blood magic and their practice of flaying and eating their foes. Sauromatians bear magical tattoos similar to those of the Marverni, with a larger number of tattoos indicating a higher societal standing.

Militarily, most tribes possess a strong tradition of horseback riding, and Sauromatian commanders use a combination of light and heavy cavalry. Infantry mostly use bows, but some tribes who maintain old amazonian traditions also field medium infantry with spear and shield. Particularly daring tribes raise and train the massive, many-headed, serpent-like Hydras that reside within the swamps of their homeland. These Hydras regenerate wounds and possess potent poison in their bite and breath; adults are constantly surrounded by billowing clouds of toxic gas. They grow more heads the longer they are alive; adults average five heads. Sauromatian sacred units ride giant lizards or large, raptor-like dinosaurs and are armed with lance and shield.

Pythium

Middle Ages - Emerald Empire

The tribes of Sauromatia were conquered by Ermor and renamed Pythium. However, much like the Thaumaturgs of Sceleria, the Theurgs of Pythium forsaw the Empire's fall, and led their people away from Ermor's folly. When the Cataclysm finally came, they rebelled and established their own nation. Pythium is ruled by an Emperor whose only duty is the leadership of the country; he does not lead troops in war nor does he have magical ability. He is served by the Theurgs, Arch Theurgs, and their acolytes. Arch Theurgs are extremely powerful priests who also practice astral, air, and water magic, and a few have some skill in fire. Ordinary Theurgs are not quite as powerful, but are still priests and use the paths of air, water, and astral magic. The acolytes are weaker still, but maintain some priestly authority and skill in astral. Theurg Communicants have no magical skill except for one single spell: Communion Slave. This allows them to contribute to magical communions led by a more skilled mage. The greater the number of "slaves" in the communion, the greater the boost to the power of the communion masters. Furthermore, the cost of any spell cast by a communion master is split

between them and all the "slaves" in the communion, allowing a master to cast powerful spells with far more frequency than they could alone. Battle Deacons are the only priests not associated with the Theurgs; their priestly ability is limited, but they are trained as warriors and wear heavy armor into battle.

The Pythian military draws heavily from Ermorian tradition; soldiers are equipped with spears, javelins, and/or short swords with large, rectangular shields. Light infantry uses leather armor, medium wears traditional lorica segmentata, while heavy infantry is permitted plate mail. Pythia has also adopted some aspects of Sauromatian doctrine, replacing Equites with lizard-riding cataphracts and adding Sauromatian Hydras to their armies. Their sacred units are the Battle Vestals, the illegitimate daughters of noblewomen given to the Theurgs to be trained as warriors. They are extremely skilled with the spear and shield, but wear no armor, preferring to rely upon faith and speed.

Late Ages - Serpent Cult

When the undead empire of Ermor was defeated and Sceleria fell to a second Cataclysm, Pythium survived. Over the years, Pythians began to follow a number of different religions, the most prominent of which is the Serpent Cult that fetishizes C'tissian culture. Serpent Priests lead the cult, and are skilled nature and water mages. A few also use death or astral magic. They and their acolytes train Hydra Hatchlings within their temples. Other religions include the Cult of Sacred River of Death, the Cult of the Solar Bull, the Cult of the Great Mother, and the Cult of Revelry. The first is led by Renati, sacred mages who use water and death magic, sometimes also adding astral or nature. Their religion is accepted by the Serpent Priests, and the two groups largely cooperate with each other. The same cannot be said of the other cults. The followers of the Solar Bull are led by the all-male Heliodromi, fire mages who sometimes dabble in nature. They also train Leos, military commanders who use the same paths of magic, though with less skill. On the other hand, the Cult of the Great Mother is led entirely by women. Their leaders are known as "Epoptes," and are capable of healing nearly any disease. They follow the path of nature magic, and sometimes earth or glamour as well. Revelers draw inspiration from Pangaea and therefore also favor nature magic. They preach only hedonism and organize massive orgies in the wilds. It is rumored that some revelers also use blood magic and practice blood sacrifices in their orgies.

Pythium's military has not undergone significant changes and still relies heavily on an Ermorian style of warfare. However, cultural shifts have left the Shadow Vestals behind; with the new emphasis on C'tissian influences, Hydras and Serpent Cataphracts have become sacred instead.

T'ien Ch'i

Early Ages - Spring and Autumn

The land of T'ien Ch'i is ruled by nobles who war with each other for the sake of honor and glory. The populace follows two major religions: ancestor worship and the mysterious practice of "The Way," though both of these are likely to be incorporated into the religion of the new awakening god. Priests who commune with ancestral spirits use death magic. However, The Way is followed via a number of different methods. Most mages study some combination of air, water, astral, nature, and/or glamour, with a slight emphasis on water, while some mage-priests instead focus on mastering the five elements, fire, air, water, earth, and nature, in careful balance. Others develop magic and martial abilities in tandem, learning only one or two of the five elements but becoming extremely skilled in both swordplay and unarmed combat. The greatest practitioners of The Way, the Celestial Masters, are able to fly, and extend their lives through the practice of internal alchemy.

T'ien Ch'i's military primarily uses infantry who wield spears and shields or two-handed polearms, supplemented by foot archers and flexible light cavalry armed with lances and bows. The nobles of T'ien Ch'i ride armored chariots, and their sacred units are the Warriors of the Five Elements, warrior-sages trained in two-weapon fighting in the mystical Bamboo Grove.

Middle Ages - Imperial Bureaucracy

The Celestial Empire has brought peace and prosperity to T'ien Ch'i through an efficient bureaucracy operated by eunuchs, in which officials are chosen by merit rather than birth. Ancestor worship has largely been abandoned and death magic with it, while The Way has been incorporated into an official part of government. At the same time, imperial mages have taken up astral magic, and the practice of internal alchemy has spread beyond just the most skilled mages in T'ien Ch'i. Unfortunately, the Celestial Masters have lost their fire magic and the ability to fly. However, Imperial Alchemists have replaced the old Masters of the Five Elements, exchanging holy magic for even greater power in other paths.

The military has added a wider variety of cavalry units, and crossbows are now available to footsoldiers in addition to conventional bows. Though Warriors of the Five Elements are no longer trained, the Emperor is considered divine, and therefore his relatives who join the military are trained as the elite and sacred Red Guard heavy cavalry.

Late Ages - Barbarian Kings

The Celestial Empire has been conquered by horsemen from the steppe. They have removed the eunuch-led imperial bureaucracy and also brought with them the return of ancestor worship and death magic. Meanwhile, fire magic has fallen out of practice among imperial mages, and the most common mages of the empire are sages who channel their ancestral spirits

to access death, air, earth, astral, and nature magic in varying amounts. Followers of the Way are still present, though their magic, along with their status, is somewhat reduced.

T'ien Ch'i's infantry forces are largely unchanged, but the Red Guard are no more and crossbows have fallen out of use. However, all cavalry units are now trained in the use of the bow and lance, and are even more skilled than during the height of the Celestial Empire. Their sacred units are the Ancestor Vessels, skilled warriors who allow themselves to be possessed by ancestor spirits. They wear masks along with black armor, and their howling arrows are guided by the spirits.

Machaka

The people of Machaka are adapted to a hot climate, and prefer a Heat 2 scale.

Early Ages - Lion Kings

Machaka is a collection of clans who were conquered and unified by the Lion Clan. Each clan follows a specific totemic spirit which it is named for, and each clan takes after their totem animal in certain ways. Aside from Lion, the most influential clans are Hyena, Rhino, Elephant and Spider. The Lion Clan is ruled by a race of massive Colossi, half again as tall as a man, who are powerful mages and priests, and are extremely skilled in fire and nature magic, with some ability in earth as well. These Colossi are the ones who led Lion in conquering the other clans. Their warriors are brave and skilled, using spears and hide shields, and wearing only furs. They also train lions for battle. The people of the Hyena Clan are distrusted by the others for their mischievous and sometimes cruel reputation. Their warriors shun melee combat in favor of javelins, but will fight with spear and hide shields when pressed. Hyena's witch doctors are excellent at curing diseases, however, and are skilled in fire, earth and death magic. Though the Rhino Clan was supposedly taught smithing by Hyena, they make the most effective weapons and armor of all the clans. Their warriors still use hide shields, but wear scale mail armor to mimic the tough skin of their totem. The Elephant Clan lack the combat or crafting skills of other prominent clans, but they do contribute powerful and well-trained war elephants. The people of the Spider Clan are smaller in stature than their peers, but survive by cleverness and trickery. They use poisoned weapons in battle, and field cavalry units mounted on giant spiders. Their sorcerers are nearly as skilled as the Colossus mages, and practice death magic in addition to fire, earth, nature, and glamour. Machaka's sacred units are the Colossus Lion Warriors, who wear magical Kithaironic Lion Pelts and wield magical two-handed clubs.

Middle Ages - Reign of Sorcerers

The Lion Kings have been overthrown by the careful plotting of the Spider Clan. Now Machaka is ruled by the priesthood, who are in turn ruled by sorcerers and sorceresses from within the God Mountain, where it is rumored a once-dead god will awaken. Under the mountain, the sorcerers still practice the same magics as in earlier ages, and they now train skilled assassins clad in black plate mail, each wielding a magical sword and dagger.

The warriors of other clans are no longer as powerful or skilled as they once were, but smithing has advanced to the point that plate mail is common. Plate-clad hoplites fight in formations similar to Arcoscephalean phalanxes, and some warriors of the spider clan wear plate mail and dual wield much like their assassins. They also employ heavily armored spider knights; their sacred units are the Black Hunters, plate-clad knights who ride a particular species of giant black tarantulas known as hunter spiders.

Mictlan

Mictlan favors a Heat 1 temperature scale.

Early Ages - Age of Blood

The Empire of Mictlan has isolated itself by driving away its neighbors with its hunger for slaves and blood sacrifices. Humans and animals have been sacrificed in Mictlan's temples for centuries in order to feed their hungry god and power the blood magic of its potent mage-priests. In addition to blood, their mages also practice the paths of fire, nature, astral or water magic, based on which aspect of their god they most revere. Mictlan's dedicated mages, known as Nahualli, focus on astral and nature magic, and sometimes dip into death or blood as well.

Those slaves not useful for blood magic instead fill out Mictlan's armies. They wear armor made from leather, wood, and bone, and use slings or javelins at range. In melee, they use spears or maces with shields or two-handed obsidian club swords. Skilled soldiers are awarded easily-recognized feathered helmets to bolster their allies' morale. Mictlan has three different sacred units. First are the Eagle Warriors, who dual wield lance and dagger and don feather cloaks that allow them to fly. Second, Sun Warriors have armor reinforced with copper plates and wield copper hatchets. Lastly, Jaguar Warriors wear jaguar hides and wield two-handed obsidian club swords. When wounded, they transform into were-jaguars.

Middle Ages - Reign of the Lawgiver

Mictlan has recognized the coming of a new god known as "the Lawgiver." This new religion has abolished blood magic and blood sacrifice in Mictlan, and instead replaced it with reverence of the sky as the chief aspect of the Lawgiver. The mage-priests have, of course, abandoned

blood magic, but retain their skill in other paths. The new priesthood of the sky has been placed above the other priests and therefore practice air magic as well as fire, water, astral or nature. Nahualli are no longer trained. However, slavery is still in place despite the other reforms, and Mictlan's continued isolation has held back its technological development.

The military has changed little, though some warriors use bronze weapons, and the Sun Warriors use bronze armor rather than copper. Their sacred units are the same as in times past, though the coming of the Lawgiver has brought with it sacred Coatls, huge winged serpents who are powerful priests and astral/nature mages.

Late Ages - Blood and Rain

After the destruction of Atlantis by R'lyeh, many Atlanteans fled to other nations, and a number found their way to Mictlan. The humans of Mictlan recognize rain as one of the aspects of their god, and the amphibious Atlanteans were able to leverage this belief into a position of power as Rain Priests and Rain Warriors. From there, they discovered the ancient practice of blood magic and blood sacrifices, and raised these traditions to prominence once again. With this newfound power, they dream of an eventual return to their undersea home. The various Mictlan priests have reclaimed their old blood magic, and Nahualli are being trained once again, just as they were in ancient times. The Kings of Rain, massive Atlanteans who now rule over Mictlan, are especially powerful priests and water mages. They also practice blood magic of course, sometimes alongside the paths of astral or nature.

The military is almost unchanged from earlier ages, but now includes amphibious Atlantean soldiers. The old Sun Warriors have also been supplanted by sacred Atlantean Rain Warriors, who use glaives and breastplates made of bronze.

Abysia

The Abysians are beings born of fire, and tolerate the hottest temperatures. They are at their best in a temperature scale of Heat 3, though this fades to Heat 2 in the Late Ages.

Early Ages - Children of Flame

Abysians are red-skinned humanoids who are born from flames and live around the Smouldercone, a massive volcano which constantly oozes lava. The Abysians themselves are almost impervious to fire and radiate heat from their bodies. For this reason, they use melee weapons exclusively; the wood required for bows or effective javelins would burn in their hands. Abysian priests revere fire and practice human sacrifice through ritual burning; all priests practice fire magic, and the more powerful ones also use a bit of earth as well. The Anointed of Rhuax, Abysians of exceptionally large stature and bearing powerful heat auras, are the most powerful priests, and occasionally make use of blood or astral magic in addition to

fire and earth. Warlocks are Abysia's dedicated mages, favoring blood and astral magic, and more rarely earth or fire. Warlocks also engage in breeding experiments to cross Abysians with demons. Successful "demonbred" are trained as assassins, while the "misbred" failures are used as slave soldiers. Abysia also trains Slayers, professional assassins. They are not as powerful as demonbred, but they are more numerous, and slightly more skilled in stealth.

Within the military, infantry units are heavily armored and use axes or flails, either two-handed or one-handed with large, rectangular shields. Meanwhile, beast trainers drive salamanders, large fiery lizards, into battle before them. The Burning Ones are Abysia's sacred units, very large Abysians who possess especially powerful heat auras. They are as heavily armored as the regular infantry, but dual wield flails.

***Middle Ages* - Blood and Fire**

Abysia is almost completely unchanged from earlier times, although the heat aura of its people has cooled slightly; Abysians no longer grow large or hot enough to be Anointed of Rhuax or Burning Ones. Warlocks are now the undisputed rulers of Abysian society, but leave most affairs to the priesthood and local authorities. Instead, the Warlocks continue to practice their old ways, in particular their breeding experiments. Demon crossbreeding is more advanced and no longer results in misbred. True demonbred are not used as assassins, but are instead trained as both priests and mages skilled in the paths of fire and blood. However, the Slayers of earlier times are unchanged.

The cooling of Abysians' characteristic heat has also allowed for crossbreeding of Abysians and humans, which has resulted in a useful and quickly-growing slave caste known as the "humanbred." Humanbred soldiers are often used in war, in which they use ring mail armor and axes or spears alongside large, rectangular shields. Since Burning Ones can no longer be trained, Lava Warriors have replaced them as sacred units. Lava Warriors are equipped similarly to the old Burning Ones, but fly into a berserk rage when wounded.

***Late Ages* - Blood of Humans**

The number of humanbred Abysians has exploded, and pure-blooded Abysians are increasingly rare. Humanbred are no longer slaves, and make up most of the military, including commanders. Some have even found low-ranking positions in the priesthood. The highest ranks are exclusive to purebloods, however. On the other hand, pureblooded Warlocks are perhaps more skilled than ever, and high ranking priests have replaced their earth magic with death magic. As one of the few remaining institutions of pure-blooded Abysians, the Slayers have gained a religious significance, and murder has been declared a sacred act. The Slayers themselves have gained power as priests and mages, and have grown even more skilled as assassins. Some practice fire and death magic, while others use blood.

Demonbred are no longer created due to a lack of pure-blooded Abysians, but further experiments on humans have resulted in Warbred, a large and strong yet stupid variety of humanbred. Lava Warriors have been replaced by Guardians of the Pyre, who are the only pure blooded Abysians who still serve in the military. They fight with flails and tower shields.

Caelum

Caelians are resistant to cold and prefer to live in cold climates, though this fluctuates from age to age. In the early ages, they favor Cold 2, increasing to Cold 3 in the middle ages as the Airya clan takes power. With the return of the Raptor Clan in the late ages, they adapt to warmer climates of Cold 1.

Early Ages - Eagle Kings

The people of Caelum are winged humanoids born from the Yazatas, semi-divine beings most of whom vanished from the world. They live atop high mountains and are divided into three clans: the Tempest Clan, who live on Spire Horn Mountain, the Raptor Clan of Raven's Vale, and the Airyas, who reside in High Caelum. Each clan is led by seraphs, a class of ruling mages who are second only to the Yazatas themselves. The Spire Horn Clan is less concerned with magic than the other clans, and therefore their Seraphs use only weak air magic. Seraphs of the Raptor Clan favor a combination of air and death, sometimes adding in earth. Meanwhile, Airya Seraphs use air and water magic. The Yazatas, through few in number, are exceptionally skilled air mages and possess some familiarity with water and earth magic. A very small number also dabble in fire.

Caelum's armed forces use weapons and armor made from bronze or magical ice, but favor lighter armor to maintain their ability to fly. They field wooly mammoth cavalry, and each clan has its own sacred unit. The Tempest Clan uses Kavi Archers, marksmen and expert flyers descended from ancient heroes. The Mairya Warriors, sacred units of the Raptor Clan, are black-winged medium infantry who are surprisingly stealthy and skilled in raiding and pillaging. Lastly, Airya soldiers may dedicate their lives to serving the temples by cutting off their wings to become a part of the sacred Airya Temple Guard, clad in magical icicle mail and wielding swords and shields of magical ice.

Middle Ages - Reign of the Seraphim

The Raptor Clan has been cast out for using dark magic to corrupt the sacred purifying flame. The Yazatas have also vanished completely and have been replaced by the High Seraphs of the Airya Clan. These high seraphs are even more skilled in air magic than the Early Age Seraphs, but are not quite at the level of the Yazatas themselves. They also still use water magic, and a few have found the paths of astral or death.

The military is not significantly changed, though the techniques used for crafting magic ice have advanced enough to make effective plate mail. This plate is light enough that one can even fly in it. The old Temple Guard are still in place, and have adopted this improved armor. The Kavi Archers have followed the Temple Guard in removing their wings to demonstrate their commitment to their god, but have also gained enchanted freezing arrows. Sometimes, a Caelian born on the old land of the Raptor clan lacks wings. These are shunned by others, and sometimes join the military to earn respect or die trying. They are given light armor and simple weapons and sent to the harshest fighting.

Late Ages - Return of the Raptors

The three Caelian clans have been reunited by the call of the awakening god, and the returning Raptor Clan has overthrown the Airya Clan Seraphs. Now that the Raptor Clan's black-winged seraphs rule, they have destroyed the ice temples of the Airya Clan and replaced them with mausoleums of stone and iron. These Seraphs use air, death, and earth magic, sometimes supplementing them with fire or water as well. The Airya Seraphs still exist, but are reduced in power, both politically and magically. In addition, steel from the Raptor Clan's smiths has largely supplanted arms made of magical ice. The Wingless of Raven's Vale have also replaced the old Temple Guard as sacred units. They are divided into Iron Hail Archers, who wear light armor and fire steel arrows with great speed and accuracy, and Earthbound, equipped with heavy steel plate, crossbows, large wooden shields, and short swords. Both sacred unit types have a connection to the earth, and are constantly reinvigorated as long as they are in contact with the ground.

Nazca

The Nazcans are ultimately Caelian in species, if not culturally. They are adapted to Cold 1 climates.

Middle Ages - Kingdom of the Sun

Nazca originated as a Caelian colony, but contact between the two was lost during the chaos of the Raptor Clan's exile. Separated from the mainland, Nazca has become culturally distinct. Rather than reject the death magic that caused the schism in Caelum, they have embraced it to become a Necrocracy ruled by Mallqui, or mummy bundles. When an important figure dies, their spouse commits ritual suicide so that the two can be bound together in death, literally and figuratively, as a mummy bundle. The Mallqui lack the ability to speak normally and therefore rely on priests to interpret their will, and they have extremely limited movement, so are set upon thrones, each of which is carried about by four bearers. Despite their limited physical abilities, they retain all magical power they had in life, and if both spouses were magically skilled, their powers will combine. According to Nazcan tradition, each noble and

priest is owed a stipend depending on their station. This only increases when they are mummified, due to their wealth of experience and knowledge. Since Mallqui do not die of old age and are almost never destroyed, these stipends place a great strain on the kingdom's treasury, which only worsens with each year. Even so, most of the day-to-day affairs are still handled by the living. The living rulers are known as Incas, sun kings, and Coyas, moon queens. The Incas are powerful priests and are trained in fire and air magic; a few also use astral magic. Furthermore, an Inca's beauty and splendor is enough to give even enemy soldiers pause. While Coyas are also priests, they are not quite as powerful in holy magic as their spouses. Instead, they receive more extensive magical training, being instructed in earth, astral and death magic. A few also pick up air or fire from their husbands. When either an Inca or Coya dies, they will be bundled together with their spouse in a Royal Mallqui. During the embalming processes, the Inca's organs will be replaced with gold dust and sacred resin, while the Coya's organs are replaced with silver dust. The resulting bundle has all the magical and priestly powers of both rulers, but is extremely expensive to create. Below the Kings and Queens of Nazca are the non-royal priests, Hurin Priests and Aclla. Hurin Priests are black-winged Caelians descended from Raptor Clan colonists. They are trained in earth and death magic and sometimes air or astral as well. Aclla are sun priestesses with skill in air and fire magic. When mummified, royal couples, Hurin Priests, and Acllas gain minor precognitive powers and the ability to raise and command the dead through holy magic.

Nazca's military consists mostly of slaves owned by noble Mallquis. Known as Hata Runa, these slave soldiers are given armor made of thick cloth, hide shields and simple maces for weapons. However, this is to maintain their maneuverability and speed in the air as much as a cost saving measure; the arms of most free soldiers are not significantly better. Cloth armor and hide shields are standard, but free Caelians might use shortbows, bronze spears, or hatchets. Nazca has also conquered a few small human kingdoms, and levied human soldiers are equipped similarly despite their lack of wings. Nazca has two sacred units, Condor Warriors and Sun Guard. Condor Warriors are expert flyers, capable of navigating even intense storms, and are selected only from black-winged Caelians. They use the bronze lance/hide shield/cloth armor combination so common in Nazca, but are at least permitted bronze helms. The Sun Guard are armored in bronze scale with wooden shields, and wield magical sun maces that are extremely effective against demons and the undead.

Ragha

Ragha is a land of cold-loving Airya Caelians and heat-loving Abysians. On average, they prefer a neutral temperature, but tipping the scales one way or the other will cause the corresponding species to dominate.

Late Ages - Dual Kingdom

When the Raptor Clan returned to Caelum and overthrew the Airya Clan, many Airya fled. These found the Abysian colony of Tur, which had been cut off from mainland Abysia. The two species fought at first, but joined forces against the common threat of Raptor-led Caelum. The Airya refugees have integrated into Turan society and adopted their customs, and the two species live in relative harmony. Ragha is led by Shahs, petty-kings of both Turan and Airya descent, who command troops in war and have minor religious authority. One is chosen by the Magi, Raghan mage-priests, to be the Shahanshah, King of Kings, who rules all of Ragha. The Shahanshah's priestly authority is commensurately increased upon his inauguration. The Magi also consist of roughly equal numbers of Turans and Caelians, though the different species use different types of magic. Turan Magi, known as Dastur, use fire, death, blood, and sometimes air magic, whereas the Airya Magi, called Zaotar, train in fire, air, water, and occasionally astral. Both are also reasonably potent priests. Lesser priests, known as Karapan and Athravan are Turans and Caelians, respectively, who tend the sacred flames within Raghan temples. Both use fire magic and sometimes air in addition to their priestly abilities, but Karapan occasionally train in death or blood, while some Athravan learn water or astral. The Athravan view death and blood magic as corrupting the holy flames, while Karapan believe that the fires must be fed living sacrifices, leading to a longstanding rivalry between the orders. Both species also maintain traditions of dedicated mages. Among the Turan, these are sorcerers, consisting entirely of purebred Abysians. They are powerful fire mages with familiarity in death and blood magic, and a few have learned air, water, or astral from their Caelian counterparts. Though most Airya mages have integrated into the Turan Magi, a few families maintain the Seraph tradition. Airya Seraphs are extremely skilled in air magic with some ability in water and astral. They maintain close relations with the Sorcerers, and some Seraphs have taken up fire, death or blood magic.

The Raghan military is similarly divided along species lines, with the Turans favoring heavy armor and cavalry, while the Caelians wear mostly light armor made from leather and small amounts of magical ice to maintain their mobility in the air. In melee, both species favor one-handed swords or spears wielded with round shields. At range, both use composite bows, and some Turan soldiers also carry javelins. Horse archers are among the Turans' lightest armored units, wearing only ring mail, while other horse cavalry units use plate cuirasses or full plate mail. Turan elephant cavalry consists of a number of riders in a howdah atop the elephant, though they only guide the beast and goad it into charging the correct targets. Even

the elephants are given steel barding. Caelian light infantry typically wear leather armor studded with magical ice, and wield swords and spears also made from ice. Raghas sacred units are the Zhayedan, Immortals. Turan Zhayedan are gryphon cavalry, clad in full plate and wielding lance or sword in one hand and a shield in the other. Turan Gryphons are brave creatures and will fight on even if their riders are killed. Caelian Iceclad Zhayedan are the only heavily armored units that the Caelians field; they are covered head-to-toe in plates of magical ice, and their spears and shields are made of the same substance.

C'tis

As cold-blooded reptiles, the lizard people of C'tis favor a Heat 2 temperature scale.

Early Ages - Lizard Kings

C'tis is a nation of lizard-like humanoids whose lands comprise a large swamp surrounded by desert. They are ruled by priest-kings, and the clergy make up the highest levels of society. Beneath them are the Sauromancers, powerful death mages who also use nature magic and occasionally water or astral. Native C'tissians are herbivorous, but they have enslaved a species of carnivorous lizardfolk who are used for manual labor and as slave soldiers. Shaman mage-priests lead the predator lizards, and possess minor ability in nature and astral magic, as well as minor religious authority.

The military uses arms made of iron and a variety of different types of armor. Their forces are mainly infantry, but they also field chariots pulled by large, bipedal reptiles. C'tis's sacred units are the Serpent Dancers, who dance in religious rituals in the Great Temple of C'tis. When called to war, they wear no armor, but wield enchanted serpent staffs that inflict deadly venom on those they strike. C'tissians are slower than humans and prefer hot climates, but have thick, scaly hides and are resistant to poison.

Middle Ages - Miasma

With the approach of the new god, the swamp has grown, and with it, Marshmasters have replaced the old Sauromancers, as they represent the rising importance of water within C'tissian culture. These Marshmasters use similar magic to the Sauromancers, but are more skilled in water and slightly less skilled in death, and a new order of assassin-mages known as Empoisoners deal in nature and death magic. The expanding swamplands brought forth by C'tis's god are unhealthy and spread disease to non-C'tissians, and will expand further with the god's dominion.

The military has changed very little, though poison slingers are trained within the Empoisoners' Guild, and Sobeks, large, crocodile-like humanoids awakened by the spreading marsh, have been added to C'tis's forces. Serpent Dancers are no longer used for war. Instead,

their sacred units are the Sobek Sacred Guard, exceptionally large Sobeks who execute and devour criminals.

Late Ages - Desert Tombs

The swamps have receded to a small river valley, heralding the return of the Sauromancers who have supplanted the Marshmasters. Though they maintain their use of death magic, they have abandoned nature and water, instead following the paths of fire and occasionally earth or astral. They have also gained some religious significance and some power as priests, as they have begun raising the priest-kings of old as undead to lead C'tis once again. The priest-kings and Sauromancers are served by Keepers of the Tombs, who wield the same paths as the Sauromancers, but trade some skill in death for greater holy magic and the ability to raise undead without expending death gems. Empoisoners are still trained as before. The military also has not changed significantly, though smithing has improved enough to allow for the forging of plate armor. The Sobeks and the slave caste of carnivorous lizardfolk have been driven out of C'tis after an unsuccessful rebellion, and the new Tomb Guard, highly-trained C'tissians who use falchion and shield with plate armor, have replaced the old Sobek Sacred Guard.

Pangaea

Early Ages - Age of Revelry

Pangaea is made up of a number of different species who share a connection with nature and a desire to protect it from the expansion of the "civilized" realms. Harpies, satyrs, dryads, minotaurs, centaurs, and Panii cooperate to defend their woodland nation. Harpies appear as birds with the heads and upper torsos of women. They are stealthy and can fly, making them useful scouts and aerial troops. Satyrs, men with the legs and horns of a goat, are faster than humans and make excellent skirmishers, but are undisciplined and fare poorly in tight formations. Dryads are their female counterparts; they appear similar to the men, but possess awe-inspiring beauty. Even in combat, most men find it difficult to strike at them. They do not serve as soldiers, but rather as mage-priestesses who use nature, glamour, and occasionally water or earth magic. Minotaurs are massive and powerful, making for excellent shock units; they use massive, two-handed axes in battle. Centaurs are, of course, cavalry, using either the bow or lance and shield. Each Pan has the head of a ram on a furred humanoid body with hoofed feet. They are enigmatic and reclusive, but are extremely powerful nature mages with some skill in earth and blood magic. The sound of a Pan's flute attracts human women who shed civilization to live wild lives of revelry. These women become known as Maenads, and in war, they tear apart their foes with their bare hands and teeth in a berserk fury. Soldiers of all types use fur or leather armor when any is worn at all, and weapons are made of bronze. Most of the creatures in Pangaea have brown or tan fur, but occasionally one is born with white fur.

This is considered a blessing from their god, and these creatures are considered sacred. All dryads have white fur, however, and therefore all are sacred.

Middle Ages - Age of Bronze

The forests and wild lands of the world are shrinking the face of organized humanity. The Panii, formerly standoffish, have emerged from the hidden grove to act against civilization. All of the old species are still in place, filling much the same roles, but after unsuccessful clashes with humanity, they have decided to take on some of humanity's more effective tactics and technologies. Some satyrs are now equipped with heavy bronze armor and are trained to fight in tight phalanxes, for example, and other species have also adopted heavier armor as well. Unfortunately, this increased emphasis on technology has coincided with a decrease in the skill of most of Pangaea's mages. However, the emergence of Pandemoniacs, black-furred Panii, has bolstered Pangaea's mage corps slightly. Most Panii have abandoned blood magic, but the Pandemoniacs have embraced it, becoming powerful nature and blood mages.

Late Ages - New Era

The wild ways of the forests are finally giving way to civilization. The Sacred Groves of the dryads and Panii are withering away, and human women are no longer drawn to the sounds of panic flutes. Most dryads have abandoned the groves and many now serve as Pangaea's only sacred units, since other white-coated newborns are increasingly rare. Those who remain as mage-priests are substantially reduced in magical skill, having lost their water, earth, and glamour paths. Centaurs now also serve as mages, using weak astral magic alongside either air, water, earth, or nature. Panii, at least, maintain some of the skill they had in previous ages, and a small number have taken up death magic. The quality of armaments has also improved, as Pangaean smiths now forge steel, and archers now use crossbows rather than traditional bows.

Asphodel

Middle Ages - Carrion Woods

With Pangaea's failure to contain the spread of civilization, the groves of Asphodel have split off, following the will of a new, dark god. While the creatures of Asphodel are originally Pangaean, they have been warped by the forest's need for vengeance. Asphodel's leaders are the Panic Apostates, black-coated Panii who have taken up death magic on top of their normal skill in nature. A few are also familiar with water or earth magic, but all have lost the ability to attract Maenads. Dryads within Asphodel are born with black fur instead of white, and have lost their supernatural beauty. They are still priests, but prioritize learning death magic over water. They maintain their nature and glamour magic, and a few still have some skill in water or earth. Harpies, satyrs, and minotaurs are largely unchanged by the forest's shifting mood, as are most centaurs, but like the dryads, white-coated children are no longer born. Instead, centaurs with black coats are sacred, regarded as bringers of divine retribution. They are

equipped like their non-sacred counterparts, with leather barding, wooden shields and bronze lances.

Agartha

Early Ages - Pale Ones

The dominant species in the underground nation of Agartha are the Pale Ones, amphibious, subterranean one-eyed humanoids with pale, pinkish skin. They possess great longevity and continue growing throughout their lives; ancient Pale Ones can be three to four times the height of a human and are highly revered among their own kind. Pale Ones are ruled by a council of ancient mage-priests known as Oracles for their precognitive abilities. Oracles are divided into three orders: Oracles of Subterranean Waters, Oracles of Subterranean Fires, and Oracles of the Dead. All are powerful earth mages, and also have some skill in their associated path.

The military units of Agartha use bronze or stone weapons, and armor is forged from bronze. They do not use javelins and bows, but ancient Pale Ones sometimes hurl boulders at their foes. Pale One troops are supplemented by Troglodytes and Olms, other intelligent creatures who live in and around Agartha. Troglodytes are red-skinned humanoids with bony, spiked crests and long tails. A Troglodyte lacks a head and instead, its face is in the center of its chest. They are as large as ancient Pale Ones and even stronger, but most are lacking in intelligence. Olms are large, light pink worm-like creatures with the heads and arms of axolotls. They lack the ability to speak, but can communicate words and images telepathically. In war, they turn this into a weapon to psychically paralyze their foes, and can drain an opponent's life force with a touch. The Pale Ones consider Olms sacred, and have one more sacred unit besides: the Pale One Seal Guard. Deep underground, there is a seal that predates even the oldest Pale Ones. It is protected by powerful magic, and legend states that it contains three gods of a long-forgotten age. This is the seal that the Seal Guards defend. They are equipped with bronze plate armor and obsidian-tipped glaives.

Middle Ages - Golem Cult

The Pale Ones were nearly wiped out when the broken seal unleashed destruction upon their lands. Though some Pale Ones still remain to lead the nation, humans have stepped in to fill the gap, and Agartha's population is now mostly human. These humans worship the Pale Ones and their culture, and use earth magic to animate statues of ancient Pale Ones. The three orders of Oracles are reduced to merely one: the Oracles of the Ancients, who favor earth and death magic like their predecessors, the Oracles of the Dead. A few also practice fire and/or water magic, taking after the other oracular traditions. Troglodytes still remain, and are sometimes trained by the humans, but Olms vanished during the cataclysm, having retreated even further underground, never to return. However, they have left behind a species that

appears to be a hybrid of Olms and Pale Ones, possessing a Pale One-like upper body atop the tail of an Olm. In warfare, they are known as Shard Guards, due to their practice of making weapons from obsidian shards collected from the weapons of the old Seal Guards, and, having taken the place of the Seal Guards, are considered sacred. This obsidian was cursed by the magic contained behind the seal and bestows terrible luck on those that it strikes.

The Agarthan military now uses iron weapons and armor, and human soldiers favor sword and shield. They still eschew ranged weapons, though the few ancient Pale Ones who remain in the military continue to throw boulders very effectively. All ancient Pale Ones are now considered sacred.

Late Ages - Ktonian Dead

Most of the Pale Ones have passed from the world, and only humans remain to carry on the legacy of Agartha. They do this by reanimating the mummified remains of the Pale Ones, which they consider sacred. Mummified Oracles are skilled earth and death mages, and powerful priests besides. Human remains are also reanimated, but are not quite as well-respected, instead being used for menial labor and as disposable troops in warfare. The Ktonian Necromancers who raise the dead are leaders and priests within Agarthan society, and study the paths of fire, earth, death, and occasionally astral. Their close connection to the dead has also led them to develop techniques for "corpse stitching," effectively healing undead of major wounds such as lost limbs. Lesser mage-priests use the same types of magic and also practice corpse stitching, albeit with proportionally less skill. Finally, mages exiled from Ulm have brought the practice of alchemy and water magic.

The living human soldiers in Agartha favor heavy armor and shields, and cavalry ride massive cave drakes. Ranged weapons are not useful in the darkness and tight corridors of the underground, but Agartha has finally adopted crossbows after defeats at the hands of surface-dwelling humans. The undead Ancient Ones revived by Agarthan necromancers are of course sacred, but the humans also field sacred Blindfighters; children who are born blind within the caves of Agartha are considered sacred, and therefore given extensive martial training. They can perceive their environment by supernatural means; invisibility and illusions have no effect on them.

Tir na n'Og

Early Ages - Land of the Ever Young

Tir na n'Og a magical, mist-shrouded isle ruled by the Tuatha, a race of magical human-like beings. They rule over the Fir Bolg, another, similar race. Both Tuatha and Fir Bolg are descended from powerful magical beings known as the Nemedians, but only the Tuatha have maintained that magical power. They are able to change their appearance or create mirror

images of themselves with illusion. At the same time, Tuatha have an innate weakness to iron; its touch causes them discomfort, and iron weapons inflict greater harm. The Tuatha rulers specialize in nature and especially glamour magic, with some developing skill in air, earth, or water as well, and lesser mages use the same paths albeit with less power. All Tuatha mages cast magic through song; spells cast this way are far less fatiguing, but take longer to cast.

The military of Tir na n'Og is filled mostly with Fir Bolg warriors equipped with bronze weapons and shields who wear leather or bronze armor. Tuatha warriors are sacred, and generally more heavily armored than the lower-class soldiers. Soldiers do not use bows, but Fir Bolgs train slingers and Tuatha Warriors carry javelins.

Man

Middle Ages - Tower of Avalon

When humans conquered the Tuatha, they discovered the mystical forest of Avalon. By studying the secrets contained within it, they learned the magic of the Sidhe. Since then, Man has evolved into a feudal kingdom containing an influential order of mage-priestesses known as the Witches of Avalon. Initiates to the order begin as Daughters of Avalon and wear white dresses to indicate their rank. Daughters have no priestly authority, but quickly learn nature and glamour magic. Once a daughter completes her training and passes three tests, she becomes a Mother of Avalon and is finally granted power as a priestess. At this point, her existing magics have become more powerful, and a few mothers also take up the paths of water or earth. Particularly powerful mothers are granted the title of Crone of Avalon. These have the same level of priestly authority as the mothers, but have ever greater skill in their other magical paths. All Witches of Avalon are spell-singers, just like the Tuatha mages before them. Though the witches are the most influential mages in Man, a few other traditions exist as well. Logrian Wise Men, from the first human kingdom to settle the area, train mostly in earth magic, but some also use fire, nature, or air. Bards use weak glamour magic woven into song just like the witches, but are mostly employed as spies rather than mages. Monks are priests who live in scattered monasteries throughout the land; they have no skill in other paths, but spend their time cataloging and copying ancient texts, and therefore can often contribute to magical research.

Man's military relies largely on medium infantry using spears, axes, or swords with wooden shields and ring or scale mail. However, their longbowmen are renowned for the power of their bows, and Man does field some light infantry in the form of slingers and Forester skirmishers who swap between short bows and dual-wielded axe and dagger. Their heavy infantry are the Landless Knights, children of nobles who were passed over for inheritance. They join the military in the hopes of earning lands and glory for themselves, and generally have good training and armaments due to their upbringing. They fight clad in chainmail,

using shield and sword. Cavalry varies from lightly armored skirmishers with lances and javelins to conventional chainmail-clad knights to the armored, unicorn-riding Knights of Avalon who directly serve the Witches of Avalon. The greatest of the witches' forces, however are the sacred Wardens of Avalon. They fight on foot in full chainmail and distinctive green cloaks that mark their status, and wield large, two-handed swords with great skill. They are rumored to be descended from the Tuatha themselves.

Late Ages - Towers of Chelms

When a great Curse struck the Witches of Avalon, a scholarly order of Magisters replaced them and banned the use of the old magics of the Sidhe. Most Magisters study a wide variety of subjects: everything from magic to masonry to spycraft. Some forgo magic entirely, but more use small amounts of earth, air, and/or astral. Others prefer to specialize in either magic, religious studies, or criminal investigation, taking on the titles of "Magister Arcane," "Magister of Theology," or "Judge," respectively. Theologians are only weak priests, but are extremely skilled in rooting out heresy. Magisters Arcane are reasonably skilled in air magic with some ability in earth and astral, and a few also use fire or glamour. The Judges maintain order within their provinces and occasionally use weak fire or death magic. Outside of the magisters, Bishops control the church, being more powerful priests than the Magisters of Theology, but lacking the Magisters' investigative abilities. The Wardens of Avalon have survived despite the dissolution of the Witches, and their leaders, the Lord Wardens, have gained minor religious authority.

Infantry have not significantly changed over the ages; chainmail is the most common form of protection and longbows remain popular, though some archers begun to favor crossbows instead. Unfortunately, unicorns no longer exist in sufficient numbers to sustain the old Knights of Avalon unicorn cavalry, and light cavalry have been abandoned, leaving only the chainmail-clad Tower Knights. Wardens, formerly the Wardens of Avalon, still guard the forests despite the loss of the Witches and remain Man's sacred units. They retain their traditional equipment and fighting style, but have begun to carry crossbows alongside their greatswords.

Fomoria

Early Ages - The Cursed Ones

The Fomorians are a race of giants who were once charged with guarding the realm of the drowned dead. However, they abandoned their duty to plunder the land of the living and were therefore banished from their homes and cursed with terrible deformities and short lives. Most have the heads of goats and bear afflictions such as limps or missing eyes. The Fomorians with no deformities save goat heads are known as the Unmarked, and are trained as warrior priests. Some instead take up the mantle of druid, learning air magic in place of martial skill. Fomorian

Kings, who retain their humanoid appearance but possess only one eye each, are simultaneously rulers, priests and mages. These kings are skilled shipwrights and sailors as well as powerful air and death mages, and some also have skill in water or glamour magic. The Nemedians, precursors to the Tuatha and Fir Bolg of Tir na n'Og, warred against the Fomorians alongside their Fir Bolg servants, but were defeated and subjugated by the deformed giants. They have the same illusionary powers as the Tuatha. Nemedian mages practice the same magic as the Fomorian Kings, though with greater focus on glamour, and a few use nature magic as well.

In warfare, the Fomorians fight alongside their Fir Bolg and Nemedian subjects. They use armaments of bronze, and most warriors favor spear and shield. They do not use bows, but slings are common among the Fir Bolg, and Nemedian and Fomorian warriors often carry javelins. Their sacred units are Fomorian Giants, who, like the Fomorian Kings, have mostly kept their humanoid forms.

Eriu

Middle Ages - Last of the Tuatha

When Avalon was conquered by Man, the Fir Bolg retreated to Eriu, while the Tuatha fled to hidden twilight realms. Now, with the coming of a new God, the Tuatha have re-emerged to lead their people once again. The Tuatha themselves are powerful glamour and nature mages and have priestly authority, and some also study small amounts of air, water or earth. Just like the Tuatha of Tir na n'Og, they weave their magic into song. Their descendants, the Sidhe, use the same types of magic and males are also priests. However, Sidhe women, known as Bean Sidhe exchange priestly holy magic for skill in the path of water, and a few also learn earth magic. Over time, the Tuatha, Sidhe, and Fir Bolg have found themselves ruling over an increasing number of humans. Most humans do not use magic, but the secrets of Tuatha spell song have filtered down to some human bards. Bards frequently travel between kingdoms to ply their trade, and are therefore used primarily as spies despite their weak nature magic.

Human soldiers make up most of Eriu's forces, favoring wooden shields with sword or spear. They make chain, ring and scale mail armor from iron, as they lack the Tuatha and Sidhe iron weakness. Fir Bolg fight in much the same manner, albeit with bronze weapons and armor. In Eriu, javelins and slings are the only ranged weapons; bows are not used. Daoine Sidhe soldiers are rare, but are sacred to the peoples of Eriu. They fight with spears, javelins and wooden shields, and wear bronze scale armor. Like their Tuatha ancestors, they can use their glamor to create mirror images of themselves to confuse enemies.

Ys

Ys is an aquatic nation and begins underwater.

Middle Ages - Morgen Queens

At the height of Tir na n'Og's glory, the Tuatha conquered the Marverni province of Kernou and built a great city of crystal and bronze within it, which would come to be known as Ker-Ys. When Tir na n'Og fell, many sorceresses fled to Ker-Ys, and Dahut, a great sorceress-queen, sank the city beneath the waves to protect it from the armies of Man. The Tuatha were transformed into Morgen, amphibious semi-divine beings who are revered by their Merrow subjects, green-skinned, fish-eyed amphibious humanoids. A few coastal humans still follow the Morgen Queens as well. Morgen are exclusively female, and reproduce with coastal human men. The greatest champions from among the Morgen knights are granted priestly authority and taught minor water and glamour magic. Princesses descended from Dahut command the knights and have slightly more powerful magic. Older Morgen sometimes give up their arms and dedicate themselves fully to the study of magic. These become powerful water and glamour mages and learn a bit of earth as well. A few also take up fire. Merrow Druids are also mage-priests, though not as powerful as their rulers. They practice the paths of water and earth, and a few learn astral or nature. Human Kernou Druids are similar, favoring earth and astral, and sometimes practicing water or nature in addition to their holy magic.

In war, the humans arm themselves with chain mail, wooden shields and iron swords or spears. They also field medium horse cavalry equipped in the same manner, and train sacred swanherds who lead large groups of aggressive swans into battle. Merrow use bronze armor, bronze spears, and turtle shell shields. Merrow knights ride kelpies, magical beings with the front half of a horse and a mermaid-like tail. When kelpies reach land, they transform into horses. Morgen are less numerous than their subjects, but join Ysian armies as sacred Movarc'h Knights. They wear bronze hauberks and carry magical golden lances and shields. Their steeds, the Movarc'h, are black sea-horses with flaming nostrils and burning manes, who can swim underwater or transform into a horse-like form to gallop overland or atop the waves. The Morgen riders use glamours to create illusionary images of themselves and their mounts just like their Tuatha predecessors.

Vanheim

The Vanir fare best in chilly climates and prefer a Cold 1 temperature scale.

Early Ages - Age of Vanir

The Vanir have waged war against the giants of Jotunheim since the creation of the world. They can cloak themselves in illusion and create mirror images exactly like the Tuatha, and share their realm with dwarves who live under the mountains of Vanheim in the Halls of

Andvare. The dwarves are masterful smiths and crafters of magical items who practice earth magic, and occasionally fire, air, death, or glamour magic as well. The Vanir view humans as "lesser beings" and humans captured on raids are used as slaves or sacrifices for both religion and blood magic. Vanheim is led by mage-priests specializing in the paths of air, glamour, and, of course, blood. The strongest of these are the Vanadrotts, ancient hero-kings, who sometimes also practice earth or death magic alongside their other paths. Below them are the Vanjarls who are significant religious leaders, and beneath them, the Vanherses, clan chiefs. Of course, their level of magical ability reflects their standing in society, with the Vanadrotts being the most powerful.

Vanheim's military is composed mostly of Huskarlar, personal guards of a Vanherse, and Hirdmen, elite guards of a Jarl. These fight in ring or scale mail with wooden shields and spears, axes or swords. Huskarlar also carry javelins, and some Hirdmen fight astride the supernaturally swift horses of Vanheim. Vanir warriors sometimes fight alongside human serf warriors who are given leather armor, spears, and wooden shields. Vanheim also fields sacred Vanheres, Vanir who fight with a sword in one hand and an axe in the other, and fly into a berserk fury when wounded. Fay boars often accompany Vanir armies, though their main purpose is not battle. Fay boars are immortal, and can be slaughtered each evening to feed the soldiers. In the morning, the boars return, none the worse for having been eaten. If they are slain in battle, they will instead return to their home province after three months. However, if its home province is under the control of enemies at the time of the boar's return, it will remain dead forever.

Middle Ages - Arrival of Man

Vanheim is still ruled by the Vanir, but the majority of the population is now human, and the Vanir themselves are becoming fewer and fewer. Humans are no longer slaves, as they must fill increasingly important positions within society. In particular, human Herses are common, though they lack the magical or priestly training of their Vanir counterparts. Jarls and Drotts remain exclusively Vanir, however, and practice the same types of magic as in earlier ages. Dwarves are also the same as ever, and continue to forge masterful magical items for the Vanir and their servants.

Huskarlar and Hirdmen are now comprised entirely of humans, but are equipped much the same as in ancient times. Einheres, human berserkers, have replaced the Vanheres, and are no longer sacred, and some humans are trained as skinshifters, who quickly regenerate their wounds and transform into powerful wolf-men when wounded. Fay boars are still employed as replenishing food for soldiers, but the only Vanir who still serve as soldiers are mounted troops riding Vanheim's magical horses, and Valkyries, sacred female Vanir who were granted the ability to fly by an ancient, now-dead god. Just like other Vanir, Valkyries can create illusions

to conceal or create mirror-images of themselves. They are equipped with spears, wooden shields, and scale mail armor.

Midgård

The growing influence of humans has not diminished Vanheim's ancient love of cold weather. They still favor Cold 1 temperature scales.

Late Ages - Age of Men

Midgård was once called Vanheim, but as Vanir dwindled in number relative to humans, humans have taken greater and greater authority over the land. No more can it be called the land of the Vanir. Dwarves and Vanadrotts have vanished, but a few Vanherses and Vanjarls remain, just as they were in earlier ages. Humans have taken up magic, filling the space left by the shrinking Vanir population. Völvor are human seeresses skilled in astral magic, while human Galdermen use a variety of paths, focusing on air, but also including earth, death, glamour, or blood. When wounded, Galdermen heal with extreme speed, and can transform into werewolves like the skinshifters of earlier eras. Godar are dedicated human priests, but their holy magic is still weaker than the Vanjarls'. Midgård's forces are nearly identical to mid-age Vanheim's, but Skinshifters are no longer common enough to field as regular infantry. Fay Boars, too, have vanished from the land, but Valkyries and Vanir cavalry are still sacred.

Helheim

The Vanir of Helheim favor Cold 1 temperature scales, like their cousins in Vanheim.

Early Ages - Dusk and Death

Helheim is the nation surrounding Gnipahålan, the Stone Cave, where the dead pass into Hel. The Vanir of Helheim are ruled by the Hangadrotts, also known as the "Hanged Kings," who hung themselves from ash trees to gain significant knowledge of death magic. They have priestly authority, and are also skilled in glamour magic. Many have also learned small amounts of air or earth magic. Beneath the Hangadrotts are Helkarlar, tribal chiefs of Helheim, and some Vanjarls and Vanherses also serve the Hangadrotts. Helkarlar use death and glamour magic, while Vanir leaders use the same as well as air. All are considered priests, but are not as powerful as the Hangadrotts. Svartalfs, sinister dwarves with an affinity for death magic, reside in the hills near Gnipahålan. These also use earth, and occasionally fire or air, but lack the smithing mastery of the Vanheim dwarves. Also notable are the Disir, mounted Valkyrie commanders who practice air, death, and priestly magic, and are trained to use spells in melee - ordinarily a difficult proposition. Like all Valkyries, they can fly, and Disir are strong enough flyers to take their mounts with them.

The Helheim military consists mostly of serf warriors, Huskarlar, and Hirdmen (foot and mounted), exactly like Vanheim. However, their sacred units differ; instead of Vanheres, Helheim fields Valkyries long before Vanheim will, and also uses Helhirdings. Once, Helhirdings served a god by slaying routing soldiers, but their deity was destroyed, so they now serve the Hangadrotts. They are equipped much like mounted Hirdmen, but ride black horses.

Niefelheim

Niefelheim is known as the "Land of Eternal Winter," and the giants who live here are adapted to extreme freezing temperatures. They favor a Cold 3 scale.

Early Ages - Sons of Winter

Niefelheim was once the land of the Rimtursar, but these massive giants were hunted and slain by an ancient god of thunder. Only their descendents, the Jotun and the Niefel Giants, remain. The Jotun stand at twice the size of a human, but even they only reach chest height of their rulers, the Niefel Giants. The Niefel Jarls, the most powerful of the Niefel Giants, are both priests and mages who wield powerful water and death magic, and occasionally dabble in glamour. They are served by the Gygjor, ancient Jotun Hags who use a variety of magics, including death, glamour, blood, and sometimes nature or astral. These hags supplanted the Jotun Skrattir, a class of water/blood mages with some priestly authority, by teaching them the art of skinshifting. This allowed the Skrattir to transform into massive Jotun Werewolves, but also bound them to the will of the Gygjor. Some Skrattir have also learned glamour or death magic from the Gygjor. Godar are potent Jotun priests and act as judges in peacetime.

In wartime, the Jotun of Niefelheim favor round wooden shields with either axe or spear; only commanders or the most elite warriors carry swords. Many soldiers carry javelins, and dedicated Jotun Hurlers throw small boulders, but bows are not used. Most wear leather armor, but important or skilled warriors use ring or scale mail. Niefel Giants are considered sacred in Niefelheim. They are constantly surrounded by icy winds and become stronger in cold weather. They use leather armor with axe and shield.

Muspelheim

The Muspel giants of Muspelheim's capital live amidst streams of lava and enjoy extreme heat. However, the Jotun who make up the majority of the population favor Cold 2 scales.

Early Ages - Sons of Fire

Muspelheim is a gloomy land of perpetually overcast skies lit by glowing streams and pools of lava. The Muspel Giants are much like their homeland, with grim faces, coal-black skin, and eyes that glow like lava flows. In many ways, Muspelheim is a fiery mirror of Niefelheim, with

Muspel Jarls and Muspelgygjor ruling over lesser Jotun giants. Of course, the Muspel giants are masters of fire magic, and like their icy cousins, supplement it with air and death magic as well. While the Muspel Jarls study warfare, the Muspegygjor dedicate more time to magic, and each Gygja learns a combination of fire, air, astral, death, and/or glamour magic according to her own interests. They are served by a combination of Muspel Godar mage-priests, Herse priests, and apprentice mages, as well as Jotun similar to those employed by Niefelheim, though they lack Jotun Skrattir/Werewolves.

In war, Muspelheim fights almost identically to Niefelheim, though they field the fire-resistant Muspel Giants alongside frost-resistant Jotun. The massive Muspel giants are, of course, considered sacred and are the most fearsome of Muspelheim's soldiers.

Jotunheim

The Jotun have begun to adapt to slightly warmer climates and now prefer a Cold 2 scale.

Middle Ages - Iron Woods

Most of the Niefel Giants have departed, leaving the Jotun to rule the land. The Jotun have no single king, and are divided into several Jarldoms that frequently war against one another, but a powerful pretender could unite the feuding Jarls. The Jarls themselves are skilled military commanders and weak priests. Each Gode, on the other hand, has less temporal authority, but greater religious significance. Godar perform most religious ceremonies, and hold knowledge of the ancient laws of the Jotun, and therefore rule in judicial affairs. Some Godar, known as "Thyrmsgodar," trace their lineage back to the Niefel Giants, and, from their heritage, derive some power in water magic, as well as occasionally death or air. The Gygjas practice the same types of magic as their predecessors, and have been divided into two categories: the ordinary Gygjas and the Jarnvidjur (singular Jarnvidja). Both practice the same types of magic as their Early Age predecessors, but when the Niefel Jarls departed, the two separated. The most powerful Gygjas, who would become the Jarnvidjur, sequestered themselves in the Iron Woods to await the arrival of the awakening god. They have grown in skill over the years, while the rest of the Gygjas, who serve the Jotun Jarls, have become slightly less powerful. The Skrattir have lost their religious authority, but otherwise remain the same. The Gygjas have also found new servants in the Vaettir, the Wolf Kin of Jotun, small goblins who often tame wolves as mounts. Some Vaettir, known as Vaetti Hags, are permitted to learn magic, but never enough to threaten their masters. They use weak astral, death, nature, glamour, or blood magic.

Vaettir are extremely numerous, and therefore they make up a large part of the military. They typically wear leather armor and favor round wooden shields and iron-tipped spears in melee. Archers use simple shortbows. Vaettir field both wolf cavalry lancers and moose cavalry archers. Moose are large enough to carry two Vaettir at a time for twice the firepower. Of

course, the Jotun themselves are the other major part of the Jotunheim military. Their armaments are similar to those of the Vaettir, but Jotun smithing techniques are slightly more advanced, allowing for the forging of ring and chain mail. Most Jotun carry large, round, wooden shields alongside a sword, axe, or lance, and many use javelins as well. Others prefer to forgo weapons to simply throw boulders at their enemies. Of particular interest are the Ulfhedin, who wield large, two-handed spears, and can transform into Jotun Werewolves just like the Skrattir. Jotunheim's sacred units are the Thyrmshirding, descendants of the Niefel Jarls. They bear chain mail armor, oval-shaped wooden shields, and broadswords. More importantly, they are surrounded by freezing cold and become tougher in cold climates.

Nidavangr

The humans of Nidavangr are accustomed to Cold 1 temperature scales.

Middle Ages - Bear, Wolf and Crow

The frozen mountains and moors now called Nidavangr were long ago conquered by three clans of humans - the Bear Clan, Wolf Clan, and Crow Clan. Since then, they have fought almost continuously against the Vanir who formerly inhabited the land. As a result, both men and women are taught to fight and survive from an early age, and a common rite of passage is to send a young Niding out of their village with only furs and a weapon, only welcoming them back as an adult when they have slain an enemy. Though Nidajarls are official leaders among the clans, mage-priests known as Seithberenders are the true powers in Nidavangr. Wolf Seithberenders use weak water and nature magic, while those of the Bear Clan use minor earth and nature. Crow Seithberenders are the most powerful, with skill in air, astral, death, and occasionally blood. Additionally, all have some priestly authority and can transform into their clan's totemic spirit.

Adult warriors of Nidavangr typically fight in leather or scale mail armor using one- or two-handed axes or swords. Simple round wooden shields are common among those not wielding great weapons. At range, Nidings use javelins and shortbows. Skilled female warriors of the Wolf Clan are trained as Nidylvor (singular Nidylva), who dual-wield shortswords and are known for aggressive pack tactics. Perhaps the most notable warriors of Nidavangr, however, are the Nidbathed. To create one, a Seithberender selects a group of warriors for a ritual known as Nidalögning. The strongest of the group is bathed in the black waters of the Nidakettil, then the remaining warriors each cut a scar into the flesh of the anointed chosen before taking their own lives. Their sacrifices turn the scars white and the eyes of the survivor pitch black, imbuing them with the strength and life of their comrades. If the Nidbathed would normally die, one of their scars turns red and they are returned to life. In order to slay a Nidbathed for good, they must be killed a number of times equal to their number of scar souls, though these will not regenerate without further sacrifices in a Nidalögning ritual, and

drowning, disintegration, or permanent petrification can eliminate all their lives at once. Nidbathed are considered sacred, and typically fight using greatswords, as they no longer fear death.

Utgård

The arrival of humans has tempered the Jotun Giants' love of cold weather. Collectively, the humans and Jotun are at their best in a Cold 1 temperature scale.

Late Ages - Well of Urd

Humans have come to Jotunheim and befriended the native Jotun Giants. The Gygjas objected to the new alliance, taking their Vaetti servants with them to form a new nation without humans. Instead, a group of human seeresses called Norns have taken the role formerly filled by the Gygjas. Only a few Norns are trained in blood magic, but all are skilled in death, astral, and glamour. Similar are the Seithkonur who also use fortune-telling abilities and the same magical paths, but are less powerful. The origin of the Norns is shrouded in mystery, but given their similarities and relative ages, perhaps a Seithkona is a Norna in training? The Jotun Skrattir have finally freed themselves from the Gygjas' control and remain in the service of the Jarls, but have lost some of their ability in water magic. The Jarls themselves are exactly the same as in earlier ages, as are the Jotun Godar. Sadly, the Thyrmsgodar have dwindled to nothingness, but humans have begun to take up religious roles, though they lack the power of their Jotun counterparts.

In war, Jotun and humans fight side by side and use the same types of armor and weapons that were favored in Jotunheim of old. Thyrmshirding have vanished, and Ulfhedin can no longer be trained without the Gygjas, but the sacred Garmhirding carry on their legacy. Though they cannot transform into werewolves, they fight in furs and wield large, two-handed battleaxes in a berserk fury.

Vaettiheim

Just like in Jotunheim, the Gygjas, Vaettir, and Jotun like a Cold 2 temperature scale.

Late Ages - Wolf Kin Jarldom

When the giants of Jotunheim allied with the humans, the Gygjas and Vaettir rose in rebellion. The new, human Norns foresaw their treachery, however, and the Gygjas were defeated. They took their Vaettir servants and a few likeminded Jotun, fleeing into the forests to found their own nation. Vaettiheim is technically ruled by Vaetti Jarls, but they are advised by the Gygjas, who hold both political and religious authority. The Jotun Gygjas have also gained greater magical skill, and practice the paths of death, glamour, blood, and sometimes water, astral, or nature. The Vaetti Hags are much the same as in old Jotunheim, but some are gaining greater

power as a new class of Vaetti Gygjas, who focus on water, death, and glamour magic, but sometimes also learn astral or blood. Their magic is slightly weaker than that of the Jotun Gygjas, but they are still priests. Other Vaetti religious figures include Vaetti Godar, who also use weak nature magic. The Gygjas also train and equip assassins known as Dimvaettir. Each Dimvaetti wields a pair of daggers, one enchanted to draw large quantities of blood, and the other coated in poison.

The military of Vaettiheim imitates the structure of Jotunheim, but with the tiny Vaettir replacing the massive Jotun. They use the same types of armor and weapons, including training berserkers who wield two-handed battleaxes. The Vaetti still retain some of their own unique fighting style, however, in the form of their wolf and moose cavalry, which are much the same as they were in earlier times. Vaetti archers are even more advanced than those of Jotunheim and Utgård, and they now use crossbows. Vaettiheim's sacred units are the Rimvaettir, effectively tiny Niefel Giants, who are surrounded by freezing winds and grow stronger in cold climates. The Rimvaettir use weapons, shields, and armor made from magical ice.

Rus

The humans and Chudes of Rus are accustomed to temperature scales of Cold 2.

Early Ages - Sons of Heaven

Rus is a land of two species who live side by side, humans and Chudes. They live as equals, though the Chudes possess greater physical strength and beauty. Though the species intermingle, Rusian society is divided into two moieties. The people of the tribal moiety live in the deep forests and worship bears and thunder, though they will be quick to adapt their practices to the religion of the new god. The settled moiety exists in towns and caves, and its leaders claim descent from the sun. Thunder Priests are religious leaders of the tribal moiety, and also practice the paths of air and nature, occasionally dabbling in earth or astral as well. Even more powerful than the Thunder Priests are the Perkunu, who have trained in air, astral and nature magic, and have the ability to transform into werebears. Prominent Chud families are spiritual leaders of the settled moiety, calling themselves the Sons and Daughters of Heaven. These practice fire, air, and nature magic, and sometimes also use astral.

In war, humans and Chudes fight alongside one another, and leaders are equally likely to be from either species. Warriors fight in leather or scale mail armor with wooden shields. Most use either axes or spears, and many warriors carry javelins. Chud Berserkers and human Bear Warriors shun shields, however, preferring to fight in a berserk fury with a weapon in each hand. Rus's sacred units are the Chud Skinshifters who wear furs and fight with a two-handed

battleaxe. They also go berserk in combat and when wounded, transform into massive werebears.

Vanarus

Just like the Rusians, the peoples of Vanarus favor Cold 2 scales.

Middle Ages - Land of the Chuds[1]

When the Vanir came to Rus, they were at first traders and explorers. Yet when conflict broke out, the Vanir used their illusions to deceive the humans into fighting their former allies. The three species fought until an invasion by the knights of Ulm, which forced them to band together. After the threat was defeated, a new nation was formed under the rule of the Vanir. The greatest Vanir are the Vanabogs, ancient Vanjarls. They are much like the Vanjarls of Vanheim, but are slightly more magically powerful, wielding death magic and sometimes fire in addition to air, glamour, and blood. Of course, they are priests as well. Human sages often seek to learn the magic of the Vanir; they are less powerful, but their studiousness makes them excellent researchers. Every Vanarusian Sage studies at least a little bit of air magic, but beyond that, each pursues whatever magics interest them most, leaving each sage with a slightly different combination of paths chosen from fire, air, earth, nature, death, glamour and blood. Human Wizards and Witches of the Wilds live in the forests of Vanarus and rarely interact with the Vanir-ruled cities. Still, it's likely the appearance of a new god could bring them into the fold. A Witch of the Wilds, known as a Vyedma, practices water, earth, and nature magic, as well as sometimes fire or air. Each Wizard, called a Vyedun, uses fire, air, earth and nature, and sometimes water. Priests without magical training are called Godes, and are most often human. Chud Jarls also have some religious authority, but mainly serve as generals.

The Vanarusian military uses mostly ring mail or chain mail armor, regardless of species, and favors oval-shaped wooden shields covered in leather. However, Chud and human berserkers swap the shield for a second weapon, and Chud Skinshifters, though no longer sacred, still wear furs and wield two-handed axes, at least until they are wounded and take on their werebear forms. Ordinary soldiers wield axes, swords, or spears, and many carry javelins. Human archers use simple shortbows. The only Vanir who serve are the Oath-Bound, sacred warriors who pledge their lives to their ruler. They are armed as any other Vanarusian soldier, but their Van heritage gives them the ability to cloak themselves in illusion or create mirror images. It is rumoured that the emperor of Pythium has hired a large band of Oath-Bound as bodyguards.

[1] For some reason, the spelling of the plural form of "Chud" changes between the Early and Middle Ages

Bogarus

Like Vanarus and Rus before them, the people of Bogarus are adapted to Cold 2 scales.

Late Ages - Age of Heroes

The Vanir have disappeared, leaving humans to rule over the land as Kynaz and Veliki Kynaz - Princes and Grand Princes, respectively. They are skilled generals, and are guided in religious and state affairs by the Eparchs and Exarchs of the new faith. Eparchs are the heads of the church, and extremely powerful in holy magic. The Exarchs are high ranking priests who serve under the Eparchs; their priestly powers are lesser than the Eparchs, but still potent. Such priests often grow extremely wealthy through the church's influence and political power within Bogarus. However, there is another branch of the cult of the awakening god: the Khlysty. The Khlysty practice self-mutilation to prove their faith, and are led by Skoptsy, or castrated ones, who have performed the "first seal" upon themselves. This involves removing their "fruits of sin:" testes if male or breasts if female. Each Skopets is a weak priest, though some practice weak blood magic. The most dedicated Skoptsy pass all five seals to become a Fivefold Angel. They remove their hands as well, and even more horrifically, the flesh on their backs is torn open and spread by wooden spines to resemble wings. Through this practice, they gain protection from harm; any damage that might be done to them has a chance of being reflected back on their attacker. They are also priests on par with the Exarchs and skilled blood mages besides. A number of other magical traditions have flourished within Bogarus as well; wealthy princes pay well to those who can promise them power, wealth, or foresight. Astrapelagists study where and how lightning strikes to foresee the future, and wield air and astral magic. Their competitors are the Kalendologists, who use astral magic, and predict events through observing stars and making calendars. Alchemists practice fire, earth, and astral magic in pursuing the transmutation of base metals into gold. Masters of Names attempt to discover the names used in the creation of the world, and learn astral magic alongside either fire, air or blood. Occultists, meanwhile, bind demons and raise the dead with astral, death, and blood magic. The most powerful and respected mages are the Starets, or Elders. They are skilled in fire, air, astral, blood, and sometimes death magic, and their services are highly desired by the Princes.

Bogarusian soldiers are divided into three general categories: Voi, tribal levies; Peshtsi, regular infantry; and Druzhina, a prince's personal guards. Voi are infantry who wear leather armor and carry round wooden shields with axes or spears. Voi Spearmen typically carry javelins as well, and Voi Archers use simple shortbows. Peshtsi are more heavily armored with scale mail, and also bear larger, teardrop-shaped shields. For offense, they use spears, axes, or swords, but do not wield ranged weapons. Druzhina are horse cavalry, and are further divided into Grid Druzhina and Malaia Druzhina. Grid Druzhina are younger and less experienced, and

therefore tasked with harassing enemies with composite bows. Malaia Druzhina are veterans proven in battle, and fight with lance, broadsword, and shield. Bogarus has no sacred soldiers.

Kailasa

The Yakshas and apes of Kailasa favor a Heat 2 climate.

Early Ages - Rise of the Ape Kings

Atop Mount Kailasa, semi-divine humanoid creatures known as Yakshas still linger. Most have left the world and ascended to the celestial spheres, and the few who remain are infatuated with the beauty of the world. All Yakshas possess awe-inspiring beauty, and their leaders all have authority as priests. Male leaders are skilled earth mages with some ability in nature and glamour, and a few practice astral or water. Female leaders, known as Yakshini, are strong in the path of water, with minor skill in nature and glamour, and some also use earth or astral. The Yakshas command a population of intelligent monkeys and apes which are divided into four different castes. The Markata are the lowest caste, and appear as large spider monkeys about half the size of a human. Above them are the Vanara, thin apes about the same size as a human. They make up the majority of the population. The Bandar, a warrior caste of large gorilla-like apes, stand above most Vanara in stature and station both. The highest caste is made up of white-furred Vanara called "White Ones" who are trained as Brahmin, Yogis and Gurus. Brahmin are weak priests, while both Yogis and Gurus practice astral magic. Gurus are slightly more skilled and also use nature magic, however.

Each caste fights in different ways during wartime. Markata fight with simple clubs or bows, and sometimes also throw small stones. Though they are physically weak and undisciplined, they can be massed in large numbers. Vanara warriors use clubs and bows of slightly higher quality, and carry bronze bucklers, but use no armor. Most Bandar warriors fight in the same manner, though their archers are strong enough to wield longbows, and the highest-status warriors are permitted to wield swords and wear scale mail. Yakshas are all considered sacred, and they march to war with bows, two-handed spears, or sword and shield. Like many of the apes who serve them, they wear no armor.

Lanka

Lanka favors a temperature scale of Heat 2.

Early Ages - Land of Demons

Lanka is ruled by Rakshasas, demonic ogres from an ancient time. They once feuded with the Devatas, but now most Rakshasas have moved on to the Nether Realms. The ones that remain have captured and enslaved apes from Kailasa who now serve them as slaves and food. The Rakshasas themselves come in a variety of shapes, but are all humanoid with an eclectic

combination of animal parts. For example, the ruling class, the Raksharajas, appear as apes but with the legs and horns of a bull. They cast air, death, and blood magic, and are priests as well. They are served by the Rakshasi, female Rakshasa spellcasters. They use very similar magic to the Raksharajas, but have also learned nature and glamour magic. While their true forms are hideous, they can take the form of beautiful maidens to seduce unwitting foes. This practice led to the birth of Kala-Mukhas, Bandar-Rakshasa crossbreeds. Many of these are trained as mage-priests who practice blood magic, and sometimes death or nature as well. Some Bandar are also permitted to learn magic; these also favor the paths of nature, death, and blood.

The lower ranks of Lanka's military are identical to Kailasa's, being filled by Markatas, Vanaras, and Bandar. However, their sacred units consist of Kala-Mukha Warriors and a variety of different Rakshasas. Most of these are equipped with bronze scale armor with buckler shields and either swords or clubs.

Bandar Log

Middle Ages - Land of the *Apes*

When the Yakshas ascended into the Celestial Realms, the Bandar assumed leadership of Kailasa, renaming it Bandar Log after themselves. Some White Ones have become even more skilled than before in order replace the powerful Yaksha and Yakshini mages; though Brahmin, Yogis and Gurus are no different in this new age, the most ancient mages and philosophers are recognized as Rishis, who use more powerful astral and nature magic than even the Gurus. Rishis sometimes take an interest in water or earth magic as well.

The military is changed little, though the Yakshas have left and scale armor is much more common. The Vanara have also begun to field scale-armored chakram throwers. Furthermore, White Ones are numerous enough that not all of them pursue magic or religious contemplation. White One infantry wield falchions in one hand and bronze bucklers in the other while clad in scale mail armor. Tiger Riders are White One cavalry equipped in the same manner, riding tigers trained in remote forest temples. All White One units are sacred.

Patala

Late Ages - Reign of the *Nagas*

Long after the Bandar took control of the land, snake people known as Nagas emerged from the underworld. With their hypnotic eyes and dancing serpentine bodies, they mesmerized the apes and established themselves as rulers. The new kings, the Nagarajas, are skilled priests, generals, and water mages who also practice small amounts of earth and glamour magic. They are advised by Nagarishis, powerful sages. Although the Nagarishis have less priestly authority than the kings, they are extremely skilled in water and earth magic, with respectable ability in astral, nature, and glamour as well. All Naga leaders can transform into a humanoid Yaksha

shape, but perhaps the Naginis, Naga princesses, make the most use of it. Naginis are slightly less powerful priests than the Nagarajas and slightly more powerful in other types of magic, and they are incredibly beautiful in human shape. So much so that they can seduce enemy mages, priests, and commanders and sway them to Patala's side. White One Brahmin, Yogis, and Gurus still exist, but they no longer become skilled enough to qualify as Rishis. They also no longer serve as soldiers in the military.

Other aspects of the army have changed little, although Patala's new sacred units are Naga Warriors, who wield either two-handed spears or falchions with round, bronze shields. Some Nagas fight unarmored, preferring to rely only on their own scales for protection, while others wear bronze scale armor. All Nagas can stun enemies with their hypnotic gaze, spit venom, and kill with a powerful venomous bite.

Yomi

Early Ages - Oni Kings

Yomi is centered on the Mountain of the Oni Kings, within which lies a passage to the underworld. From this gate, hideous demons known as Oni have sprung forth to spread chaos and despair among the living. They are led by huge Dai Oni who stand at more than twice the height of a human. Dai Oni are powerful fire, earth, and death mages, and have some skill as priests; a few practice small amounts of air magic as well. Below them are Oni Shugo, warrior-mages skilled in death magic as well as either fire, air or earth. On average, these are about 50% taller than a man, and wear heavy armor into battle. Many humans serve the Oni as well, either out of fear or greed. Human sorcerers are taught the same paths as the Dai Oni, though they are less skilled than their masters. Namanari, human witches who use death and nature magic, are also common in Yomi. Despite the Oni leadership, humans are often selected as generals, as many Oni are too stupid to make effective battlefield commanders. These "Demon Generals" are taught small amounts of death magic and equipped with katanas and heavy armor. Human priests are recruited to erect demonic temples which allow lesser Oni to enter the mortal realm.

These weaker Oni make up a large part of Yomi's military forces; they vary widely in shape and size, but tend to fight unarmored with two-handed clubs or swords. They are aided by Bakemono, short, green-skinned, goblin-like creatures who use spears, clubs, or bows. Bandits also serve the Oni, and typically fight with spears or bows. Bandits wear whatever armor they can strip from their foes, as the Oni rarely spare the expense to properly equip them. Yomi has no regular sacred units.

Shinuyama

Middle Ages - Land of the Bakemono

When the gates to the underworld closed, the Oni dwindled in number until the Bakemono rebelled against their former masters. Alongside their human servants, they slew the last of the Oni and raised up new Bakemono kings. With their newfound station, some Bakemono have grown in stature as well, resulting in human-sized Dai Bakemono and the even larger O-Bakemono. The Dai Bakemono form a noble class of samurai, though some prefer to study magic rather than war. These Bakemono Sorcerers gain skill with a variety of magics, including fire, water, earth and death, and they have minor ability as priests. Smaller Bakemono serve as Shamans, who are more numerous, but far weaker. While they have the same level of religious authority, they have only minor skill in a single path available to the Sorcerers. Ubas are human mages continuing in the traditions of the Namanari, although they have learned water magic in addition to death and nature, and some practice earth magic. Ubas can also transform into massive black cats the size of tigers. Shinuyama trains no other mages, but the Bakemono have secured the aid of Shuten-doji, living vampires who appear as old men with claws. They can play flutes that put listeners to sleep, are resistant to mundane weapons, and are skilled commanders. The Bakemono also employ Noppera-bo as assassins. A Noppera-bo initially appears as attractive human woman dressed in white, but when her target gets close enough, she will reveal her true face, which is completely blank.

Kappa, amphibious turtle-people, are another new addition to Shinuyama's armies. They fight without weapons or armor, but are fearsome opponents nonetheless; their shells and scales offer ample protection, and their great strength allows them to easily break bones. They do fatigue quickly when out of the water, however. Bandits and smaller Bakemono are still common in the armies of Shinuyama, although Bakemono forging techniques have improved. Iron armor is now common, and some even wield wakizashi. The best weapons and armors are reserved for the Dai Bakemono, however. They typically wield two-handed no-dachi, and some also carry long bows. O-Bakemono are sometimes used as shock troops for their ogre-like size and strength. Their intelligence is lacking, however, and only ever use simple wooden clubs and primitive furs for protection. Shinuyama does not train any sacred soldiers.

Jomon

Late Ages - Human Daimyos

The humans have risen up and deposed the Bakemono kings just as the Bakemono replaced the Oni so long ago. The new land of Jomon is a strictly organized feudal society ruled by Daimyos who frequently warred against each other, though the coming of a new god has convinced them to band together and look beyond Jomon's borders. The Daimyos are, of course, skilled generals; they and their vassals command Jomon's armies. They employ a variety of servants both magical and mundane. Ninjas are frequently hired as assassins, while

Shugenjas and Onmyo-ji fill the magic-user role. Shugenjas are mountain ascetics who favor earth magic. Their traditions are heavily influenced by T'ien Ch'i, and therefore most also practice either fire, air, water, or nature. Master Shugenjas are even more skilled, particularly in nature magic. Onmyo-ji practice Onmyo astrology, which is based on the Way of Five Elements. They are skilled astral mages and each Onmyo-ji uses a slightly different mix of fire, air, water, earth, and/or nature magic. While the Onmyo-ji are not truly immortal, they are extremely long-lived. In battle, they will each summon a Shikigami in the form of a large, black hawk to aid them. The Monks of the Fivefold Path are the main religious order within Jomon. Each Monk is a weak priest and practices a small amount of fire, air, water, earth, or nature magic. The high priest of each shrine is known as a Kannushi. They are more powerful priests than the Monks, but only a few use magic.

The Daimyo have also allied with the Dragon Kings of the Eastern Sea, giving them access to strange amphibious half-men from the ocean. The sons of the Dragon Kings are known as Ryujin, and are powerful water mages who use a variety of other magics as well, including fire, air earth and/or nature, in different combinations depending on individual interest. They usually take on a humanoid, half-dragon form about twice the size of a human, but can at will revert to their true form: that of a massive dragon with a long, sinuous body, four limbs and an antlered head. Strange humanoid Crab Generals lead armies of half-man Shrimp Soldiers and Shark Warriors clad in metal scale armor and wielding two-handed polearms.

Back on land, Jomon's armies are a combination of Ashigaru peasant levies and well-trained and equipped Samurai. Ashigaru are equipped with simple iron armor and yari spears, while Samurai wear more ornate, heavier armor. Most Samurai carry katanas, though some favor the naginata. Samurai Archers wield both longbow and katana with equal skill. Particularly skilled Samurai join special units, such as the heavily armored O-ban; the Go-Hatamoto, who guard the Daimyos themselves; or the Aka-Oni, known for their distinctive red armor and fearsome skill. The Sohei and Yamabushi are Jomon's sacred warrior monks. They are equipped similarly to the samurai, the Yamabushi taking up the katana while the Sohei favor the naginata. They see martial arts as a means of achieving bodily and mental perfection, and their skill and bravery are on par with the greatest Samurai warriors.

Hinnom

The Giants of Hinnom favor a temperature scale of Heat 2.

Early Ages - Sons of the Fallen

Hinnom is is a vast desert inhabited by the Avvim, a race of giants. In ancient times, angels known as the Grigori descended upon the desert to lead the Avvim, but these angels grew enamored with their subjects. In defiance of divine will, they interbred with the Avvim and

taught them the forbidden path of blood magic. Their union produced the Nephilim, but the Grigori were banished to the Infernal Realms for their sins. The Nephilim took their place as rulers of Hinnom, and their children became known as the the Rephaim. Now the Nephilim have departed Hinnom in search of purpose and left the Rephaim to rule. These new rulers are distinguished from their subjects by their enormous size, standing at nearly twice the height of the already large Avvim. The Rephaim also grow horns from their foreheads and have six fingers on each hand. Being born into the ruling class, they are accustomed to luxury and have terrifying appetites, regularly feasting on their own subjects. In response to Avvim rebellions, the Rephaim have begun to spread a religion of Nephilim-worship, to present themselves as priests and the children of the gods, but this self-aggrandizement has only increased their depravity. The most powerful Rephaim are the Melqarts, descendants of the angel Azazel, who taught them powerful blood magic and the ways of war. Each Melqart is a priest and an extremely skilled general and uses either earth, fire, or astral magic in addition to blood. Ba'als are lesser Rephaim priest-lords. They are also trained to command troops, but are not quite as good as the Melqarts. Their blood magic is also slightly weaker than that of the Melqarts, but their earth, fire or astral magic is more potent. The lowest tier of Rephaim leadership are the Kohanim, who practice the same types of magic as the Melqarts and Ba'als, but are not as skilled. Although all Rephaim leaders have some divine magic ability, most religious functions are left to the Kohanim. All Rephaim also have huge appetites, particularly for humans and Avvim, and their hunger only increases based on their station. Most will eat a little less than one person per day, but Ba'als will eat almost two per day, and Melqarts will kill almost three per day with their feasts and self-glorifying blood sacrifices. Some Avvim also practice magic, though none follow the path of blood favored by their rulers. Achas are skilled nature mages and healers, while each Ammi focuses on either fire, air, earth, or astral. The Qedesim (masc.) and Qedesot (fem.) are Avvim priests, but are selected for their pleasing physical appearances rather than intellect or religious conviction. The Rephaim have also conquered the native Horim giants, who are about the same size as the Avvim; Horim shamans use earth, death, and nature magic.

In war, the Horim fight with clubs or stone-tipped spears and wear furs or no armor at all. The Avvim craft ring mail or scale armor and wield spears or swords in one hand and a shield in the other. Some carry javelins to throw at their foes, and dedicated archers are trained to fire massive great bows. Avvim soldiers march to war alongside horn blowers, whose horns can shake the walls of a city with their sound. Massed horn blowers can even bring down fortifications. A single Avvim is too large for a horse to carry, but they do field horse-drawn chariots. Rephaite warriors are considered sacred, and they march to battle with scale mail armor, wooden shields, and magical swords.

Ashdod

Just like Hinnom, the giants of Ashdod desire Heat 2 scales.

Middle Ages - Reign of the Anakim

The Rephaim have lost some of their ancestral power over the ages, but also much of their terrible hunger. At the same time, what was once called Hinnom has expanded into multiple city-states each known for a specific race of Rephaim. The most powerful are Ashdod and Ashkelon, homes to the Anakim, who are considered the most pure-blooded and therefore closest to the ancient Nephilim. However, even among these cities, the Melqarts have vanished. With their disappearance, a religion of ancestor worship has overtaken the nation, and now the Rephaim only practice cannibalism at special feasts to honor the dead. In each funerary banquet a single Rephaite mage-priest known as a Zamzummite is sacrificed and eaten by the attendants. The Zamzummim are weak priests but skilled death and earth mages, and many familiarize themselves with fire or astral magic. They fulfill their final purpose by being devoured, and go to their deaths willingly, being considered the most important religious official at such a feast. The Adon, an Anakim priest-king, also presides at the banquet. His religious authority is greater than the Zamzummite's, but he lacks any ability with death magic and has less skill in earth. Other Rephaite races come from other cities, bringing with them different mage traditions; the Talmai from the now-destroyed Kiriath Sepher, or city of books, train Rephaite Sages and Talmai Elders. They use fire, earth, and astral magic, though the Elders are more skilled than ordinary sages, especially in crafting magic items. The Talmai spellcasters are not quite as powerful as the Zamzummim, and are not priests, but are notable for their scholarly ability and make for excellent researchers. The priests and mages of the other cities are made up of Kohanim and Emmim, respectively. A Kohen is a weak priest, and only a few of them study death magic, while an Emite is a death mage who sometimes learns weak fire, earth or astral magic.

The Rephaim military consists of mostly Avvite Giants, of course, but humans have begun to enter the land as well. These immigrants are enslaved and pressed into service either as laborers or soldiers, given simple slings or spears and leather armor. The Giants themselves are far better armed, favoring scale mail armor and round wooden shields. For offence, frontline soldiers wield spears or swords, while archers use massive great bows. Ashdod's sacred units are the Ahiman Anakim and Sheshai Anakim, who still trace their ancestry all the way back to the Nephilim. The descendants of Ahiman are the strongest of all the already strong Anakim, while the Anakim of Sheshai's bloodline are resistant to fire and fly into a battle-rage when wounded.

Gath

Just like their predecessors in Ashdod, the Giants of Gath prefer hot climates. However, the increasing prevalence of humans has reduced the overall heat tolerance somewhat. Overall, Gath prefers Heat 1 scales.

Late Ages - Last of the Giants

Humans have become increasingly numerous over the ages, and the Avvite Giants have lost city after city to Abysian invasions. Now only the city of Gath remains. The massive influx of humans has had one benefit to their Avvite overlords, however: it was discovered that, when used in blood sacrifice, human blood has as much potential as that of the Avvim. The state religion has therefore shifted back in favor of large-scale blood sacrifice, just as in the ancient Melqart cult. It is led by the Kohen Gadol, the last of the Anakim, now elevated to high priests. Their holy magic is incredibly potent, and they train in blood magic as well as some combination of fire, earth, and/or astral, depending on individual interest. They share power with the general-kings of Gath, each known as a Seren. The Seranim focus mostly on political and military leadership, but a few learn a little fire, earth, or astral magic. Among the giants, Non-Anakite priests are known as Kohanim; they are trained just as the Kohen Gadol, but are slightly less powerful. Human priests come exclusively from the tribe of Levi, since the tribe is known for their religious fervor. Even so, the Levite Priests learn only the basics of holy magic, and are never taught other paths. Not every Avvite Giant approves of the new religion's embrace of blood magic, however. An Abba is a nature mage who has dedicated his life to aiding the meek, particularly the humans. They are skilled healers and also train in either fire, earth, or astral, but the Kohanim consider their rejection of blood sacrifice heretical. Yeddeonim are also viewed with suspicion as the remnants of the Zamzummim of previous ages. They have lost their priestly status and much of their magical potency, but still retain some ability in earth, death, and occasionally fire or astral magic. The humans of the tribe of Iassachar are known for their wisdom, so their sages are often employed for magical research. Even so, only a small number of them ever learn to actually wield magic. When they do, they use weak fire, earth, or astral.

The Gittite military consists mostly of humans of various tribes, each specializing in a different style of warfare. Despite their increasing reliance on humanity, the Avvim have prevented humans from learning iron smithing, forcing most to use only bronze. Human tribes typically fight in bronze scale or leather armor with round wooden shields, bronze spears, and javelins. The Benjaminites, however, favor slings at range and dual bronze swords in melee, and the Reubenites contribute short bow archers to Gath's armies. Only the Asherites, living on the borders of Gittite territory, have obtained iron weapons and armor through trade with foreign nations. They are also among the most militarily developed of the human tribes, as they are frequently Gath's first line of defense against invasion. Their soldiers wear chain mail, wield

iron broad swords, and carry wooden tower shields painted green and bearing the image of an olive tree, symbol of the prosperity of their land. The Avvite soldiers within the military use scale mail, spears, javelins, and round wooden shields, similar to most humans, but made from iron rather than bronze. Gath has two sacred units. First are the human Levite Zealots, from the fanatical tribe of Levi and equipped much the same as most human soldiers. Second are the Gibborim, the last remaining descendants of the Anakim. Gibborim are equipped like other giant soldiers, but bear magical swords rather than spears and javelins.

Ur

Ur favors Heat 1 temperature scales.

Early Ages - The First City

Ur is inhabited by three tribes of Enkidus. While humanoid in shape, each Enkidu stands about 50% taller than a man and has two horns growing from its head. The first tribe lives a rural existence in the plains and wild lands of Ur. The second are hunter-gatherers who live in the swamps; these lack technology, but have been hardened by their harsh environment. The third live in the city of Eridu, founded after their introduction to large-scale agriculture and metalworking by the Avvim of Hinnom. The first tribe are led by Shamans who wield potent nature and earth magic. Some also practice water magic, and a small number also use death. The swamp tribe are led by berserker Head Hunters and Bone Reader mages. The Bone Readers follow the paths of earth and death, and some add water to their repertoire as well. They are not as powerful as the rural Shamans, however. The city-dwelling Enkidus are ruled by priest kings and queens known as Ensis and Entus, respectively. Each Ensi and Entu is an extremely powerful priest, and practices at least a small amount of nature magic. Ensis also use earth magic, and sometimes air or water as well. Entus focus on water magic, and some also study earth or air. There are also a number of lesser priests within the city. Ishibs, for example, serve in the temple known as the House of Water, and double as water mages. Some also practice air, earth or nature magic. Gudus, Sal-Mes, and Galas are weak priests compared to the other clergy within the city, but each has a niche to fill. Gudus use air or earth magic, and are in charge of (bloodless) offerings and sacrifices. Each Sal-Me is meant to embody the divine principle of fertility and so practices water and nature magic. Galas use only nature magic, but compose elegies to the dead. They can sing their spells which allows them to cast without significantly fatiguing themselves, and are extremely skilled in reviving dead gods. There is, arguably, a fourth tribe not often mentioned, known as the Kulullus. These are mer-Enkidus, appearing as their land-dwelling relatives but with a long, fish-like tail in place of legs. Their kings and queens are mage-priests much like the urban Enkidus, but slightly less powerful. Kulullu Kings use water magic, while the queens train in water, nature, and sometimes air or astral. Kulullu sages have no authority as priests, but practice the same types of magic as the queens with marginally less skill.

In war, Enkidus wield axes, spears, or clubs made of stone or bronze with long, oval-shaped wooden shields. Archers wield long bows. The city-dwelling tribe and Kulullus forge bronze scale armor, while the other tribes wear only furs. Ur fields two different sacred units. First are Enki's Chosen, who guard the temples and priests of the city of Eridu. These carry bronze axes with wooden shields and bronze scale mail. Second are the Mushussus, wingless dragon-like creatures that live in the swamps of Ur. Each has a green, scaled body, three horns on its head, the paws of a lion, the hindlegs of an eagle, and a tail that ends in a snake's head. The Mushussus are benevolent and willingly aid the Enkidus, but are few in number.

Uruk

Like Ur, Uruk desires Heat 1 scales.

Middle Ages - City States

After the founding of Eridu, Ur spread rapidly, establishing other settlements in imitation of the first city. Eventually, even the rural and swamp-dwelling Enkidu assimilated into urban life, and each city developed its own character and specialization, such as the City of Scribes or the City of Trade. The Ensi of the First City was unable to directly control all new settlements, so prominent leaders began to declare themselves Ensis of their own cities. It did not take long for war to break out, as the new kings sought ever greater power. The decades of war have only recently come to an end with word of a new awakening god. The new generation of Ensis are slightly less skilled than the original, and occasionally use astral magic instead of air. The Entu priestess-queens are no longer connected to the Ensis in marriage, having moved to the City of Gods and constructed the Temple of the Moon in honor of the awakening god. Unlike the Ensi kings, they have lost none of their power, though they now practice different paths of magic: astral, water, and sometimes earth or nature. The Entus command a number of different mages and priests from the Temple of the Moon, with the Ereshdingir high priestesses second in command. An Ereshdingir is only slightly less powerful than an Entu, using water and astral magic in addition to their holy powers. Naditus are nuns of the new faith, practicing only weak astral and priestly magic, but being nearly ubiquitous throughout the city-states of Uruk. Male Enkidus in the service of the Moon Temple have no priestly authority, but are among the strongest astral mages in Uruk. They also train in nature magic and some combination of air, water, and/or earth. Within the temple, they study the stars to predict future events. Some noblewomen also take up religious study, becoming known as "Nin." Most follow the old religion of Ur, learning water, earth, or nature magic, but an increasing number learn astral in reverence of the moon. Practitioners of the old faith still exist within Uruk; the Ishib and Gala traditions in particular remaining strong. Ishibs are much as they were in Ur, though they have lost some of their skill in water magic. Galas, on the other hand, are almost completely unchanged. Shamans, having lost their positions as spiritual leaders,

have lost a great deal of magical potency, but still practice earth and nature magic, desperately trying to keep the old ways alive. Gudus also survive, but are similarly reduced in power and stature. A new tradition of physician-priests known as "Ashipus" has spread throughout many different temples of Uruk; these use only minor astral and nature magic, but can reliably banish disease. The Ensis of Uruk maintain their connection to the underwater Kulullu civilization, although the Kulullus have hardly changed at all.

The most significant change to Uruk's military is the widespread use of iron scale armor. Uruk's sacred units have also changed; with the shift in religious practices, Mushussus are no longer considered sacred, but are now used to pull large chariots. Enki's Chosen are no more, having been replaced by the Maidens of the Moon, an all-female order of warriors trained to fight in close formation with distinctive purple-blue shields and bronze weapons and armor.

Berytos

The humans and Colossi of Berytos are accustomed to a climate of Heat 1.

Early Ages - The Phoenix Empire

In a previous age, huge storm demons known as Telkhines raised a civilization of humans and taught their subjects water and air magic as well as sailing and ironsmithing. The Telkhines were destroyed by a previous Pantokrator, however, and their subjects fled across the sea to found a new empire. These were the ancestors of the Berytians. Lacking gods to worship, they at first found the Melqarts of Hinnom, erecting great temples to them and adopting their practice of blood magic. Later, refugee Colossi from Machaka appeared on the shores of Berytos, led by powerful sorceresses. The formerly-Machakan sorceresses claimed divine heritage and impressed the Berytian people with their magical and physical might. They wrested control of Berytos from the Melqart cult by claiming to be "Brides-in-Waiting," ready to be wed upon the gods' return, further legitimizing their claims of divinity. These new priest-queens use fire, air, and earth magic, and have adopted the blood magic of Hinnom. The lesser, human priests also use blood magic learned from Hinnom, and sometimes learn another magic path from their new rulers. Despite the changing leadership, respect for the ancient Telkhines lives on in the Storm Callers, who practice the paths of air and water, sometimes also using fire or astral. Mage Pilots also follow in this tradition of air and water magic, though their training focuses more on piloting and navigating ships across the ocean than sheer magical power. Meanwhile, Berytian Sages attempt to uncover ancient Telkhine lore lost to the ages. They focus on earth magic and also practice either air or water.

Berytian soldiers bear wooden shields with either short swords or long spears. Many carry throwing javelins, and archers wield simple shortbows. Light infantry units wear leather armor or thick linen cloth, while heavy infantry have iron scale mail. Berytos fields both lightly

armored horse cavalry and elephant cavalry. Their sacred units are Colossi Warriors, who guard the sorceress-queens. As Colossi, they stand head and shoulders above even tall humans, and are equipped with scale armor, short swords, and shields. Many Berytian commanders are also excellent sailors, and are able to guide armadas of ships safely across the seas.

Xibalba

The Zotz and other beings of Xibalba prefer a Heat 1 scale.

Early Ages - Vigil of the Sun

Beneath the forests of Mictlan, there are vast underground caverns inhabited by blind humanoid beings with bat wings known as Zotz. In ancient times, the sun and moon would pass through the caverns on their journey to the eastern horizon, guarded by the Zotz. This has not happened for ages, but still the Zotz hold fast to their traditions. Xibalba is ruled by their priests, the highest of which are the Ajaw Kan Ek' and Ah K'in Kan Ek'. The Ajaw Kan Ek' and lesser lords known as Ajaw are religious leaders and military commanders, while other priests instead focus on magecraft. The Ah K'in Kan Ek' are sun priests skilled in the path of fire, and also use a little bit of earth and death magic. A few have picked up blood magic as well. Ah K'in are lesser sun priests and use only fire magic. Chilanob are priests of the caves and darkness, practicing earth and death magic, while Ah Nakom are in charge of blood sacrifice, both for religious and magical purposes. Ah Nakom serve cave demons known as Onaquis, huge beasts with human torsos, the legs of a jaguar and the wings and head of a bat. Onaquis are powerful death and blood mages with some skill in nature magic, and a few dabble in fire. Ah Itzob are dedicated mages; each Ah Itz has has training in death and blood magic, and a few also use air or earth. Old and powerful Ah Itzob take the title of "Camazotz," indicating their greater mastery of death magic.

The Xibalban military makes excellent use of their ability to fly, mostly favoring light armor or none at all to maintain their mobility. The light armor that they do use is based on technology from Mictlan, and therefore consists of leather, wood, and bone. Weapons include stone spears, maces, or club-swords. The echolocation used by the Zotz offers a detailed description of their surroundings, but is not as long-range as sight, so they shun bows, favoring thrown obsidian darts instead. The only heavy infantry that they field are the sacred Sun Guides, who wear armor made from gold and silver, which was given to them in ancient times. This armor is surprisingly effective despite the materials used to make it. Finally, there are a variety of giant scorpions living in the caves of Xibalba; these are trained by dedicated Scorpion Trainers who command them using ultrasonic cries.

***Middle Ages* - Flooded Caves**

Between the Early and Middle Ages, a star fell into the ocean, causing the caves of Xibalba to flood and devastating the Zotz population. Not long after, Atlantean refugees entered the caves, fleeing from the destruction of their empire. The Atlanteans who settled in Xibalba were changed over time into a more toadlike form and began to call themselves Muuch, toad people. Despite fleeing their own disaster, the Muuch found themselves more adapted to the now flooded caves of Xibalba and conquered the remaining Zotz. Xibalba is now ruled by the Bacabob, Muuch mage-priests. Each Bacab is a powerful water mage with skill in earth and death as well. Some also study the path of nature. They have also learned the art of obsidian crafting and contribute to arming their warriors. The K'uhul are second in authority and power to the Bacabob; they practice the same types of magic, but are not as experienced. They are, in turn, served by the Ah Ha'ob priests with minor skill in water and earth magic. The Muuch have also taken over the role of Ah Itz and Ajaw from the Zotz. Ajaw are much the same, despite the change in species, though the new Ah Itzob are slightly less skilled than in early ages, using only water and death magic. A few Zotz still remain; for example, the Camazotz, who are not significantly changed. Many Zotz fled to the surface when the caves flooded, leading to communities of surface-dwellers. Wayob are surfacer mages who have learned nature and blood magic due to contact with Mictlan, and a small number also practice either fire or death magic.

A few Zotz warriors still remain, using stone spears or obsidian club-swords, but most military positions are now filled by Muuch. These use stone weapons like their predecessors, and many bear leather armor and hide shields. A few fortunate warriors are permitted bronze weapons and bronze scale armor. Xibalba's new sacred units are the Chak Muuch, Muuch with red and black skin who secrete potent poison. Some of these are trained as assassins, while others are employed as soldiers. Armament varies between bronze spears, obsidian darts, and obsidian swords, while they wear either leather or obsidian cuirasses. Wo' Muuch, who have grown large with age, are also considered sacred, and are armed with obsidian blades, obsidian cuirasses, and hide shields.

***Late Ages* - Return of the Zotz**

When the Bacabob failed to conquer the surface world, they fled to their cities within the underwater caves of Xibalba and entered a lengthy hibernation. Over time, water gradually drained from the caverns and the Zotz returned to their ancestral home, waking the sleeping Muuch. The Bacabob came to be worshipped as water gods and once again established themselves as rulers of Xibalba. However, the Zotz are now far more numerous than the Muuch, and all the various Zotz spellcasters of the Early Ages have returned, save the Ah K'in sun priests. The Camazotz are now more powerful than before with the addition of earth magic to their regular repertoire, and the Chilanob have gained slightly greater power as mages

and authority as priests. Some practice water magic in addition to the traditional paths of earth and death. Wayob maintain their old ways, learned from the Nahualli of Mictlan, and the Zotz are once again serving as Ah Itzob as they did in the Early Ages. The Ajaw and Ajaw Kan Ek' have also been restored to their previous positions. The only remaining Muuch mages are the Bacabob, who have gained even greater power as priests, and the Ah Ha'ob, who are unchanged from previous ages.

The military has changed little as well; stone spears, maces, and club-swords are still used, though some Zotz have begun to use light scale armor. Muuch warriors still use bronze spears and scale armor, and Wo' Muuch are still regarded as sacred. However, Chak Muuch are no longer born in large numbers, and Zotz Obsidian Warriors have taken their place. These wield magical obsidian blades and wear obsidian armor.

Mekone

Early Ages - Brazen Giants

The Gigantes of Mekone are giants descended from an ancient god. They stand at twice the height of a man, and with their great size and strength, they have conquered and enslaved their human neighbors. Having witnessed the sinking of Telkhinis, they have declared war on the gods to prevent such a disaster from ever happening again. Yet, ironically, they are led by a new god of their own, whom they call "the god-slayer." Political power in Mekone is divided between the Basileus, the Archons, and the Polemarchs. The Basileus is the priest-king of the Gigantes by virtue of might, and serves as the ceremonial master of the church. Though there presently exists only one Basileus, newly conquered territories or simply the needs of war may call for others. To be worthy of the name, each must be skilled in the paths of fire, water, earth, and possibly air, and must also be a competent priest. The Archons are magistrates and sages. They are also trained as mage-priests; though they are individually less powerful than the Basileus, they are also more numerous. They are familiar with fire, earth, and sometimes air magic. The Polemarchs have no religious authority, but they are skilled in fire and earth magic, and command the armies of Mekone. Of course each is a trained warrior, and they bear gleaming golden armor and shields, with God-Slayer Spears which are especially effective against the sacred units of other nations. Generals who serve under the Polemarchs are called Lochoi; each Lochos is armed just as the Polemarchs are but lacks magical training. Each region also has a local government consisting of either a council of Gerontes or a single Ephor. Gerontes, elders, rule natively Gigante cities, and are selected from retired soldiers of exceptional skill. A Geronte is a weak priest, and uses either fire or earth magic, but not both. Ephoroi rule conquered cities, and are elected by the Gigante population within each. They are also weak priests, but have a little more magical training, being taught the paths of fire, earth, and sometimes air. Mekone has also joined forces with a group of Elder Cyclopes who escaped the destruction of Telkhinis. Each Cyclops stands head and shoulders above even the

Gigantes and is a skilled mage of fire, air, earth, and sometimes water. Furthermore, each one is a master smith.

The armies of Mekone are filled with helote soldiers, enslaved humans kept in line by fear rather than loyalty, although those who show exceptional skill and bravery are freed, becoming Neodamodes. Human light infantry, known as peltasts, wear leather armor and carry wicker shields, bronze spears, and javelins. Heavy infantry, hoplites, use bronze breastplates, shields, and long spears, while medium infantry units called Ekdromoi are equipped similarly, but with bronze scale and shorter spears. Gigantes are far fewer than humans, so Gigante soldiers are deployed sparingly. When they do march to battle, they are clad in the same magical armor as their generals. Their spears are made of the same gleaming golden material, but lack the anti-sacred qualities carried by their commanders' weapons. With war approaching, even Gigante athletes have joined the armies; Discoboloi are discus throwers who are also trained in pankration. They wear no armor, as is traditional in Mekonean sports. Mekone has no sacred units, in accordance with their attitude toward the divine.

Phlegra

Middle Ages - Deformed Giants

When the war against the gods failed, the Gigantes were cursed with monstrous forms, weakened intellects, and violent tempers. They have wild, unruly hair and green scales covering their legs. Their greatest leaders and warriors were imprisoned, but the rest were left to rule their old lands, tormenting their unfortunate subjects. Their leaders, known as Tyrants, are extremely powerful fire mages, with skill in earth, death, and sometimes air as well, and still bear the gleaming breastplates and spears of earlier ages. Human mages known as Trophimoi have come to Phlegra to study magic, but some unscrupulous Trophimoi have begun to enslave their fellow humans. These Trophimos Oppressors wield fire, earth, and either air or water magic. Their skill is lacking, but they make up for it using magical headbands forged for them by the Elder Cyclopes. The headbands allow them to draw power from shackled slave mages in a forced communion. The Shackled Mages are often tricked into service as children, then subjected to cruel training that kills or maims a large number of them. Even so, the training is not particularly effective, as Shackled Mages end up with only minor skill in a single elemental path. Other Trophimoi focus entirely on their studies, rather than on slavery; these have skill in a variety of elemental paths, though no more than one or two at a time. Some have become so enamored with the Gigantes that they have become priests of a new religion celebrating Gigante culture and the new awakening god of the Gigantes. These Trophimos Priests have minor skill in one elemental type of magic and minor training as priests. Elder Cyclopes still remain in Phlegra, as a surprising number survived the war against the gods. They practice the same magic and crafts as in earlier ages, but a tribe of Younger Cyclopes has also migrated to Phlegra. A Younger Cyclops is typically shorter than the Phlegran Tyrants and Elder Cyclopes,

and they have little magical training, but they are still twice the height of a human. Their technology is extremely simple, and many Younger Cyclopes live as Shepherds, raising horse-sized rams known as Mouflons. Mouflons are typically kept for their milk and luxurious furs, but can be aggressive and are sometimes used in warfare by herding large groups into enemy formations. The Cyclops Shepherd Shamans who raise, tend, and direct the Mouflons use weak nature magic. At the same time, their weak magic and primitive, rural lifestyle has not prevented them from enslaving the native humans.

Helotes still fill the military, though the quality of their armor is slightly lessened and they are no longer permitted to earn their freedom by any means. Elder Cyclopes are too few and too skilled to serve as common soldiers, but Younger Cyclopes wield massive wooden clubs or hurl boulders. Their only armor consists of simple fur garments. Of course, the most powerful soldiers are the Gigante Warriors, who carry huge spears and scale armor. They share the monstrous appearances and tempers of the Tyrants. They berserk in combat when wounded, but also love to torment humans and other smaller species. Just like Mekone, Phlegra has no sacred soldiers.

Late Ages - Sleeping Giants

The Phlegran Tyrants ruined the land and destroyed each other in their rage and cruelty. The last of the Elder Cyclopes were killed, eaten, or exiled by the Tyrants, leaving only their enslaved descendants. They maintain their ancestors' skill in forging magical items and use a combination of fire and earth magic, and occasionally water or air. Even so, they are less magically skilled than their ancestors. The Younger Cyclopes have risen to replace the Tyrants, and now form a ruling military caste, having given up their magic and rustic lives. On the other hand, the Oppressors have gained even more political power. Though the Cyclopes officially rule, the human slavemasters handle most affairs, and therefore act as a power-behind-the throne. Phlegran Oppressors are the same as their predecessors, and the conditions of Shackled Mages have not changed, but a new class of Oppressor Archons with greater skill have emerged. The Archons have skill in all elemental paths and astral, and are also priests. Of course, just like ordinary Oppressors, they are adept at magical communions. So too are Oppressor Generals, human military commanders, who use weak earth magic alongside either fire, air, or water.

Human soldiers typically use steel breastplates, broadswords, and wooden shields, though archers are equipped with either crossbows or short bows. Mouflons have a more official role in warfare, carrying human Mouflon Cataphracts. The Cataphracts are heavy cavalry clad in plate mail, wielding shields with long lances or broadswords. Just like in earlier ages, all human soldiers are slaves, and perhaps the human Iron Guard exemplify this most of all. Elite slave soldiers trained from a young age and chosen for their great strength, they have a reputation for

never retreating from combat. This is due to their enchanted slave collars, which inflict excruciating pain and possibly even death should they disobey their masters. Cyclope Soldiers are the only free people in the Phlegran armies. Their steel breastplates, round shields, and spears are magical, but not quite of the quality of the magical arms of earlier ages. They also carry javelins, a more modern replacement for the boulders wielded by their ancestors.

Lately, the ground below Phlegra has begun to quake periodically. All of the inhabitants fear that it heralds the return of the imprisoned Gigantes. Should the Pantokrator's power ever fully pass from the world, then one or two years after the War of the Pantokrator begins, the Burning Mountain in the center of Phlegra will explode. Nearly a third of the population will die and many more will be flee the ensuing destruction as the Laestrygonian Tyrants are released. Though they were once Gigantes, they have been twisted even more than the Phlegran Tyrants, with huge serpents for legs and a mass of vipers for hair. They are cursed with terrible rage and an insatiable hunger for human flesh. Each Tyrant is an incredibly powerful fire mage, with great skill in earth and death magic as well. A few also use air magic. They despise all gods, but a sufficiently powerful pretender could coerce them into service, particularly if they were permitted to eat and torment humans and other intelligent beings.

Phaeacia

Middle Ages - Isle of Dark Ships

Phaeacia was once an island colony of Berytos, and grew prosperous through their traders and shipwrights. When Arcoscephale destroyed Berytos, Phaeacia fought off the Arcoscephalian armies due to its ample treasury and remote location. The sailors and explorers of Phaeacia have only grown more skilled and more bold since then, and have brought to the city a sapling of the golden tree of the blessed gardens of the Hesperides, which has granted the island's inhabitants unnaturally long life. More recently, Phaeacia has accepted refugees from Mekone after the Gigantes' war against the gods failed. Despite so much turmoil, the island is still ruled by Colossi Queens, just as Berytos was. While they still lead the state religion, the Phaeacian Queens have abandoned the blood magic introduced by the Melqart cult, instead using the paths of air, water, astral, and glamour. Colossi noblemen are expected to be intelligent as well as attractive; the wisest and most handsome are selected by the Queens to be Prince Consorts. The Consorts have less religious authority than their spouses and do not use astral magic, but they are stronger in air and water, and a few learn earth or glamour magic. Other Colossi men become Storm Captains, forgoing priestly training for a career as a sailor and military commander. Meanwhile, the Colossi women who are not of sufficient status to become Queens instead take up weaving or other crafts. The Colossi Weavers are respected in particular for their ability to create magical items; they are the ones who weave the sails of the Phaeacian Black Ships that sail without crews. In order to do so, they must learn air and astral magic, and some weavers take up a third path: either fire, water, earth, or glamour. Humans

practice magic as well in the form of the Mage Pilots and Wind Callers. Mage Pilots are the same as they were in Berytos. Wind Callers carry on the legacy of the Berytian Storm Callers, but have fallen in status. Their water magic is slightly weaker, and none now use fire magic. Rather than a military role, they have instead become shipwrights, making the hulls of the famous Black Ships. Some humans also train as priests, spreading the faith to new colonies of Phaeacia, wielding weak holy magic.

Both human and Colossi soldiers within the Phaeacian military use a wide variety of armors, from simple cloth to plate cuirasses, but all melee troops carry round shields made from wood or bronze. Short swords and spears are typical melee weapons, while javelins and short bows are used at range. Occasionally, Gigantes will also volunteer for the military, though they are too few in number to reliably recruit. Phaeacia's sacred units are the Orichalcum Guard, who bear armor, shields, and weapons made from their namesake material. Orichalcum is a reddish metal with incredible durability, and only the most skilled craftsmen are able to work it.

Ind

Warm weather is common in Ind, and its people are accustomed to Heat 1 scales.

Middle Ages - Magnificent Kingdom of Exalted Virtue

Ind is a kingdom of legendary wealth hidden by the will of its awakening god. It is ruled by priest-kings wielding powerful holy magic, the greatest of whom is the Prester King. Just below him are the Primate Kings, and only these kings are permitted to drink from the Fountain of Youth at the Kingdom's center. The Prester King is entirely occupied with the management of the realm, and therefore the Primate Kings are the most potent of Ind's already powerful priesthood, and are excellent military commanders. They also learn astral magic as well as fire, water, earth or nature. Archbishop Marshals and Bishop Generals also command Ind's armies, but wield weaker holy magic than the Kings and do not learn other paths. The Abbot Magus are Ind's mage-priests, being able to sometimes foresee future events, and wielding small amounts of fire and earth, while having slightly greater skill in astral and holy magic. Like the nobility, the greatest Abbots are permitted to drink from the Fountain of Youth to become Abbot Magus Supreme. The Supreme Abbots are more powerful in astral magic, and sometimes other paths as well. Some have also learned a small amount of nature.

It is said that every soldier trained within Ind is a priest, but this is something of an exaggeration. They are all sacred and capable of blessing themselves, but do not wield any other holy spells. Melee units favor scale armor, round wooden shields painted bluish-purple, and broadswords. Archers wear simple linen armor and wield shortbows. Baculites are particularly exalted among the sacred soldiers of Ind, and each wields a staff known as a Baculus, which is enchanted to exhaust and weaken the sacred units of other nations.

Ind is also notable for having conquered a number of other peoples, the most numerous of which are the cannibal tribes. Their Shaman Chiefs practice blood magic, and sometimes astral, nature or death. Their soldiers use simple leather armor and whatever weapons they can find, usually spears, javelins, or shortbows. They are undisciplined and wild, both in- and outside of combat, but extremely numerous. Their lands are ruled by Viceroy Primates, powerful priests who are supported by the Bishop Vicomtes, slightly less powerful priests. Both Viceroys and Vicomtes can press the cannibals into military service in times of war. More easily ruled are the lands of Orionde, Piconye, the Great Feminie, the Cynocephalians, and the Lost Tribe of Rephaim. These vassals have sworn fealty to the Kings of Ind and therefore have been permitted to rule themselves, without a Viceroy Primate.

Orionde is ruled by human kings and nobles who enslave and eat the satyrs and centaurs who live within their forests. The humans of Orionde also employ Great Huntresses, giant women with beards and flat heads, who train lions of strange colors. In war, Orionde fields knights and foot soldiers in bright green uniforms, protected with chainmail and kite shields, and wielding broad swords and lances. They also press their half-man slaves into service in times of war, though the slaves are given, at best, ring mail armor when afforded any protection at all. Satyrs make up light infantry, using bronze spears, while the centaurs pull chariots or wield longbows.

Piconye is a land of little men with horns on their heads, who are brave warriors despite their size. Melee units wield round wooden shields with either sword or spear and wear plate armor, while ranged units use only leather armor and slings. Their scholars use weak earth magic, but are excellent researchers. Every summer, Piconye is attacked by large and aggressive birds of mysterious origins.

The Great Feminie is a matriarchal queendom influenced by the amazons of Sauromatia. Their sorceresses once practiced the “unsophisticated and bloody arts of the amazons,” but have taken up astral and fire under the influence of Ind. The warriors and knights of Feminie are much like their male counterparts in Orionde, but they wear plate rather than chain mail and are slightly more skilled, as they do not rely on slaves to do most of the fighting for them. Feminie’s archers use short bows and wear leather armor. Their common soldiers wear blue, to distinguish themselves from their mages and commanders, who are clad in red.

The Cynocephalians are large dog-headed beast-men who live in the mountains. They are split into two tribes, Gog and Magog. Gog is led by male Dog-Fathers, blood mages who sometimes practice weak nature or death magic. The Dog-Fathers embrace the ways of their conquerors, using iron armaments previously unknown to them. The tribe of Magog is led by female

Bitch-Mothers, who are powerful blood mages and often skilled nature or death mages as well. Though they pledge fealty to Ind, they have kept to their old ways, covering themselves with furs and wielding simple daggers or spears. Cynocephalian Shamans, weak nature mages, exist in both tribes as spiritual leaders. Some shamans practice earth, astral, death, or blood alongside nature.

The Rephaim of the Lost Tribe are ruled by kings who learn some combination of fire, earth, and/or astral magic and bear magical arms and armor. Ordinary soldiers wield magic swords but mundane scale mail and wooden shields. Though they are physically powerful and nearly three times the height of a human, they are bound by an ancient decree that causes them to wither and die should they ever leave their homeland.

Feminie

As a successor kingdom to Ind, the people of Feminie also favor Heat 1 scales.

Late Ages - Sage-Queens

The Magnificent Kingdom is no more, its armies broken and the Prester King slain by the Khans of T'ien Ch'i. Amid Ind's ruin, its former vassals have risen to establish their own kingdoms. Of these, Feminine has been heavily influenced by the legacy of Ind, having learned the lore of its sage-priests, adding glamour magic to their existing fire and astral spells. With this knowledge, they have even duplicated the magic that concealed Ind itself. Feminie's focus on magic and learning is apparent in both its religious and political structures. Nuns known as Cloistered Ladies preserve and further the lore of Ind's Abbot-Magii within they abbeys and are led by Abbesses themselves. Unlike the priests of other nations, they are capable of effective research both magical and mundane despite learning no magic except the divine magic afforded by their deity.

Closely related to Feminie's abbeys are their Savants, who forgo priestly authority to focus on purely magical research. Though their magical power is minor, they are excellent researchers, the greatest of them becoming known as Loremistresses. Sorceresses, on the other hand, favor practical applications to pure research, and thus make for formidable battlemages. The greatest mages, however, are Feminie's rulers, the Sage-Queens, who combine the religious authority of their Abbesses with magical power a step above the Sorceresses. Though fire, astral, and glamour are the most commonly studied magical paths in Feminie, some mages also capable of small amounts of water and nature magic.

In war, Feminie relies heavily on their Lady Knights, noblewomen trained for combat from a young age. Clad in full plate armor and riding powerful warhorses, they wield lances, broad swords, and metal kite shields. Noblewomen of slightly lesser status, meanwhile, train as

Ladies-at-Arms. These women are just as skilled as the Knights and are similarly equipped but do not ride horses. Instead, a Lady-at-Arms will often swear herself to a mage or savant to serve as a highly competent bodyguard. Common soldiers wield swords or spears with round wooden shields in melee, or simple short bows at range, and wear either plate or leather armor depending on their wealth. Unknown to most, however, Feminie's most powerful warriors are the sacred Veiled Ones, who are trained from birth in the Veiled City. Despite their two-handed spears and plate armor, they are said to be so stealthy that they are "never seen by man nor beast." This is an exaggeration, though only a slight one, as they are capable of casting minor illusions and tricks of the mind to fool their foes. Their greatest are elevated into Unseen Ones, who are granted minor priestly authority and proper training in glamour magic. Feminie's soldiers, like their leaders, priests, and mages, are exclusively female, as men are never trusted with even the slightest power. An exception could be made for a male pretender god, however.

Piconye

The little men of Piconye prefer Heat 1 scales like their predecessors in Ind.

***Late Ages* - Legacy of the Prester King**

The people of Piconye had never known a unified kingdom prior to their service to Ind. When Ind fell, they lacked a strong group identity and thus have structured their society in imitation of their former masters. They are ruled by a Prester King, an extremely powerful priest with skill in earth and astral magic, and might also adopt fire, water, or nature magic. Presently only one Prester King exists, but as Piconye expands, it may crown more to rule over new lands and better serve their new god. Just below the Prester King are Piconye's Popes, who administer and oversee the realm from the Cerulean Cathedral. Their capacity for divine magic is equal to the Prester King himself, though they do not study other paths. Below them in the church hierarchy are Arch-Bishops and then Bishops, who are of course more numerous, but also wield appropriately lesser religious authority. The entirety of the church, however, has been extremely zealous in rooting out rival faiths, so Bishops, Arch-Bishops, and Popes alike are skilled in the brutal methods necessary to cut out this moral corruption.

Piconye's mage corps consists mostly of their Sages, who wield weak earth magic and often small amounts of fire, water, astral, or nature. Despite their limited power, they are skilled researchers. Particularly powerful Sages are promoted into Sage-Priests, gaining weak divine magic in addition to their other paths. Though still not as skilled as the dedicated battlemages of other nations, they are somewhat numerous and are known to combine and amplify their powers during battle through magical communions.

Piconye's armies are led by Bishop-Generals, capable commanders who wield minor divine magic. Despite their small size, their soldiers are surprisingly durable, as nearly all soldiers wear full plate armor, and melee troops carry metal round or tower shields. Their offense is also not to be underestimated, as the little men can swarm larger foes, and the sheer number and power of their crossbows are rightly feared. Furthermore, the giant birds that once attacked Piconye have now been tamed, and lance-wielding bird knights can deliver lethal charges from high in the air. Lastly, though not all Piconye's soldiers are priests, they do train large numbers of sacreds, including soldier priests armed with sword and shield, as well as Baculites in imitation of Magnificent Ind. They have even updated Ind's sacred Archer Priests into Crosswielders, who use Piconye's powerful crossbows instead of the far weaker shortbows that were traditional in Ind.

Andramania

Just like the other successors of Ind, the dog-headed people of Andramania favor Heat 1 scales.

Late Ages - Dog Republic

The Cynocephalians of Andramania have benefited most of all from Ind's tutelage; though once howling barbarians, they have been elevated to a level of civilization even beyond Ind at its height. To mark this transition, they now call themselves the "Calystrii," and have vowed never to return to their former, savage ways. The Calystrii are led by a bureaucracy of different magistrates, all of whom are considered sacred as emblems of their new society. Most magistrates work as judges, tax collectors, and administrators, though Presbyter Magistrates are priests of moderate power who oversee the Presbyters, local parish priests. Magistrate Magii are mages who have been brought into Andramania's administration to share insights into magic. They are familiar with fire, earth, and astral magic and sometimes study water or nature, though nature magic is discouraged as an uncivilized pursuit. Oddly, they are not more powerful than ordinary Calystrii Magii, merely emphasizing different magical paths. Non-magistrate mages lack the taboo against nature magic and are therefore more adept in its use, but are slightly less familiar with fire. A few even study the forbidden ancient paths of blood and death. The highest ranking officials within Andramania's government are the Senators, who are as skilled in magic as any Magus, magistrate or otherwise, with all the religious authority of a Presbyter Magistrate. Although these high-ranking Calystrii are permitted to learn nature magic, as they are expected to understand their history and origins, they never adopt blood or death magic.

Andramanian soldiers wield a wide variety of weapons and armor depending on their level of civilization. Rural areas do not always strictly conform to the Calystrii ideal and therefore lack the metallurgical ability to forge the plate mail favored by most of the military. Rural fighters may instead rely on ringmail, leather, or even cloth armor. Andramanians on the whole tend

to favor polearms, either one-handed spears with an oval-shaped wooden shield, or two-handed pikes, glaives, or halberds in the case of the highly elite Senatorial Guard. Civilized Andramanians at least tend to be highly drilled and fight in tight hoplite- or pike square-like formations. When dealing with monstrous or heavily armed enemies, the government will deploy Men at Arms wielding massive greatswords instead. Andramania's most elite and most celebrated soldiers are the Serene Ones, warrior monks who dedicate themselves so wholly to the Calystrii ideal that, despite their canine physiology, they refuse to eat meat of any kind. As a result, they are weaker and frailer than other Cynocephalian soldiers, though not as much as one may think, as they wear the same plate armor and wield the same greatswords as the Men at Arms, and are still notably stronger than the average human. Furthermore, they more than make up for this minor weakness with their single-minded focus on discipline and training.

Not all Cynocephalians have followed the Calystrii way, however. These wild ones living far outside civilization are called "Howlers" by the Calystrii. They are shunned and hated as reminders of the Cynocephalians' past savagery, but they are still sometimes hired as mercenaries to die in place of their "betters." The Howlers wear only simple leather armor, but dual wield swords and hatchets and fly into a berserk rage upon being wounded. They are also skilled raiders, and their connection to nature inspires deference in animals. After battle, they are known to feast on the corpses of their enemies in savage rituals to increase their strength and resilience.

Ubar

The Jinn and and humans of Ubar live in perhaps the hottest desert in the world and thus prefer Heat 3 scales.

Early Ages - Kingdom of the Unseen

In the center of Ubar is a paradise hidden behind three scorching deserts: one red, one white, and one black. It is known as the Iram of a Thousand Pillars, home of the Jinnun, large, magical, ethereal beings born from smokeless flame. They can create illusions around themselves, fly, and turn invisible, but, despite their innate power, they are vulnerable to iron and salt. Once, the land contained the massive and prosperous City of Brass, but its rulers, the Afarit, greatest of the Jinnun, rebelled against the Pantokrator. For their crime, they and their city were sealed away forever. Only a few Jinnun remain with their human slaves. Jinn Emirs rule the Iram, nobles who possess minor priestly authority and practice the paths of fire, air, and sometimes earth or glamour. Jinn Sahara are dedicated mages, forgoing holy magic in favor of greater ability in fire, air, and glamour magic. A few still use minor earth magic as well. The Jinn have also begun to teach humans their magic, leading to Human Sahara, who wield the same paths as their teachers, albeit with less skill. Tubbas are the human counterparts to Jinn Emirs, having the same level of religious authority, but less ability in air magic. Below

them are simple human priests, each called a "Kahin." Though they also possess the same religious significance, each one only learns a small amount to fire, air, or earth magic. These human leaders are the exception, however, as they and the Jinnun rule over a large underclass of slaves. Outside of the Iram of a Thousand Pillars, free humans roam the deserts. Some live simple, rural lives, while others form caravans, journeying to foreign lands as merchants, selling and trading luxuries from the Iram. The desert-dwelling humans do not train mages or priests.

Should a pretender emerge to unite the rural and city-dwelling Ubarans, each group will contribute to the military in different ways. The rural humans fight with bows and scimitars, but wear only light cloth to protect them from the desert heat. Infantry use simple short bows, while the wealthier caravan members have access to camels and more powerful composite bows. These camel riders often train falcons that aid them by harassing enemies. Though swift and stealthy, the rural humans are perhaps more suited to raiding than pitched battles. The slave soldiers from the Iram of a Thousand Pillars are more heavily equipped, however. They carry weapons and armor of bronze so as not to offend their iron-vulnerable masters. Scale mail is standard, as are round wooden shields. Weapons are spears, javelins, and shortbows, while elite guards of the Tubbas, called the "Brazen Guard," wield scimitars. Jinn Warriors are equipped similarly to humans, but without shields, relying on their invisibility and ethereality to protect them. Ghuls, monsters related to the Jinnun, once served the Afarit, but now kill and feed upon humans. However, if the Afarit return, Ghuls might be brought back into service. They typically exist in a corporeal form resembling a human, but with the legs of a donkey. When injured however, a Ghul will reveal its true form, that of an ethereal donkey-legged humanoid with the head of a hyena, which stands head and shoulders above a human. It must be killed in a single hit, or else it will near-instantly regenerate. However, Ghuls share the Jinnun's weakness to iron and salt.

If the current Pantokrator ever leaves this world, His magic will begin to fade. Then, after approximately one year, the decree sealing away the Brass City will break, freeing the Afarit and their most powerful and prominent servants. An Ifrit has all the powers of a Jinn, but is far larger - nearly twice the size, and has golden skin rather than the human-like brown of most Jinnun. Ifrit Sultans rule their brethren, being incredibly powerful fire mages, and also skilled in air, earth, and glamour magic and having minor religious authority. A few also practice astral magic. The Sultans bring with them Houris and Shayatin, some of their prominent servants. Houris are exceptionally beautiful Jinnun chosen as concubines and entertainers, and are only ever permitted out of the Brass City to entertain foreign diplomats or rulers. However, in war, a pretender might use them to turn or even assassinate enemy commanders, mages, and priests through seduction. A Shaytan is a close relative of the Jinnun, sharing their advantages and weaknesses, but they are distinguished by their blood red skin and pair of horns emerging from their heads. They are masterful liars and manipulators, capable of corrupting

the servants of other powers. Like so many of their cousins, they are skilled in fire and air magic, and sometimes gain skill in earth. However, unlike the Jinnun, some Shayatin study blood magic.

New soldiers for the Ubaran military will also emerge alongside their Sultans. The Jinn Guardians of the Forbidden Chambers protect the harems of the Ifrit Sultans. They are highly trained, but use lighter scale armor than ordinary Jinn Warriors. Ifrit Warriors are considered sacred, and make for extremely powerful soldiers, equipped with bronze scale armor and magical scimitars.

Na'Ba

The various peoples of Na'Ba are accustomed to desert heat, and are at their best at a Heat 2 temperature scale.

Middle Ages - Queens of the Desert

Na'Ba is a desert ruled by a species of half-Jinn half-giants known as Jann. Under their leadership, the construction of a great dam has brought water and growth to the desert, and in every market, traders compete to sell ever more luxurious and exotic wares. In ancient times it was ruled by Ifrit Sultans, but they slowly vanished as their magic passed from the world. The last remaining Sultans interbred with Avvite Giants, giving birth to the Jann, who stand half again as tall as as human and can create illusions to duplicate their image or go unnoticed. However, they share their parents' vulnerability to iron. The daughters of the Sultans were selected to rule; these Jiniri Queens are known as Malikat, and are extremely magically powerful. Each Malikah is ethereal, able to fly, resilient to lightning, and nearly immune to heat. Their capacity for illusions is also greater than other Jann; they can obfuscate the number of soldiers in their army in addition to usual Jann illusions. Perhaps more importantly, they are extremely powerful fire, air, and glamour mages. Some also practice earth, astral or nature magic, and all have minor authority as priests. Other Jann also study magic, notably the Sahara, male Jann sorcerers. Each Sahir is familiar with the same paths as their queens *sans* nature, but are less skilled. Those Jann less interested in magic pursue martial life, learning strategy and command. These Jann Emirs arm themselves with bronze scimitars and armor, along with wooden shields, but only use weak fire, air, glamour, and sometimes earth magic. They are also priests, like the Malikat. There are still many Avvite Giants within Na'Ba; some of these train as Mukarribs, Ones Close to God. They have weak astral magic, but are more powerful priests than the Malikat and Jann Emirs. Humans also wield some magic; from the cities come Karibs, mage-priests with weak earth magic. Among rural humans, Hermit Sahara use small amounts of fire, air, earth, and sometimes astral magic.

Human warriors are similarly split. The city dwellers wear iron scale mail and favor spears and javelins with wooden shields. Warriors from the desert wear only loose robes and fight with scimitars and short bows. Nabaean Camel Riders are similarly equipped, but have higher-quality composite bows. The riders also train falcons; in battle, the falcons distract targets while the humans fire arrows. Avvite Giants wear scale mail armor; their melee troops fight with wooden shields and either spears or scimitars, while archers wield powerful great bows. Jann Guard are the sacred bodyguards of the Malikat, but are numerous enough that they could be marched to war. They have the illusionary abilities common to Jann but maintain their vulnerability to iron. They are equipped with bronze scale armor, bronze scimitars, and wooden shields.

Atlantis

Atlanteans are accustomed to life underwater, and begin in the ocean in the Early and Middle Ages. By the late ages, they have moved onto land and adapted to Cold 2 temperature scales. In all ages, they count as aquatic.

Early Ages - Emergence of the Deep Ones

Atlanteans are a species of aquatic humanoids who appear to be a cross between frogs, fish, and humans. Their coloration varies between light green and dark blue, depending on whether the Atlantean in question was born in shallower (green) or deeper (blue) waters. Atlanteans never stop growing throughout their extremely long lives, and have established a hierarchy based on age and size. Those from the deepest parts of the ocean have anglerfish-like heads, and tend to be the oldest, as Atlanteans have only relatively recently begun to settle shallower waters. The most ancient are more than twice the height of a human and earn the titles of "Basalt Kings" and "Basalt Queens." Kings are extremely powerful earth mages, with only slightly less skill in water and fire, while Queens lead the church, being incredibly potent priests. Younger Atlanteans follow the same routes, depending on their gender, and vary in skill based on age. Those who dwell in shallower waters, however, are viewed with some suspicion, and are not permitted significant authority, religious or otherwise.

These shallow-water, reef-dwelling Atlanteans have learned to craft spears and armor from spiky, poisonous coral, which they use to equip most of their soldiers. Deep-sea Atlanteans, however, wield stone spears and turtle shell shields when not using their natural claws and teeth. Some younger soldiers wear sharkskin leather, as their own hides have not yet grown strong enough to be effective protection. Their sacred units are the Living Pillars, large Atlanteans from the deepest parts of the ocean, bearing magic weapons and armor made from enchanted basalt. They stand guard at the gates of Atlantis's capital, the Basalt City, and protect the Basalt Kings and Queens.

***Middle Ages* - Kings of the Deep**

Between the Early and Middle Ages, star fell into the ocean and destroyed the Basalt City, killing the Basalt Kings and Queens. The reef-dwelling Atlanteans, formerly marginalized, found themselves the new cultural and political center of the nation. The oldest of them styled themselves Kings of the Deep and Coral Queens, filling the role of the old ruling class. The Kings are extremely powerful water mages, and sometimes also learn fire, earth or astral. Younger mages use the same paths, but are not as experienced. Atlantis has also begun to recruit human cultists; those talented in magic learn the path of water and a small amount of astral, as well as the ability to breathe underwater. The greatest cultist mages earn the title of "Deep Seers," and gain a small amount of holy magic. The Coral Queens are the only remaining Atlanteans who remember the religious practices of the Basalt Queens of old, and possess the same level of priestly authority. They teach small amounts of holy magic to their Consorts, who also command Atlantis's armies.

Most soldiers wield poison coral-tipped spears, and many wear some amount of spiked armor made from the same material. As coral crafting has become more advanced, the Atlanteans have begun to make clubs and halberds in addition to spears. Human cultists are sometimes trained as soldiers; they use the same coral-tipped spears as the Atlanteans, but wear ring mail armor. Atlantis's sacred units are the elite Mother Guards, who protect the Coral Queens. Only large older Atlanteans are permitted to join the Mother Guards, and each is covered in spiked coral armor and wields a coral halberd in one hand with a turtle shell shield in the other.

***Late Ages* - Frozen Sea**

After the second destruction of Atlantis at the tentacles of R'lyeh, the Atlanteans were forced to retreat to the Forsaken Coast, a frozen land filled with the bones of massive sea beasts. Most Coral Queens were killed, and the few surviving Kings of the Deep now call themselves Angakut. Each Angakok retains his powerful water magic, but has also taken up death magic. They have also gained priestly authority as they have begun to fill the void left by the demise of the Coral Queens. Some Angakut practice air or earth in addition to their other paths. They rule over the now tribal structure of Atlantean society, with multiple Tent Owners, minor tribal leaders, serving an Angakok. Each group of Tent Owners has a Tungalik, a type of shaman with minor religious authority and weak water and death magic. Once the now land-bound Atlanteans descend into the waters once more, they will find survivors hiding in the ruins of the Basalt City. These survivors have rallied around "Mother Hydra," an ancient Basalt Queen who survived the falling star and has only recently emerged from a millennium-long slumber. She is among the most powerful priests ever to exist. Under Mother Hydra are the Forgiving Fathers and Merciful Mothers, in imitation of the political structure of earlier eras. Fathers are much like the Kings of the Deep, using very similar magic, though are not as powerful. Similarly, the Mothers take after the Coral Queens, but, again, do

not quite reach the power of their predecessors. The Merciful Mothers choose Unsleeping Consorts, who command military forces and are granted minor religious authority.

The underwater Atlanteans favor weapons and armor made from poisonous coral with turtle shell shields. Land-dwelling Atlanteans have learned to craft weapons and armor of magical ice from captured Caelians, though light infantry instead wear seal skin leather. Living on land has also taught the Atlanteans to use thrown harpoons. Their sacred units are known as "Assartut," a name taken from undead beings thought to play ball with the skulls of the dead. They wear armor made from the bones that wash up on the Forsaken coast, and their bone glaives are enchanted to weaken anyone they strike.

R'lyeh

R'lyeh is an aquatic nation, and starts deep under the sea.

Early Ages - Time of Aboleths

In the furthest, deepest parts of the ocean lives the ancient race of Aboleths. They appear fishlike, but have two pairs of eyes and four long, thin tentacles that sprout from behind their gills. The Aboleths' mental powers allow them to enslave the "lesser" species, and masses of enslaved Atlanteans and other aquatic beings have constructed grand underwater cities for their masters. The Aboleths begin life as tiny Polypal Spawn born from large, immobile, coral-like beings known as Polypal Mothers. The Mothers are intelligent and are regarded as powerful priests, yet they lack the ability to communicate in anything but a paralyzing psychic scream. Even the greatest and oldest Aboleths are unable to understand them, although the Mothers are inexplicably effective at spreading dominion and casting holy magic nonetheless. The most ancient Polypal Mothers become known as Grandmothers, and by this point in their lives, they have grown to massive proportions. Despite their apparent inability to communicate, Grandmothers are extremely powerful priests and have somehow gained skill in astral magic. The tiny Aboleths spawned from the Mothers are extremely numerous, and it is expected that most will not survive through their polypal stage. The spawn live in symbiosis with their mothers, gathering food for them and being nourished in return. A few spawn are given special attention, developing only two large tentacles rather than four, but growing many tiny feelers around their mouths that allow them to gather life force from small creatures living on the ocean floor, which is then returned and given to their mothers. After several decades, Polypal Spawn reach their adolescent stage; at this point, ordinary spawn become known as Giboleths, while the special spawn that gather life force are called Gibodai. Both are about 50% larger than a human at this point, and their previously weak psychic abilities begin to develop. This takes the form of a mind blast that paralyzes foes much like their mothers' psychic wails. After a few centuries of life, the Giboleths and Gibodai become adult Aboleths and Abodai, respectively, and are now more than twice the size of a human. Their mind blasts become more

powerful, and Aboleths develop the ability to drain life with their tentacles; up until this point, only Gibodai were capable of life drain. Meanwhile, the now-adult Abodai have learned to project their life stealing abilities to kill opponents hundreds of meters away. It is at this stage that both begin to practice magic. Aboleths are skilled water and astral mages who sometimes take up earth, death, or glamour magic as well. Abodai are weak priests, but study the paths of water, astral and death, and rival their siblings in skill. A few Abodai also learn earth magic. Aboleths that reach over a thousand years of age become Mind Lords, who can enslave other creatures at a glance, and whose tentacles can drain the life from entire squads of beings at once. Mind Lords practice the same types of magic as younger Aboleths, but are even more powerful in them. It is unknown what happens to Abodai who reach this age. Perhaps the cost of their unique life draining powers is a shorter lifespan for themselves, or perhaps they simply become indistinguishable from their siblings. Enslaved merpeople often serve as amphibious mages and priests due to their ability to take human form on land. The Slave Mages focus on water magic, but also learn astral, and sometimes earth or nature. Slave Priests have no magic beyond their basic holy abilities.

R'lyeh's armies are filled with slave soldiers, mostly Atlanteans and merpeople. Soldiers are commanded by Traitor Princes, Atlanteans who were once consorts to Coral Queens, but joined R'lyeh to gain ever greater power over others. The slaves use stone spears or bone tridents, and some are permitted armor made from shells from large aquatic creatures. When the Aboleths do reach land, they allow their Polypal Spawn to parasitize and take over human bodies, resulting in Androleths. Androleths serve as soldiers, being equipped with bronze spears and breastplates. They can also fight with two tentacles that sprout from their backs, but perhaps their most effective weapon is their characteristic mind blast. If a Gibodai Spawn takes over a human host, it instead results in an Androdai. Androdai are trained as mage-priests instead of soldiers, and learn astral magic and sometimes water, earth, or glamour. Sometimes, adolescent Giboleths or Gibodai join R'lyeh's armies, contributing their mind blasts or life drain. Gibodai and Abodai are considered sacred.

***Middle Ages* - Fallen Star**

A star has fallen into the ocean, destroying the grand cities of the Aboleths. From this fallen star emerged a new species of squid-headed humanoids known as Illithids, who stand at twice the height of a human and have largely replaced the ancient Aboleths of R'lyeh. Despite their differing physiology, Illithids and Aboleths have extremely similar abilities. Illithids can drain life with a touch, and their powerful telepathy allows them to project paralyzing mind blasts. Furthermore, the Illithids dominate the minds of their subjects just as their predecessors did. Slave Mages and Slave Priests are exactly as they were under Aboleth rule, but the most powerful spellcasters are now the Starspawn, ancient Illithids with magical training. Starspawn priests learn astral magic and sometimes water, earth, death, or glamour magic. Dedicated

Starspawn mages are rarer and neglect holy magic, but are much more powerful in astral, and all have at least some skill in water. They also commonly train in earth, death, and/or glamour magic. The Illithids have successfully crossbred with humans to produce Star Children, who are about the same size as a human, but have short facial tentacles. They can mind blast like pure blooded Illithids, but lack the ability to life drain. The Illithids train them as weak priests and astral mages, but they are surprisingly stealthy for a being with face tentacles, and so are often employed as assassins.

The military has changed very little, but some Atlantean slaves are selected for the Meteorite Guard, and granted tridents and armor forged of meteoric iron. This iron does not rust underwater and grants some protection against magic. They have also created Atlantean/giant lobster hybrids called Crab Soldiers. These have strong carapaces and large claws for hands. When Illithids themselves march to battle, they use their mind blast and life drain, and some bear meteoric iron cuirasses and tridents. Coastal human settlements also breed Hybrids, strange crosses between humans and the mysterious Deep Ones. Hybrids vary in appearance, having a mix of humanoid limbs and tentacles. They typically have green, rubbery skin and are generally hideous to look upon. They are loyal to R'lyeh from birth, and in war, they wear armor made from sharkskin leather and carry wooden shields and iron-tipped spears. The Illithids have also opened a portal to the void within their capital. Particularly brave astral mages can enter to call upon the horrifying beings that live within the void and summon them into this world, but only Illithids have any chance of retaining their sanity. Even then, many who enter the gate never return. Most void beings who cross over are weak, but every now and then, an immensely powerful being is enticed to serve the god of R'lyeh. All void beings are sacred to the Illithids.

***Late Ages* - Dreamlands**

The opening of the Void Gate has awakened the God Dreaming of the Void. Now madmen and cultists flock to R'lyeh's banner as the dreamlands spread throughout the god's dominion. The Void Cultists are weak priests and a few have minor skill in astral magic. They are all insane. However, other than the introduction of these new human recruits in land provinces, R'lyeh's mages, priests and military have changed little, with mages focusing more on glamour over water.

The dominion of Late Ages R'lyeh is meant to spread insanity to all inside it, representing the influence of the Void. Powerful Illithids, such as the Starspawn, are resistant, but even they are not completely immune. For a "true" experience, take the drawback "Popkill Dominion" with the effect of insanity.

Pelagia

Tritons are aquatic; their nation starts underwater.

Early Ages - Pearl Kings

Pelagia is a kingdom of Tritons, mermen and a small number of Ichtyids ruled by the very first of the Tritons, massive beings knowns as Pearl Kings made in the image of an ancient god and easily twice the size of a human or ordinary triton. Like other Tritons, they are mostly humanoid, but each leg is covered in green scales and ends in a red fin in place of a foot. Unlike typical Tritons, however, they are exceptionally powerful in water magic, with some skill in astral and nature, and a few use air. As they are descended from a god, they have great religious significance and are potent priests. Other, smaller Triton mages use the same types of magic, but lack holy magic and are significantly less skilled with water. These mages have developed a technique of cultivating astral pearls (magic gems associated with astral magic) through their clam fields, allowing them to efficiently convert water gems into pearls. Triton priests have significant religious authority, but, of course, not as much as their kings. Merpeople are also permitted to become mages or priests, but are weaker in both than their Triton counterparts. However, they have one advantage that the Tritons lack: they can transform their singular tailfin into a pair of legs, allowing them to venture onto land. Icthtyids, fish people, are few in number and mostly train as mages, learning basic water and astral magic.

Icthyids do not generally join the military, so Pelagia's armies are comprised mostly of Tritons and merfolk. Many soldiers wear no armor, but some use turtle shell or spiked poisonous coral. Weapons are typically knives or spears made of the same poisonous coral. Triton cavalry ride hippocampoi, magical steeds that possess the front half of a unicorn and the rear of a fish. If Pelagia establishes coastal settlements, merfolk may take up iron-based armor and weapons, adopting a fighting style based on their contact with Berytos. Pelagia's sacred units are the Pearl Guard, who wear armor of spiked poisonous coral and bear spears and shields of enchanted mother of pearl.

Middle Ages - Triton Kings

Over time, the Pearl Kings lost their religious authority and turned away from their people who no longer worship them. Though they technically still rule, they leave most affairs to others and focus on their own studies. Their magic has changed little, but they have become very slightly weaker over time. Other Triton mages have suffered a similar slight decrease in ability, but, in exchange, have greater versatility. Pearl Mages take after their Early Ages counterparts, while Amber Clan Mages are skilled in water magic like so many other aquatic wizards, but also learn a small amount of fire, a rare path below the waves. Some also study earth or nature. Unlike the mages, the non-royal Triton priests have retained their religious powers of earlier times, and merfolk priests are similarly unchanged. Merfolk mages, however, have diversified.

Typical mermages use water magic and either air, earth or nature, while Daduchoi are land-dwelling mages who use weak fire magic as well as either air, water, earth, or astral. Mystics are merpeople who have attempted to preserve Berytian magic after the fall of Berytos, using the paths of air, water, earth, and sometimes astral.

The Pelagian military has adopted bronze armor and weapons traded from land-dwelling nations, though some still use poisonous coral for weapons and turtle shells for shields. The assimilation of Amber Clan Tritons into Pelagia has also led to some soldiers using armor and shields made from magical amber. Pelagia's new sacred units are the aquatic Knights of the Deeps and the land-dwelling Champions of the Closed Realm. The Knights are hippocampus-riding Triton cavalry clad in bronze plate with bronze-tipped spears and turtle shell shields, while the Champions are merfolk heavy infantry using steel breastplates and shortswords with wooden shields.

Erytheia

The humans, merpeople, and Tritons of Erytheia favor temperature scales of Heat 1.

Late Ages - Kingdom of Two Worlds

The Triton Kings of Pelagia succumbed to a strange slumber, leaving other Tritons to rule in their stead as the merfolk population has begun to eclipse that of their rulers. When the Triton princes warred against each other, the merfolk withdrew to a former coastal colony of Pelagia, joining with humans to establish Erytheia as its own independent nation. Still, the ruling classes are almost exclusively merpeople. The royal family consists of the Princes and Princesses of the Setting Sun who intermarry and scheme against each other for status. Princes and Princesses carry notable religious significance and train as mages, though skill varies widely by individual. They use the paths of fire, air, water, earth, and astral, with men slightly more predisposed to astral, and women slightly favoring water. Unfortunately, generations of inbreeding within the royal family has led to minor cases of insanity in many members. Nomarchs, rulers of individual provinces, serve under them, and bear the same level of religious authority but lack training in other magic paths. Daduchoi of Pelagia have survived within Erytheia, taking up an advisory role to the Princes and Princesses. Their newfound political power has accompanied greater magical power; they have learned astral magic in addition to becoming more skilled in their other paths. Lesser Mermages have also made the transition to life within Erytheia and are largely unchanged, though they no longer practice air or nature magic, some instead taking up fire or astral. Human Mystics study astral magic, and sometimes fire, water, or earth. They are not as skilled as their amphibious counterparts, but are adept researchers. Should the Erytheians descend into the oceans once more, they will find Tritons willing to aid them and their new deity. Among them will be the Pearl Mages, who are

identical to the lesser Triton mages of old Pelagia, studying water and astral magic and occasionally learning minor air or nature.

Erytheian soldiers use a variety of armors, such as leather, iron scale, and bronze breastplates. Round, wooden shields are common, and weapons are typically iron or bronze spears, javelins, and shortswords, though the merfolk have also adopted crossbows since emerging onto land. Should they assimilate the Tritons by reclaiming underwater provinces, they will find that Tritons favor bronze armor and spears or tridents made from either bronze or poisonous coral. Shields are made from turtle shells, just as in ancient times, and the Tritons still field bronze-clad hippocampus cavalry. Erytheia's sacred units are the merfolk Soldiers of the Setting Sun, who wear bronze breastplates and wield shields and shortswords made from magical mother of pearl. In the light of the sun, they shine with unbearable splendor that causes enemy soldiers to hesitate to strike them.

Oceania

Oceania represents the underwater wilds and thus starts under the ocean.

Early Ages - Coming of the Capricorns

Just as Pangaea rose against the spread of civilization on land, so too has Oceania beneath the sea. Icthysatyrs, Icthytaurs, Icthycentaurs, Sirens, Haliades, and Capricorns have united to protect the natural places of the ocean. The Icthy- creatures are sea-going counterparts of satyrs, minotaurs, and centaurs, respectively; in the water, they have the upper halves of their land-dwelling cousins with a mermaid-like tail. However, they can shed their tails to gain legs when they wish to walk about on land. A Capricorn is the underwater equivalent of a Pan, just like the Icthysatyrs, etc., and can also transform between land and aquatic forms. They lead Oceania and are extremely powerful nature mages, with some skill in water. Some also study the paths of earth or air. In the water, their water magic is improved, while on land, they gain earth magic. Sirens appear as exceptionally beautiful mermaids while underwater, and can take to the skies as a large gull with the torso and head of a human woman, losing none of their beauty. They are skilled water and glamour mages in their aquatic form, and though they lose some of their water magic when airborne, they gain some ability with air. Haliades are sea nymphs, and look very similar to underwater Sirens, complete with awe-inspiring grace. Haliades ride hippocampoi, and are skilled in the paths of water and nature in addition to being potent priests. Some also study air or earth magic. Unfortunately, they lack a land form and cannot survive above water. Special Icthycentaurs who are born with lobster claws growing from their brows are known as Aphroi; many of these train as Hierophants, becoming minor priests and learning a small amount of water or nature magic.

Icthysatyrs make up the bulk of Oceania's military, favoring bronze spears both above and below the waves. Many wear no armor at all, but some have turtle shell shields and/or turtle shell hauberks. Icthycentaurs wear armor and carry shields much more often, using the same equipment as the Icthysatyrs. Icthytaurs, too, favor bronze spears, but wear sharkskin armor and shun shields. The Aphroi are Oceania's sacred units; only they are permitted spiked armor made from poisonous coral. Just like their compatriots, however, they carry turtle shell shields and bronze lances.

***Middle Ages* - Mermidons**

As Atlantis rose from the depths of the sea, Oceania was gradually pushed back. The Atlanteans desecrated Oceania's sacred kelp groves, leaving once-clear waters murky and devouring entire schools of fish to feed the growing hunger of their ancient rulers. Only the falling star halted the Atlantean onslaught; the Illithids of R'lyeh broke the Basalt City and enslaved vast armies of Atlanteans, granting the half-mermen of Oceania a needed respite. Now Oceania rallies to the banner of a new awakening god in the hopes of making the sea theirs once again. Very little has actually changed in Oceania since the Early Ages; Icthysatyrs, Icthytaurs, Icthycentaurs, Sirens, Haliades and Capricorns still fulfill their ancient roles. Oceania's mages and priests have lost none of their power, but neither have they gained any.

The largest changes are to the military. Bronze armor has become more common, and some soldiers now wield bronze tridents rather than spears. Icthycentaur Commanders bear tridents made from magical mother of pearl. Aphroi are still considered sacred, and are equipped exactly as they were in ancient times.

Therodos

Therodos was cast into the ocean by the Pantokrator as punishment for the hubris of its rulers. It is therefore an aquatic nation.

***Early Ages* - Telkhine Spectre**

Therodos was once ruled by the Telkhines, extraordinarily powerful spirits of the ocean. They declared themselves god-kings, threatening the divine order, so their nation was destroyed and cast beneath the waves. Their subjects became ghosts, unaware of their own deaths and still attempting to go about their "lives" in the underwater ruins. Only a few scattered survivors remain on tiny islands, where they serve the dead out of fear. A few supernatural beings survive as well, known as the "Daktyloi." A male Daktyl appears much like a dwarf, being short in stature and bearded. Daktyloi are masterful smiths and taught a variety of crafts to the human population during the rule of the Telkhines. They use a large variety of magics, including air, water, earth, and sometimes fire or death, and they are extremely skilled smiths. Their human students are the Kabeiroi, who use earth magic and sometimes weak fire, air or

water. Though skilled at forging magic items, they are not at the level of the Daktyloi. Female Daktyloi are called "Hekaterides," and do not share the short stature of the men, being taller than most humans and among the most beautiful beings in the world. They are responsible for teaching humans to dance, though none of their students have yet reached the skill of their teachers. Hekaterides' favored paths include water and nature, and more rarely air or earth. Though they are more specialized in their magic, they are slightly more powerful in each path, and carry significant religious authority. Their best students are the Meliai, their daughters, who have minor priestly abilities and nature magic. Each Melia also uses either air, water, or earth, depending on personal interest.

Therodos's armed forces consist primarily of the spirits of the Telkhines' human subjects. Typically they use spears and large round shields made from the same spectral material as their wielders. Light infantry carry javelins as well, while heavy hoplites focus entirely on melee. Spectral Archers are rarer than melee units and use simple shortbows. Corporeal humans are equipped exactly as their ghostly counterparts, though their armor, being made of iron plates or leather, is more solid and substantial than the spectral armament worn by the ghosts. The sons of the Daktyloi are known as "Kouretes," but are human-sized unlike their fathers. They are an upper class of artists, but in war, they wield bronze swords and shields and wear bronze cuirasses. They are extremely skilled warriors, and their fighting style borrows heavily from the dances of their mothers. They have recently begun to train humans in their style of war-dancing, forming the Korybants, who use similar equipment, but made from iron rather than bronze. Both Kouretes and Korybants are sacred and fight with a berserk fury when blessed.

Origins

For any of these origins, you may choose to drop in or have an established history within the world. As a drop in, you may choose to gain basic knowledge appropriate to a person of your position.

Thug

A "thug" is a particularly skilled warrior kitted out with magical items. Pretenders use them to destroy small armies, assassinate important figures, or seize entire provinces all on their own. It is, of course, an extremely dangerous job, as low-level thugs are considered fire-and-forget projectiles: as long as they deal more damage than their own cost of training and equipment before they die, then they were a worthy investment. The most powerful thugs are called "supercombatants," and are capable of destroying entire armies almost without effort.

As a Thug, you will have an extra 500 CP to spend in the "Physical Form" section.

Mage

Mages are the backbone of any nation's military, whether casting spells on the battlefield, manufacturing enchanted items, researching new spells, or hunting down sources of valuable magical gems. With a pocket full of gems and a carefully planned spell list, a single mage could inflict more enemy casualties than a thousand soldiers.

A mage may take an extra 500 CP to spend in the "Magic Paths" section.

Priest

Soldiers and mages are all well and good, but the clergy are the true heart of a nation. A priest is closer to the divine than any other mortal; they are empowered by and, in turn, sustain their god through the devotion of the populace. They ensure their deity's dominion spreads throughout the land through their preaching and the construction of grand temples, and in battle, bless their allies while calling down holy wrath upon their foes.

A priest has an extra 500 CP to spend in the "Scales" section.

Leader

Who directs a nation's soldiers, mages and priests? Someone needs to formulate the grand strategy and ensure each individual fulfills their role. On a large scale, a leader might coordinate the movements of multiple armies or conduct diplomacy with other nations. On a smaller scale, they might command individual armies, oversee the raising of armies, collect taxes, organize local defense forces or construct fortifications and administrative buildings. While not as physically or magically powerful as thugs or mages, a leader's policies and strategies give them greater control over their nation's fate than perhaps any other individual.

A leader receives an extra 500 CP to spend in the "Nation Perks" section.

Nation Perks

Perks are discounted by 50% to their associated nations.

If your nation already has a particular perk (for example, Sauromatia trains hydras and therefore has the Beastmaster perk), taking it again will allow you to stack its effects (making hydra taming even more common) or, if applicable, add a variant of the perk alongside the existing one (i.e. allowing Sauromatia to field giant serpents alongside their hydras). As another example, if you took Awesome Presence as Early Ages Arcoscephale, you could make the Oreiades even more awe-inspiring or grant the ability to a different unit. Any perks that you are able to share with one of your nation's units can be taken

multiple times, granting the effects to a different unit each time. If you have a discount on a perk, only the first purchase is discounted.

Perks from this section will apply to any nation or organization of which you are a part. Those that affect only one unit type, such as Awesome Presence, are still only usable by one type at a time, but you may change which or elect not to apply the perk at all at the start of each new jump.

Multiculturalism (Variable, not discounted)
Choose a second nation from the Nation and Era section; it can be from your current era or an earlier one. It will combine with your first choice to create a new nation with a population drawn from both peoples, and a culture that combines elements of the two. For 200 CP, the first culture will be dominant, and your forces will incorporate one mage or priest from the second nation as well as one type of non-sacred soldier. For 500 CP, the two peoples will be roughly equal in number, and you will be able to recruit freely from the unit pools of both nations. However, in either case, you will only gain discounts from the first nation.

Ethical Blood Magic (400 CP, not discounted)
Blood is an extremely potent path of magic, especially since one can essentially "farm" blood sacrifices just by increasing a nation's population. Not everyone is comfortable with sacrificing living, intelligent beings, though. Instead, this will allow the blood mages of your nation to extract and use the magic of a person's blood without killing them. The process is lengthy and permanently removes the magic inherent in a person's blood, but leaves them alive and healthy. Unfortunately, it is only half as effective as killing them, so blood magic spells and rituals will require twice as many "ethical" sacrifices.

Dominion Scrying (400 CP, discounted Arcoscephale)
You can see into any land within your or your god's dominion. Perhaps most importantly, you will be instantly alerted to any military activity and easily gain an accurate estimate of a force's numbers and composition. With a few days of observation, you can also determine province income, resource production and food supplies.

Healer Tradition (200 CP, discounted Arcoscephale, Hinnom, Gath)
In this world, life is cheap. Even skilled soldiers and mages are on some level replaceable, and few leaders invest heavily in medicine and healing magic. However, with this perk, your nation can be counted among a very small number of exceptions. You and one type of priest within your lands are extremely talented healers. Through your labor alone, you can heal any wound or disease short of death itself, though the process is time consuming, and each healer is only able to help a few patients each month. Furthermore, you find yourselves learning new healing techniques, whether magical or otherwise, much faster than normal.

Dominion Reanimation (400 CP, discounted Ermor, Lemuria, Asphodel, Therodos)
Each month, a small number of the dead within your or your god's dominion will be reanimated as undead beings to fight on your side. They lose any skills they had in life, but will mindlessly follow the commands of anyone who serves the dominion's owner. These undead are capable of using weapons supplied to them, but will struggle with anything more complicated than a bow. You can also sense the location and number of corpses within this dominion. You may choose whether the undead reanimated this way appear as conventional skeletons and zombies (as in Ermor), ghosts and shadows (as in Therodos and Lemuria), or as corpses puppeted by living vines (as in Asphodel). Ghosts and shadows are difficult to harm with mundane weapons, but corporeal undead are far stronger and more durable.

Reanimator Priest (400 CP, discounted Ermor, Sceleria, Lemuria, Nazca, Lanka)
The priests within your nation are capable of creating simple undead from corpses without expending death gems, including you if you possess holy magic. More powerful undead require more time and effort, while weaker undead can be summoned in large groups. This perk scales with ability in this world's holy magic, but can be adapted to divine, holy, or unholy magic of other settings. An ordinary priest can produce 5-10 basic undead per month.

Half-Dead (200 CP, discounted Sceleria)
Like Sceleria's sacred units, you exist between a state of life and undeath. You do not need to eat, sleep, or breathe, do not age, can shift between corporeality and ethereality at will, and are not subject to harmful effects that target life or lifeforce. However, unlike the Shadow Vestals, you do not share the weaknesses of undead, such as a vulnerability to anti-undead spells. You may also grant these powers to one specific type of soldier within your nation; they will have the weaknesses of undead for the duration of this jump, but lose them afterwards.

Bane of Heresy (200 CP, discounted Ulm, Mekone, Ind, Piconye)
Your strikes carry a magic that clashes with the divine power that strengthens priests and sacred units of other faiths. Whenever you land a blow, regardless of whether or not it inflicts damage, sacred foes will find themselves exhausted and weakened. The exhaustion scales with the target's endurance; six to eight strikes in quick succession will be enough to bring most opponents from awake and alert to brief unconsciousness. Though not as powerful as Asphodel's Sleep Vines, the Bane of Heresy cannot be resisted by any means save by avoiding the blow itself, and will even affect lifeless beings. You may also share this ability with a particular class of soldiers within your nation.

Master Smith (200 CP, discounted Ulm, Pyrène, Vanheim, Ashdod, Mekone, Phlegra, Therodos)
One type of mage of your nation possesses a mastery of forging that allows them to craft magical items far more efficiently than other mages, consuming less material than would ordinarily be needed. It manifests most strongly in you personally: you require only half the ordinary amount of materials

without affecting the quality of the product and are also able to forge more powerful items than your magical skills would normally allow.

Blood Hunt (200 CP, discounted Mictlan, Hinnom, Gath, Berytos, Xibalba)
Blood magic relies of the sacrifice of virginal humans of a specific, rare type of blood, and blood mages often spend a great deal of time and effort to locate useful sacrifices. You and one specific type of mage within your nation can now perceive all properties of a being's blood and genetics just by looking at them - scientific, supernatural, and everything in between.

Totem Tattoo (200 CP, discounted Marverni, Sauromatia)
Warriors of Marverni and Sauromatia bear magical tattoos of totem animals that grant them strength in battle. You have learned this same technique; by inking a tattoo onto someone's skin, you grant them minor protection against non-magical attacks as well as qualities associated with that animal. For example, a horse would grant greater speed, or a boar greater toughness. With a bit more time and effort as well as some magic gems or similar materials, you can permanently imbue a tattoo with the effects of a spell that you can cast.

Berserker Tradition (200 CP, discounted Marverni, Nidavangr, Midgard, Utgård, Rus, Vanarus)
Many nations field berserkers, soldiers who fly into a rage when wounded. Committing berserkers is a risk, as they will fight until victory or death, but this same quality makes them an effective and terrifying force on the battlefield. One type of soldier within your nation also gains this ability. When you are injured, you may choose to enter a similar state, enhancing your fighting ability and toughness and rendering you completely immune to fear, whether mundane or supernatural in nature. Unlike typical berserkers, your rage does not cause excess exhaustion, nor does it prevent you from using magic. You may find it difficult to shy away from combat, however, and your berserk state only ends when the fight is won or you are incapacitated.

Inquisitor (200 CP, discounted Marignon, Piconye)
In this world, the importance of correct beliefs cannot be overstated. Heretics are not merely a source of unrest, but, in sufficient numbers, can genuinely harm a deity and a nation. That is why you have developed the ability to determine a person's beliefs and ideology through a brief conversation or series of apparently innocuous questions. Extremely skilled liars may be able to hide their true selves from you for a while, but even they cannot conceal their beliefs forever. You may also grant this ability to priests within your nation; whether this applies to all priests or just specific orders is up to you.

Purifier (200 CP, discounted Marignon)
Marignon emerged as an independent nation during the cataclysm that destroyed Ermor, and, for many years, existed in a state of near-constant war against Ermor's undead legions. At first, only religious zeal and holy magic ensured their survival. You are especially adept with holy energies; even if

you have no ability in holy magic, you can channel divine power into your strikes to inflict devastating damage to undead and demons. If you do have skill in holy magic, then your undead and demon banishing spells are far more potent as well. You may also grant the effects of this perk to one class of priest or soldier within your nation.

Beastmaster (200 CP, discounted *Sauromatia, Pythium, Machaka, Bandar Log*)
Choose one particular type of animal. It may be a mythical creature, but nothing more powerful than a hydra. The people of your nation will commonly use this type of creature for warfare and, if applicable, in peacetime as well. The more powerful the creature the more time-consuming it will be to raise and teach. You are among the greatest handlers of the land, able to train your animals to a higher standard and far faster than most. For example, if you dedicated a portion of your time to animal taming, you could "produce" one obedient adult war hydra, four to six giant spiders, or perhaps a few dozen wolves per month, depending on your choice of animal, and your skills can only increase from here. You may take this perk multiple times, choosing a different creature each time.

Communion Adept (400 CP, discounted *Pythium, Phlegra*)
At any moment, you can draw willing mages within your line of sight into a communion, assigning each a role as "master" or "slave" as you choose. The magical power of each communion master will be increased depending on the number of communion slaves, while the fatigue/mana/etc. cost of spells will be divided between the slaves. The masters must be careful, however, as any slaves who run out of energy to fuel the masters' spells are likely to pass out, and at that point, the communion will begin to draw from their lifeforce. You may also grant this power to one particular type of mage within your nation. Though less useful for lengthy rituals, you may still cooperate in order to make the ritual more difficult to dispel.

Internal Alchemy (200 CP, discounted *T'ien Ch'i*)
By cultivating your internal energies through the art of internal alchemy, you have achieved perfect longevity. You will never age, you no longer need to eat, drink, breathe, or sleep, and you can fly by lightening your body and stepping on the air, *wuxia*-style. You may also grant this skill to a specific class of mage or holy person within your nation.

Strength of the Spring (200 CP, discounted *T'ien Ch'i*)
Choose one season; despite the name of this perk, it does not have to be spring. As the seasons change, life-giving energy will wax and wane within your body. During the equinox or solstice opposite to your chosen time of year, you will be at your normal strength, but as your chosen season approaches, you will enjoy greater strength and resilience. The boost will reach its peak, approximately doubling your durability and physical power, at the season's equinox or solstice. You may grant this perk to a particular type of mage, priest or military commander within your nation.

Shapeshifter (200 CP, discounted *Machaka, Mictlan, Jotunheim, Rus, Patala, Shinuyama*)
You gain an alternate form designed exactly as described in the "Physical Form" section. You may shift between forms instantly and at will, and any purchases made in the "Physical Form" section may apply to one or both forms as you desire. The real benefit of this perk, however, is that one class of mage or warrior in your nation gains the ability to enter a lesser version of this form with a few moments of concentration or when wounded in combat. For example, if your transformation was size 9, your people might be able to turn into size 6 beings. They will return to their ordinary form when the battle is over. If they wield magic, they lose none of their skill when transformed.

Fire Shield (200 CP, discounted *Abysia, Ragha*)
At will, you can cover your body with brilliant flame. Though the fires do not harm you or your equipment, anyone striking you in melee is likely to be burned terribly unless they have an extremely long polearm or are strongly resistant to heat. You may also give this power to one type of soldier, mage, or priest within your nation.

***Adept Cross* Breeder** (200 CP, discounted *Abysia, Pyrène*)
Cross Breeding is a blood magic ritual involving crossing a huge number of different creatures - essentially anything the blood mage can get their hands on, including humans - in an attempt to produce a powerful monster. Most of the mothers and offspring do not survive, but any stable children are compelled to obey their creator. Your nation's blood mages are experts at this process, and are much more likely to create viable and powerful creatures. Your skills are impressive even by your nation's standards, being able to breed children with the most desirable traits of their parents more often than not. And though this is intended to be used with blood magic, it also applies to any other techniques you might have for crossing creatures of different species.

***Storm* Power** (200 CP, discounted *Caelum*)
Winds howl, rain comes down in sheets, and lightning splits the sky - this is when you are at your best. The rain never gets in your eyes, and if you can fly, you are not hindered at all by high winds. More significantly, you are stronger, faster, and more skilled in storms. You may also grant this ability to a specific type of soldier, mage or priest in your nation.

Ice Crafting (200 CP, discounted *Caelum, Ragha, Niefelheim, Vaettiheim, Atlantis*)
The people of your nation are able to craft arms and armor from magical ice. At room temperature, it is as strong as iron. It becomes stronger in cold temperatures and weaker in high temperatures, but will not completely melt unless held directly in a furnace or similar temperatures. The ice that you craft is even stronger and does not weaken in heat. With practice, you can improve the quality of your ice even further, without any upper limits.

Mallqui (200 CP, discounted Nazca)
The priests of your nation, possibly including you, know the secret of creating Mallquis, mummy bundles. As long as they can recover a being's corpse relatively intact, they can wrap it in cloth and revive it as a mummy. This severely hampers the being's ability to move on its own, but preserves its mind and magical abilities. Priests can also combine two beings to create a bundle with the powers and intelligence of both partners; whether and to what degree this integrates their minds is up to you. If you are familiar with holy magic or have something similar from a different jump, you can also create Mallquis, but without reducing the subjects' physical capabilities at all.

Dominion Miasma (400 CP, discounted C'tis)
Choose one type of terrain, such as plains, swamp, desert, wasteland, etc. Throughout your or your god's dominion, the land will gradually change to match your choice. Those of the "correct" faith will find this change causes them no trouble, perhaps even making life easier for them, while any negatives fall harshly on any heathens not adapted to such lands. In future jumps, you may toggle this or contain it to specific areas as desired.

Awesome Presence (200 CP, discounted Pangaea, Kailasa, Erytheia)
Your appearance inspires reverence and awe, whether through supernatural beauty, regal mien, or something else entirely. So powerful is this effect that girding yourself head to toe in armor or another covering will not reduce it, though you may switch it off if you wish to go about unnoticed. In combat, common soldiers will hesitate to strike you even as you mercilessly cut them down. However, particularly dedicated or willful warriors may be able to overcome the effect, and mindless beings are unaffected. If you wish, you may also bestow this effect on one specific type of mage, priest, or military commander within your nation.

Panic Flutes (200 CP, discounted Pangaea)
By singing or playing an instrument, you may draw people of your preferred gender(s) to your location to join in your revelry. The magic within your music will cause the sound to reach for miles, and weak-willed individuals will find themselves compelled to follow the song. As they go, they will discard all civilization (and clothing) to live wild lives of hedonism. They are well-disposed towards you as the source of the music, but getting them to do anything constructive is incredibly difficult unless it very directly leads to more partying. The one exception to this is fighting. Should you direct them at a foe, they will fly into a berserk fury and attempt to tear apart the enemy with their bare hands. Panic music tends to be ineffective on important figures such as soldiers, priests or mages, but if you play regularly, you'll have a nearly endless supply of nudist berserkers. You may grant this ability to one type of mage in your nation.

Sleep Vines (200 CP, discounted Asphodel)
Two long vines grow from your body and move about according to your will. Though not particularly strong, they are swift and sap the energy from foes that they touch, quickly lulling them to sleep. Three taps are enough to knock out the vast majority of enemies, but strong magic resistance can negate the exhaustion, and lifeless beings such as undead and constructs are immune. You may share this quality with one type of undead creature summoned by your death mages, reanimator priests or dominion effects.

Mind Blast (200 CP, discounted Agartha, R'lyeh)
You gain the ability to send telepathic messages to those within your line of sight in the form of sensory information. Perhaps more usefully, you can overwhelm a foe's senses through telepathy, causing temporary paralysis. Strong magic resistance can defend against a mind blast, and it has no effect on mindless targets, but through practice, you can learn to overcome stronger and stronger defenses. You may pick one type of soldier, mage or priest to grant this ability.

Dominion Resilience (400 CP, discounted Agartha)
Within your dominion, friendly or allied constructs such as golems, animated statues, clockwork soldiers, etc. are far tougher than normal. In addition, any damage they suffer will slowly heal on its own. Even lost limbs will eventually regrow, though it may take months.

Mirror Image (200 CP, discounted Tir na n'Og, Fomoria, Eriu, Ys, Vanheim, Helheim, Midgard, Vanarus, Feminie, Ubar, Na'Ba)
You are able to create illusions to change your appearance and project mirror images of yourself. The former will allow you to easily move about without notice, and the latter makes it extremely difficult for enemies to target you in combat. If you are hit, your images will temporarily vanish. You may bestow this ability to one type of soldier, mage, or priest within your nation.

Spell Singer (200 CP, discounted Tir na n'Og, Man, Fomoria, Eriu, Ys, Ur, Uruk)
Your nation's mages can weave spells into song. Though this increases casting time, it also dramatically reduces the fatigue cost of each spell. Though spell singers give up the "burst" power of other mages, they make up for it in endurance, especially in large, lengthy battles and when casting particularly powerful spells. You may also apply this to your own magic to reduce energy/mana/fatigue/etc. costs. In future jumps, your mages may choose to sing spells or cast normally at their discretion.

Magister (200 CP, discounted Man, Andramania)
The Magisters of Chelms are renowned for their academic abilities, training in everything from magic to law to architecture. Meanwhile, the Magistrates of Andramania also study a wide breadth of topics, applying their advanced education to the administration of their realm. Your nation will develop a similar group of multidisciplinary scholars. They make excellent researchers, and their background in

magic theory means that their research is not hindered by drain scales. In future jumps, you and your mages will be less reliant on external or environmental sources of power, such as the winds of magic or ambient mana.

Combat Caster (200 CP, discounted Helheim, Feminie)
Not all mages spend every hour in the laboratory; a small number train in combat casting, including you and one of the mage types available to your people. These mages are accustomed to using magic in melee combat, though they cannot use magic and strike at the same time like innate spellcasters. However, combat casters do have one additional benefit: their magic is not hindered at all by armor.

Cold Power (200 CP, discounted Niefelheim, Muspelheim, Jotunheim, Vaettiheim)
For most beings, the freezing cold brings with it shivering and numbness or even frostbite in the extremities; hardly ideal conditions for fighting. However, for those with Cold Power, the lower the temperature, the better. You'll be faster, stronger, and more skilled the colder the environment is, though this does not, on its own, protect you against these temperatures. At room temperature or warmer, you will be at your default level of power; though cold strengthens you, heat will not weaken you. You may also grant this power to one of the types of soldiers, priests, or mages available to your nation.

Fire Power (200 CP, discounted Muspelheim)
You draw power from sweltering heat and blazing flame. While others suffer heat exhaustion and struggle to even breathe, you will be at your best, gaining strength, speed, and skill with increasing temperature. Just like similar perks, this does not, on its own, protect you from the deleterious effects from heat, and although heat empowers you, extreme cold will not weaken you. You may share this power with one type of soldier, priest or mage within your nation.

Nidalögning (400 CP, discounted Nidavangr)
The priests of your nation are able to lead a gruesome ceremony in which a number of warriors perform ritual suicide for the sake of another warrior, imbuing the surviving member with their lives and lifeforce. When the surviving member would ordinarily die, they will be returned to life on the spot in perfect condition, though they can only do this a number of times equal to the number of sacrifices they have received. The ritual requires beings of similar power in order to work; the sacrifice of an unskilled "baseline" human could grant an additional life to a more skilled "baseline" human, but would not benefit a powerful supernatural creature, much less a god.

While you are able to perform this ritual, you can also make use of it in a less macabre manner. By undergoing the ceremony with a companion or companions while only feigning the ritual suicide, one of you may transfer their wounds to another regardless of distance. A companion who dies as a result

of damage that you transfer to them will remain dead until the end of the current jump unless you expend a one-up or have another means of resurrecting them.

Fortune Teller (200 CP, discounted Utgård, Bogarus, Jomon)
You and one of the mage types in your nation have the ability to divine future events, perhaps through studying the heavens, examining the entrails of sacrificial animals, reading cards, etc. Though it is impossible to foresee all upcoming events, the more involved and difficult the divination process, the easier it will be to interpret the signs provided. This is especially effective at predicting negative events so that they can be avoided with proper precautions.

***Self*-Mutilation** (200 CP, discounted Bogarus)
Bogarus is home to the Khlysty cult, who ascribe religious significance to self-mutilation. The most zealous remove their own hands and genitals and cut open their backs to prove their faith. Through this horrifying practice they gain both priestly authority and divine protection. Your people can gain similar benefits, increasing their power the further they take their ritualistic self-dismemberment. Deliberate disfigurement or castration could be a quick route to holy or blood magic, while loss of limbs could lead to the development of new abilities entirely, like the Fivefold Angels' damage reflection. If by some means the disfigurement is healed, its benefit disappears with the wound.

Reincarnation (200 CP, discounted Kailasa, Bandar Log, Patala)
One type of priest within your nation has achieved a degree of enlightenment, and exceptional individuals will be able to reincarnate after their deaths, resurrecting in a new yet fully-adult body. Of those who earn reincarnation, most will return as adults of the same species, in a similar body as before. However, the greatest of the great will be rewarded with better and more powerful forms. You can also reincarnate once per jump, following the same rules.

***Chaos* Power** (200 CP, discounted Lanka, Yomi)
You have an innate connection to unrest and turmoil. When the land is in chaos, you become stronger, faster, and more skilled, based on the degree of unrest. The chaos of one battle is insufficient, but when people are displaced, bandits and warlords fight for control, and the law has no power, you will feel a massive boost. You may also grant this power to one type of soldier, mage, or priest.

Demon *Gates* (400 CP, discounted Yomi)
Every one of your nation's temples contains a gate to the underworld, which allow demons to enter the realm of mortals. Most demons that come through the portals will be small and weak, but will emerge in large numbers in particularly chaotic regions. More powerful demons will be much rarer, but, again, can be attracted by turmoil. All of them will be willing to cooperate with the local pretender in exchange for the chance to inflict violence and suffering on mortals.

Lichdom (200 CP, discounted C'tis, Shinuyama)
Lichcraft is a powerful death magic ritual in which the caster transforms themselves into an undead creature by removing their own organs and viscera and storing them in an urn. Though this notably boosts their death magic, the immortality granted by the ritual is arguably even more significant. As long as the lich's urn and its contents remain intact, the lich is able to reform their body when killed. You and people of your nation seem to benefit even more than most from lichcraft, gaining impressive boosts to their physical abilities in addition to its normal advantages. Though this does not grant the death magic skill necessary to cast it, you are familiar with the spell and can teach it to sufficiently powerful death mages. If your nation lacks death mages, it will gain a group of weak death mages who will need to be trained or empowered before they can become liches.

Underwater Allies (400 CP, discounted Jomon, Ur, Uruk, Erytheia)
There is a parallel nation of ocean-dwelling creatures who live near your nation's coast, follow the same religion as you and will come to your aid in times of war. Alternatively, if your nation is already aquatic, then your allies are land-bound. They are not quite as powerful as your nation, but they have at least one type of priest, one type of mage specializing in water magic, and a handful of different soldier classes.

Banquet for the Dead (200 CP, discounted Ashdod)
In Ashdod, the final duty of a Zamzummite sorcerer-priest is to host a feast for their deified dead. The preparations take nearly a month, and the banquet itself lasts for three nights. Interspersed among the living are seats left open for the dead, and as the celebration continues, ghostly figures appear in these seats, becoming increasingly solid each night. On the final night, the Zamzummite himself is sacrificed and devoured by a Malik, an undead king of Sheol, and if the Zamzummite is sufficiently potent in death magic, the Malik will remain to aid the Zamzummite's god. One type of mage-priest in your nation can perform a similar sacrifice to summon a powerful creature, though its nature and strength depend on paths and skill of the sacrifice. For instance, an astral mage might call forth a tentacled horror from beyond the stars, an earth mage could bring a massive sand worm, and a fire/glamour mage could awaken a fay king of summer and heat.

Storm Caller (200 CP, discounted Berytos)
Much like the Storm Callers of Berytos, there exists an order of mages within your nation that is especially adept at manipulating the winds and weather, making them extremely useful for sailing and controlling battlefield conditions. This is probably best applied to mages specialized in air and/or water, but it may be possible to use other types of magic to influence the weather. For example, fire magic might call forth heat, clear the skies, or manipulate wind by causing well-placed updrafts, while death magic might summon howling winds from the underworld, or cause rain drawn from the waters of the river Styx. You also gain these benefits, of course.

Dark Ships (200 CP, discounted Phaeacia)
Your nation's shipwrights are able to build magical ships from black wood. These "Dark Ships" sail without the need of a crew, ferrying their cargo and passengers wherever their leader directs. The ships are powered by the people's faith, and can only go to and from regions of the correct dominion. However, as more advanced methods of transportation develop, craftspeople will find ways to adapt this self-piloting quality to them, and you personally can impart this ability to any vehicle for as long as you inhabit it. Your vehicle will then behave as if you were actively in control of it, without any effort or focus on your part.

Master Weaver (200 CP, discounted Phaeacia)
A certain type of mage within your nation is able to weave cloth from non-physical objects such as fate and moonbeams, though catching such things requires magic gems. The resulting cloth is of supernatural quality, and imparts many beneficial effects to its wearer, such as magic resistance, speed, and reinvigoration. You, too, can weave concepts into cloth, and the power of your works will only improve with practice and effort.

Echolocation (200 CP, discounted Xibalba)
The bat people of Xibalba are mostly blind and are able to "see" through echolocation, making them excellent night- and cave-fighters. You and your nation share in this, giving you awareness of objects around you in all directions, regardless of light level. The only drawback is that the sense's precision drops off at a distance, so it is difficult to aim long-range attacks using echolocation alone. If you or your people already have echolocation, this perk improves its range.

Lord Over Heathens (200 CP, discounted Ind)
Your people have dominated primitive tribes of cannibals who live throughout your land. Though they are not officially a part of your society, powerful priests can coerce their warriors into service in your armies, and what the heathens lack in technology and discipline, they make up for in numbers.

Corpse Eater (400 CP, discounted Andramania)
While the civilized Calystrii of Andramania may prefer to forget their savage origins, Cynocephalians who follow the ways of their ancestors still exist in the wilds outside the cities. Known as "Howlers" for their terrifying battle cries, they are brutal combatants and ritualistically devour the bodies of their fallen foes after each battle. One type of soldier within your nation can mirror this practice, becoming more resilient by devouring the freshly dead, with larger and more powerful beings granting larger benefits. Unfortunately, the increased toughness will slowly fade without a supply of corpses to sustain it. You can do the same, though your bonuses do not diminish with time.

Magic Power (200 CP, discounted Ubar and Na'Ba)
Magic Power functions just like Cold Power, Storm Power, etc., but you are connected to magic rather than temperature or weather. In places where magic is powerful and supernatural creatures roam the land, you are at your best, experiencing boosts to your strength, speed, and skill. The stronger the ambient magic in the province, the greater the boost, though a lack of magic does not weaken you. Of course, you may also give this to one class of mage, priest, or soldier within your nation.

Coral Crafting (200 CP, discounted Atlantis, Pelagia)
Your nation is able to grow a strong and poisonous coral for use in weapons and spiked armor. It is not quite as strong as metal, so it is best used to make daggers and speartips. Particularly skilled coral growers might be able to craft heads for halberds or other polearms, as well as spiked armor. The most noteworthy aspect of the coral is, of course, its poison. A single wound will leave behind a weak toxin that will gradually eat away at its victim, and multiple strikes will add to the accumulated poison. You are also an expert coral gardener, and with time and effort, the desirable qualities of your coral such as its strength and the potency of its toxin will improve.

Void Sanity (200 CP, discounted R'lyeh)
Your people are of particularly stable and sound mind. Whether through nature or training, they are extremely resistant to the insanity brought on by the influence of the void. Should you have a way to enter the void, a priest or astral mage may be able to call forth bizarre beings sympathetic to your cause. Such a thing is still extremely dangerous, but this perk means that it is no longer outright suicidal. You personally are completely immune to insanity and other deleterious environmental effects of horrifying parallel dimensions such as the void, the fade, or the warp, and the denizens of these planes are more likely to view you as a curiosity rather than prey.

Pearl Cultivation (200 CP, discounted Pelagia)
The mages of your nation have developed a method for efficiently turning water gems into astral pearls by farming a particular type of clam native to your capital. The process is time intensive and requires the constant attention of a mage, but produces a single pearl for each water gem spent - twice as efficient as any other method. With some research, you may be able to turn this process toward the production of other gems, or even other magical resources, and even further boost its efficiency.

Pathboost (200 CP, discounted Oceania)
You and one of your nation's mage types are closely connected with the land, and receive a boost to one magic path depending on the terrain you're in. In or over the water, you'll gain a level of water magic. Should you move to solid ground it will shift, likely to a level of earth magic, but it could also be, for example, fire in a volcanically active region, nature in a forest, or death in a wasteland.

Lure of the Deep (200 CP, discounted Oceania)
A type of mage within your nation has the ability to lure unwary enemy troops to their deaths through a siren song. Typically, this is targeted toward the shore, where humans or other land-dwelling beings can be drowned, but it is possible to use other hazards as well. Much like the music of the Panii, magic will carry this music over many miles to compel the weak-willed, though this is stronger in that it can affect enemy soldiers. You can apply such an effect to your own music or singing, and its effectiveness will increase based on your musical talent. Those affected will be compelled to move toward you through the most direct path, ignoring any environmental dangers they might encounter along the way. Lastly, if you know a person's full name, you can target them specifically with your music. Only they will be drawn toward you, and though a strong-willed target will be able to resist for a time, the longer and more frequently you call to them, the stronger your compulsion will be.

Origin Perks

Perks are discounted 50% to their associated origin. Discounted 100 CP perks become free.

Undiscounted

Pretender (400 CP)
Pretenders must take the drawback "Dominion Death" for no points.

You are no mere servant but a god worthy of a divine mantle. If you wish, those who look upon you will recognize your deific nature and be inclined to worship you. By declaring yourself a deity and amassing the faithful around yourself, you have tied your existence to your divine dominion and are dependent upon it for survival, but have gained a great deal of power and influence over your followers and lands. If the Pantokrator remains as the supreme god of this world, he may see your title as a challenge to his power, and if the Pantokrator is absent, your fellow pretenders will certainly see you as a challenge to theirs.

As a pretender, should you die, it will not end your chain. Instead, your followers will be able to call you back from death through months of dedicated religious ritual. The power and number of priests participating in these rites will speed your return, though it will always take at least one month. You will still fail your chain if you are not returned to life before the end of a jump, but you may expend a one-up to return immediately, without waiting for your subjects to call you back.

You may also assume a number of fancy and impressive-sounding names and titles, such as "Devourer of Sins," "the Prince who Seals the Gates of Death," "the Persecutor and Destroyer of Youth," "She who Gave Birth to Time," "the Death Caused by Lust," or even "the One who

Purifies Everyone by the Very Utterance of His Name." More suggested titles can be found here[2], or you can simply make up your own. Others will take your titles as seriously or un-seriously as you desire.

If you intend to jump into this world multiple times, you only need to purchase "Pretender" once, and you will count as such in this and all future visits. You may suspend your divine status if you wish, however.

Clap Your Hands if You Believe (Pretender Only, Free)
Belief is sustenance to the divinities of this world. More than that, belief can make gods. An inanimate idol that is worshipped for long enough will gain divine power. So potent is this effect that even the Pantokrator, the Supreme God, severely punished anyone who worshipped a being other than Him. The objects of worship were treated even more harshly, whether they desired devotion or not. And though the gods are dependent upon belief, it also empowers and strengthens them.

This strength is now yours, as well. You will be bolstered by the worship and devotion of your subjects. The greater their numbers and the greater their fervor, the more your powers will grow. You may even develop new abilities based on their beliefs. Unfortunately, this is a very slow process; it may take decades to see significant results. In addition, should your followers' faith ever waver, so too will these bonuses.

Thug

Stealth (100 CP)
One of the most common uses of a thug is to cause chaos behind enemy lines, hitting your enemies where it hurts them most - their income. Unexpected thugs can also attack supply lines and retreating armies to great effect, but the "unexpected" part is key. Whether through disguise or simply going unseen, you can evade unwary garrisons and armies, gathering information for your side and identifying poorly defended areas. When you do strike, you'll be able to steal away into the shadows long before a large force can respond. Only magic or the most vigilant watchmen could hope to perceive you.

Famous Hero (200 CP)
The greatest warriors are lauded by bards and storytellers throughout the nation for their brave deeds and extraordinary qualities. What tales will they tell of you? Pick a single trait, such as

[2] "#" indicates a title such as God/Goddess, King/Queen, Prince/Princess, Lord/Lady, etc. "!" indicates a singular third-person pronoun, usually He or She. You don't need to meet the listed requirements for a title, but it would cause some confusion if you were to call yourself, for example, "Queen of all Sources of Water" without any ability in water magic.

strength, endurance, toughness, etc. This could even be something outlandish such as a third eye that grants improved magic resistance and vision, or even great obesity which functions almost like ablative armor. This trait or its benefits will be enhanced to superhuman levels. Furthermore, this will passively improve over time, and its growth can be accelerated by performing great feats and increasing your renown.

You may purchase this multiple times, choosing a different trait each time.

Layered Defenses (400 CP)
When you start carving through enemy armies, any intelligent foe is going to start developing countermeasures against you as fast as possible, and there are many, many different avenues of attack which they could exploit. If physical damage is ineffective, they might target your magic resistance through spells like Soul Slay, Bone Melter, or Disintegrate. Should that fail, they could try fire, lightning, cold, or poison damage. Or they might attempt to fatigue you into unconsciousness, or drop a meteor on you, or any number of other things. It may be impossible to cover all bases, but with this perk, your strongest defense will cover for what would otherwise be your greatest weakness. How exactly this appears is up to you, whether your extreme speed allows you to dodge normally unavoidable spells, or warming yourself to resist cold through extreme willpower.

Damage Reversal (400 CP)
When you would ordinarily be dealt harm by an enemy, that damage is instead suffered by your attacker. Leap face-first into your opponents' spears and be completely unharmed as deadly wounds open up on their bodies. Hurl yourself heedlessly into hostile evocations and watch enemy mages burst into flame. This does not grant complete invulnerability however, as there are ways around the damage reversal. Firstly, a foe with strong magic resistance has a chance of avoiding the effect and may be able to harm you normally. Second, damage reversal cannot prevent harm that does not have a clear, discrete target to reflect it back on, for example, environmental effects.

Mage

Site-Seeker (100 CP)
Mages need magical gems in order to craft magic items and fuel potent spells. There are numerous sources of gems scattered throughout the world, but it would take ages to track them down manually. Skilled mages have an easier time, being able to detect sites attuned to the paths of magic they practice, but you take it a step further. You are naturally drawn to places of magical power, especially ones that you have not visited before. You also gain an excellent sense of direction so you can easily return to a site after you've found it, even if it is magically concealed.

Inspiring Researcher (200 CP)

Magical power isn't much use without spells. Many mages will spend their time developing new ways to strengthen their own forces and annihilate the enemy, but so many mages researching all at once will require a great deal of coordination to ensure that work is not duplicated and relevant results are shared with the right people. This is where you shine; not only are you an expert magic theorist, but an extremely skilled organizer as well. Any researchers working under your care will see their efficiency substantially increased regardless of their field.

Innate Spellcaster (400 CP)

One of a mage's main weaknesses is melee combat. Some carry weapons or wear armor to deal with melee threats, but in most cases, to resort to such measures is to give up on spellcasting. Proper gestures, incantations and focus are all extremely difficult when desperately dodging blows. Yet, as an Innate Spellcaster, you have no issue with it at all. Magic is an inherent part of your being, and manipulating it is as easy as breathing. You are able to cast spells of arbitrary complexity without any risk of failure even while devoting most of your thought (and limbs) to other tasks, such as fighting multiple skilled opponents simultaneously. You also do not need to speak incantations or make gestures for spells that usually require them.

Empowerment (400 CP)

Typically, a mage develops their paths through decades, centuries, or even millennia of dedicated study. Wars generally do not last that long. However, when the need is great, there may be shortcuts to power. By consuming huge quantities of magical gems, a mage skips the long effort of study and practice, advancing in a single path over the course of only one month. You are particularly receptive to empowerment, and need only use half the normal amount of gems. A similar ritual is possible with other forms of magic, using *vis*, lyrium, warpstone, etc., depending on the magic system involved. This carries no risk to the receiving individual, whether that is you or a fortunate ally. Lastly, empowering yourself in blood magic using blood sacrifices no longer risks horror marking yourself.

Priest

Sacred (100 CP)

Most nations have at least one type of soldier that is regarded as sacred. These sacred units can be blessed by priests in battle, bestowing upon them effects unique to their god. You gain this quality as well, allowing you to benefit from your deity's blessing, as designed in the "Bless" section. In future jumps, others will recognize you as possessing some sort of religious significance if you wish, and you will enjoy increased benefits from holy or divine magic.

Lighting Candles (200 CP)

As a priest, it is your primary duty to bring your religion to the newly-conquered heathen masses, thereby spreading your god's dominion into new lands. Preaching is the most direct way of accomplishing this, and your sermons are sure to sway the crowds whether you promise fire and brimstone or milk and honey. Grand temples may also impress upon the populace the power of your deity, so you are an architectural expert, at least when it comes to religious structures.

If you are a pretender, you no longer need to actively preach to spread your religion. Your mere presence inspires widespread worship, diminishing foreign dominions and bolstering your own.

Call God (400 CP)

Gods die all the time. The difference between mortal and immortal is whether one can return. When you call to a dead, dormant, or imprisoned god through careful, months-long religious ritual, you will eventually receive an answer. Your chosen deity will return at the height of their power. This will take longer the more powerful the deity, though your skill in holy and/or unholy magic will reduce the necessary time. You may also lead other priests in calling a god, and their skill will further hasten the process. Many such beings were killed or sealed away for a reason, so hopefully they are grateful for your efforts.

Dominion Killer (400 CP)

One way to ensure that a pretender stays dead is to eliminate their entire dominion. In this world, to declare oneself a god is to inextricably link one's life to belief and worship, and a god without followers is no god at all in a very literal sense. Firstly, you are a skilled orator capable of extinguishing religious belief in those who hear your words; whether you target one specific creed or simply faith in general is up to you. Lastly, and perhaps more importantly, you may apply this phenomenon to other beings, whether divine, mortal or something else entirely. Designate a target, and when no one remains who knows they exist (you and your allies excepted) or is willingly working on their behalf, your foe will be irrevocably erased from reality.

Leader

Architect (100 CP)

Castles and and other fortifications are primarily defensive in nature, but they also serve an administrative role, providing a central location from which to collect taxes and gather armies. You are an expert not only at designing forts and castles, but also in organizing efforts to build these structures quickly and cheaply.

Commander (200 CP)
Tactics in this world don't go far beyond "infantry in front, cavalry and fliers circle around behind." The dominance of magic has ensured that military theory revolves mostly around the effectiveness of different spells and their interactions with troops. This leaves plenty of room for a skilled commander like you. Not only can you inspire great bravery in your soldiers, you are a master of battlefield tactics and formations.

Diplomat (400 CP)
In a conflict with so many players, skillful diplomacy can raise the weakest to victory or cast the mighty down into ignominious failure. Unless you are so powerful that you can defeat many, many opponents on multiple fronts simultaneously, it may behoove you to make allies, or, at least, make sure your enemies are fighting each other as much as you. To this end, you gain the ability to easily adapt to foreign cultures and ingratiate yourself to prominent figures therein. Of course, you also know your way around the negotiating table, playing your cards and sussing out your opponents' plays so that things always end up in your favor. And if it comes down to it, you can spin extremely convincing lies to turn allies against each other or play up a common threat. Finally, divine beings tend to like you unless you give them a clear reason not to.

Logistics and Organization (400 CP)
Whenever you are in a managerial position, things seem to operate extremely smoothly. You keep a finger on the flow of goods and information within your nation or organization, allowing you to ensure that everything goes where it needs to and everyone knows exactly as much as necessary. Finally, and perhaps most importantly, any loyal members will be able to share in your leadership and productivity perks if you wish.

Physical Form

This world contains a staggering variety of intelligent beings. Though most are vaguely humanoid, plenty are not, so feel free to create just about any form you care to inhabit. Even if a species matching your description does not exist in this setting, scholars will not be particularly shocked to encounter something they have never seen before. You may make any cosmetic changes to your body that you like, barring exceptional attractiveness or fearsomeness, which are covered under "Awe" and "Fear" in the Nation Perks and Bless sections, respectively. Mechanical changes to your form must be supported by perks.

Amphibious (50 CP, *free for underwater nations*)
You are as adapted to life underwater as above, being able to breathe water and air with equal ease. Being immersed in water does not hinder any of your actions, and your swimming skills could be described as "fishlike," though how literal this is is up to you.

Darkvision (50 CP)
You can see in the dark as clearly as in daylight, allowing you to navigate caves, moonless nights, and magical darkness with equal ease.

Spirit Sight (50 CP, *requires Darkvision*)
Your senses are supernatural, allowing you to distinguish illusion from reality and see beings invisible to mundane eyes.

Terrain Survival (50 CP)
You are accustomed to living in a specific type of terrain, such as desert, mountains, forest, or swamp; you may choose whether this is through learned skill, physiological adaptation, or some combination of the two. You move through your favored terrain with great ease and have no trouble feeding yourself. This perk can be purchased multiple times, choosing a different terrain type each time.

Natural Protection (50 CP)
Plenty of creatures have tough hide or scales that guard them against physical harm. Each purchase of this will grant you stronger protection. The first gives you hide roughly equivalent to chainmail; the next, platemail; then Ulmish Blacksteel plate; and so on. You may purchase this as many times as you like.

Damage Resistance (50 CP)
You are highly resistant to a single type of damage, such as fire, shock, poison, etc. This may be purchased multiple times, either choosing a different damage type or the same one as before to further increase your resilience. Three "stacks" of resistance against the same element will make you effectively immune. You may not choose a physical damage type, such as blunt, piercing or slashing, as that is covered by "Natural Protection."

Natural Weapon (50 CP)
Fangs, claws, strong tentacles, or a spiked tail, perhaps? Each purchase of this perk earns you a new natural weapon; you can decide exactly what form it takes for yourself. By default, a solid hit will easily kill an unarmored human, and damage will scale up appropriately if you increase your size.

Venom (50 CP)
Your body produces a potent venom that will swiftly kill an afflicted human or other human-sized creature. Larger creatures can resist it for longer, but will eventually succumb without medical aid. You may choose the method of delivery: either you spit the venom at your opponents or your natural weapons secrete/inject it. Alternatively, take this perk twice to gain both. If you spit the venom, you can, of course, coat your weapons in it, but the coating will only last for so many strikes. By purchasing the "natural weapons" delivery method, you ensure that you will neither run out nor need to re-apply the venom. You are immune to your own venom, but not necessarily other toxins.

Extra Limbs (50 CP)
Most humanoid beings have two arms, but this isn't universally true. With each purchase of this perk, you will gain one more appendage capable of fine manipulation. Typically this is an arm with a hand on the end, but it could also be a dextrous tentacle or even a tendril of prehensile hair. Of course, you may take this multiple times. As a bonus you will gain perfect ambidexterity that applies to all such appendages with your first purchase.

Flight (100 CP)
Whether through wings or magic, you are able to fly at several times your land speed. You are surprisingly agile in the air, and flight is about as exhausting as sprinting for you.

Dragon Breath (200 CP)
Choose either fire, frost, lightning, or poison. You may exhale your chosen element in a narrow cone in front of you with a range of about a dozen meters, and it takes only a few seconds to ready another afterward. Regardless of your choice of damage type, your breath weapon can easily kill an armored soldier, and if used on tight formations, can inflict dozens of casualties per breath.

Teleportation (200 CP)
With a moment of concentration, you can teleport up to several miles away. The teleport is guaranteed to never instantly kill you, but this does not prevent you from teleporting yourself into dangerous situations.

Petrification (200 CP)
You can turn other beings to stone with your gaze, though extremely strong magic resistance can prevent it. The petrification only lasts a few minutes, but the transformation from flesh to stone and then back is extremely traumatic and inflicts terrible internal damage. You may toggle your petrifying gaze at will.

Unsurroundable (200 CP)
Do you have eyes in the back of your head, figuratively or literally? Or multiple heads, perhaps? Regardless of how you manage it, you can perceive, keep track of, and defend against a huge number of opponents at once, even those that ought to be in your "blind spots." Your enemies will find sheer numbers are no aid against you.

Elemental (300 - 400 CP)
Choose one element: fire, air, water, or earth. Your body is made of this substance, and each one grants different benefits. Creatures of fire are insubstantial and difficult to harm with mundane physical damage, and they are constantly surrounded by extremely intense heat. Air elementals are composed of cloud or mist and are therefore similarly insubstantial. They can also fly, even in severe weather, and strike enemies with lightning at short range. If you take "Flight" as an air elemental, your top speed will be doubled, and you will gain perfect maneuverability. Beings composed of water are highly resistant to physical damage, though not to the extent of fire and air elementals. However, they regenerate grievous wounds in seconds as the liquid of their bodies simply flows back together. Lastly, earth elementals are phenomenally strong and sturdy, being composed of stone, and can regenerate, though not quite as quickly as water elementals. You may pay an extra 100 CP to add another element to your selection. For example, you may add earth and fire together to become a being of lava, with the strength and resilience of earth and the heat aura of fire. This is not limited to the four elements listed here. For instance, fire and death could create a being of banefire, which burns away life force.

Dominion Immortality (600 CP, discounted Pretender)
If you are killed within your or your god's dominion, as long as your soul is intact, you will instantly return from death in the location where you entered the current world. You may even heal permanent wounds during your resurrection. However, this will cease to function if your "home" region is ever conquered by your foes.

Trinity (600 CP)
You are actually three beings that share a single mind. You have no issue controlling all three bodies at once, and each may act independently of the others. You may design each body according to the rules in this section; any other Physical Form perks may apply to one or more of the bodies at your discretion. When all three are together, each has the full benefit of every one of your perks and powers. However, when the bodies are separated, your supernatural powers are weakened; for each power, choose whether it will be in the possession of one of the three bodies or divided equally between them. If one body has sole possession of an ability, the ability remains at full strength at all times, but the other two bodies can only use it in the presence of its "owner." If an ability is divided equally between them, it is reduced to one-third strength when the three bodies are separated, but will grow in power depending on how many are present. If two are in the same place, each will be able to use the ability at

two-thirds strength, and when all three are near to one another, all three will be at one-hundred percent.

Size *(Variable)*
By default you are about the size of a human if bipedal or very small horse if quadrupedal (size 3). You may reduce your size to roughly half that and lock yourself into that size for a bonus of +100 CP. Growing up to double this size (size 6) costs 100 CP; this would be equivalent to an illithid, a distant descendent of the Rephaim giants, or a very large moose. Tripling your base size (size 9) costs 200 CP, and would put you on par with divine titans, pureblooded Fomorian Giants, the Nephilim, or an exceptionally large elephant. Your physical strength and toughness scale with your proportions; a size 6 giant may be able to survive four or five blows that would instantly kill a human. You need not be bi- or quadrupedal, these examples are merely provided as a reference.

Magic Paths

There are ten different paths of magic, and each must be pursued separately. You may take each path up to ten times at a cost of 50 CP per purchase, representing increasing levels of skill in that type of magic. A single level in a path grants enough power to reliably kill an armored human or buff one ally with each spell. At two levels, a mage could affect a small number of targets or, by consuming magic gems, summon a small number of magical beings. The greatest human mages would be proud to reach three levels in a single path; at this point, one could affect dozens of targets on the battlefield. Off of the battlefield, such a mage could summon intelligent magical beings capable of casting spells on their own. Fourth-level spells can affect every being on a battlefield simultaneously, while rituals could summon especially powerful magical creatures; only extremely long-lived beings could naturally achieve this level of skill. To reach fifth- or sixth-level magic is to approach the realm of gods; there are relatively few battlefield spells that require this degree of power, but such spells are capable of devastating entire armies. Rituals at this level can affect the entire world. As a mage's skills increase beyond this point, there are fewer spells available, but these are increasingly powerful. The greatest spells, such as Wish, require nine levels in a path (Astral, in the case of Wish). Furthermore, increasing one's skill in a particular type of magic not only allows one to cast more powerful spells, but increases the power and decreases the fatigue cost of lower-level spells. For example, a more skilled mage may be able target a larger area and cast many more times than a lower-level mage, even when using the same spell. Every level that you purchase in a path also grants you a single bless point (BP) to be spent in the next section. Companions may gain BP in the same manner only if they have taken the Pretender perk.

Fire (50 - 500 CP)
Fire magic tends to be straightforward, calling forth flames and heat to destroy foes. It sometimes also deals with light and even certain types of disease such as rabies and fevers. The phoenix is another

common motif, and Phoenix Pyre is one of fire magic's most iconic spells. When the caster would ordinarily be killed, they instead explode in a burst of flame and then reappear somewhere nearby. Its main weakness is that the reincarnation is extremely exhausting; two or three is enough to render even the toughest warriors unconscious, causing the spell to fail. There are relatively few magical creatures able to be summoned through fire magic. Embodiments of fire, such as fire elementals and flame spirits are examples of typical summons, as are fire breathing reptiles. Fire magic can also be combined with other paths to achieve a variety of effects. For example, the sun is associated with fire and astral, while fire and death magic together can create banefire which consumes life force, rather than conventional fuel.

Air (50 - 500 CP)
Air magic is not merely wind, but also lightning, mist, and weather. It can grant allies mist-like properties, making them nearly ethereal, or allow them to fly without wings. Air elementals, of course, can be summoned with air magic, but all manner of flying magical creatures are available as well, such as gryphons, wyverns, and great eagles. Combining air magic with other paths can affect the weather in different ways, for example, using air and earth to cause large stones to rain down upon one's enemies or filling a battlefield with an unhealthy miasma prone to causing disease through air and death.

Water (50 - 500 CP)
Water magic focuses mostly on liquid water, but also includes cold, ice, and some other fluids, such as sticky slime. It can also apply to certain properties associated with water; quickening, for example, is a water spell that doubles the speed of a group of friendly units. Water summons include water elementals as well as all manner of sea monsters and magical beings associated with water, such as Sea Trolls. Adding other paths to water magic unlocks liquids of interesting chemical or magical properties. For example, water and fire magic can create acid, while water and death allow a mage to draw forth water from the river Styx to grant their allies resilience to physical harm.

Earth (50 - 500 CP)
Earth magic affects stone, dirt, and metal, or manipulates properties associated with earth. Stoneskin and Ironskin, for example, are common earth spells, as is Curse of Stones, which significantly encumbers enemy soldiers. Summoning spells that use earth can call forth earth elementals and many types of cave-dwelling beings, such as cave drakes, ogres, and trolls. Earth magic is also notable for its use in constructing magi-mechanical beings such as Clockwork Soldiers and Siege Golems. The combination of earth and other magical paths allows a mage to apply different abilities to these constructs. For example, Iron Dragons can be built with earth and fire magic. In terms of battlefield magic, earth and fire create magma, while earth and water can rust and degrade enemy equipment.

Astral (50 - 500 CP)
Astral magic relates to the stars, but the stars have influence over a great many things: fate, the mind and magic itself not least among them. In terms of direct damage, astral is not particularly powerful, but it has many tricks that other paths lack. It can manipulate luck to curse enemies, temporarily increase the user's skills in all paths of magic, or, through Antimagic, shield against hostile spells. Astral mages can also join communions to boost the power of the communion "masters," and divide the cost of each spell between the "slaves." Extremely powerful astral mages willing to spend astral pearls can even stop time, control minds, or turn summoned creatures to their side. There are few creatures who can be summoned through astral magic, but certain rituals can grant minds and intelligence to otherwise mindless beings. Astral has notable cross-path spells with both earth and fire; earth can call down meteors from the heavens, while fire connects astral to the sun and fire of the stars.

Death (50 - 500 CP)
Death magic is most commonly associated with necromancy and the undead, but it can also inflict disease, suffering, fear, and, of course, death among the living. It can also drain life force, disintegrate targets, or call forth magical darkness. Though it is sometimes called "dark" magic, not all its uses are evil. Perhaps the best example of benevolent death magic is the potent ritual known as the "Well of Misery." A powerful death mage takes disease, pain, wounds, and old age from lucky individuals throughout the world and pulls these ills into their own body, distilling them into death gems to be used for other spells. Most other rituals involve reanimating or creating different types of undead creatures, or inflicting disease, darkness, etc. on much larger scales. Death and astral magic can drain souls to heal and reinvigorate the caster, while death and air can call forth terrifying wails or disease-carrying winds from the underworld.

Nature (50 - 500 CP)
The path of nature is connected to life, animals, and vegetation. Most healing spells come from this path, but poison has its source in nature as well. Nature can bestow qualities of plants or animals, such as in the spells Barkskin and Eagle Eyes, or change a being's entire body, for example, by shrinking or enlarging it, or by polymorphing them into a completely different creature. There are a wide variety of nature summons, including ordinary animals, forest trolls, lamias, and even massive, poison-breathing dragons. Nature magic can be used in combinations to connect the other paths to living beings. For example, air and nature can call forth healing mists, while water and nature can liquefy a foe.

Glamour (50 - 500 CP)
Glamour magic is best known for creating realistic illusions of all kinds, and in this way, it can shield allies by obscuring them or hiding them amidst mirror images, or deceive enemies into fighting each other. Glamour mages can summon illusionary warriors or beasts to fight on their behalf, or cast illusionary bolts of energy. Such spells can actually inflict a strange sort of harm called "false damage." False damage feels and acts as if it had been inflicted by a real source rather than an illusion, and

sufficient false damage can kill just as easily as "true" damage. However, it is maintained by the presence of glamour mages - if all opposing glamour mages flee, die, or are otherwise removed from the battlefield, all false damage on surviving soldiers vanishes. Death by illusions is just as real as death by any other source, however, and cannot be undone by this method. Lesser-known, but still potent, is glamour magic's connection to the Dreamwild, the otherworldly realm of sleep inhabited by the fay. Therefore, glamour can summon various fay creatures to aid the caster, cause foes to fall asleep, or draw forth elements of dreams or dream logic to influence the material realm. This last aspect as some overlap with astral magic, as dream logic can be used to affect fortune and probability. However, while astral curses foes with ill fortune, glamour instead grants good fortune to allies. Glamour's most common cross path is with nature, as many fay are closely associated with nature and thus must be summoned by a mage familiar with both paths. Meanwhile, glamour and death can be used to conjure nightmares rather than dreams, and combining glamour with fire can cloak soldiers in splendor so great that enemies may hesitate to attack them.

Blood (50 - 500 CP)
As species go, humans are among the weakest in this world. However, a small number of them carry a power in their blood which only manifests with their deaths. They can be found in any province with a sufficiently high population, and when found, are typically enslaved and kept docile through a cocktail of drugs. Blood is the path that makes use of this power, and it is unique because there are no gems associated with it. Whereas potent spells from other paths are powered by the expenditure of magic gems, most blood spells require the sacrifice of living blood slaves. In exchange, blood magic grants power and versatility. It can leech life force from enemies, inflict terrible wounds, or increase the strength of allies. Blood magic rituals summon demons or restore the youth of the caster. Combining astral with blood magic can call forth horrors, beings from another dimension that feed on suffering, lamentation and fear. Horrors are incredibly powerful, but cannot be controlled, so dealing with them is extremely dangerous. Nature can be used with blood magic for magical Cross Breeding between any number of different creatures in an attempt to produce a powerful monster. Other blood cross paths can summon different types of demons, such as ice demons from water and blood magic, or bone fiends from death and blood magic.

Holy (50 - 250 CP, first purchase free for Priests)
Holy is different from other magic paths, to the point that it is sometimes not considered magic at all. It is what distinguishes priests from mere zealous followers, and draws from the power of the divine. As such, it has no associated gems, very few spells, and only five levels. Most priests only ever achieve the first rank, and particularly skilled ones reach two. Only the heads of an extremely powerful and influential church could make it to rank three. In order to reach four and five, such a church leader would have to be specifically elevated as a prophet by their god and/or carry a powerful holy artifact. Holy magic's most iconic spell is Bless, which simultaneously bestows all of their god's bless effects upon a sacred unit. Being extremely simple to cast, it can allow a weak priest to wield incredibly potent

buffs. Other holy spells include increasing allies' morale, destroying demons or the undead, or simply killing heathens. Holy rituals and cross-path spells are extremely rare, and are specific to individual nations.

Bless

As described in holy magic, a bless is a simple spell that can be easily cast by any priest and affects that deity's sacred units. Its effects, however, vary widely based on the pretender in question. Not all nations field sacred soldiers, but even in this case, all priests are sacred, and most nations have some type of mage-priest. This section will allow you to customize your or your god's blessing. In future jumps, the blessing will apply to priests of your religion and any soldiers of the same religion that hold religious significance to your people. Bless effects are purchased with BP obtained by buying levels of magic from the previous section. You may spend 50 CP to buy two bless points without the a level of the associated path. However, each bless effect listed here lists magic path prerequisites; for instance, "Unbearable Splendour" requires Fire 8 and Astral 4, meaning that in order to purchase it, you must have first purchased at least eight levels of Fire magic and four of Astral.

Companions cannot make purchases in the Bless section unless they are pretenders.

Fire

Fire Resistance (2 BP *first purchase, 1 BP afterward, requires* Fire 2)
Fire is a common sight on the battlefield, especially once mages start to see more use in war. It may be worthwhile to give important units some protection against it. One purchase of Fire resistance would protect against large mundane fires, three would grant near-immunity to any size of mundane fire and substantial resistance to offensive fire spells, and five purchases would make blessed units effectively immune to heat and flame. Of course, this bless effect can be taken multiple times.

Attack Skill (2 BP, *requires* Fire 2)
The melee attacks of your sacred soldiers are both quick and accurate, making them difficult to defend against. Though a simple and straightforward effect, it will help your forces dispatch enemies more quickly, therefore exposing them to fewer enemy attacks. You may purchase this blessing multiple times, with its effects stacking linearly.

Inspirational Presence (3 BP, *requires* Fire 3)
Sacred leaders are inspiring to those beneath them, allowing them to lead a larger number of soldiers effectively and improving the morale of those soldiers. You may purchase this blessing multiple times, with its effects stacking linearly.

Righteous Wrath (4 BP, requires Fire 4)
Any blessed unit that witnesses the death of another will be enraged and will fight with greater skill and strength as they seek revenge for the death of their comrade.

Death Explosion (5 BP, requires Fire 5)
When killed, your sacreds will explode into a large fireball, hopefully killing their attackers. Unprotected allies may also be harmed, and if those allies are also sacred, one death could easily lead to a cascade of explosions. If carefully planned, however, such a thing could be far more devastating to the enemy than to your own forces.

Heat Aura (5 BP, requires Fire 5)
Blessed units are surrounded by withering heat; anyone not resistant to fire will be rapidly fatigued and may even catch fire. The aura is increased by hot weather but tempered in cold climates. Sacred units carrying this blessing are immune to its effects and gain significant fire resistance, equivalent to two purchases of the "Fire Resistance" blessing listed above.

Flaming Weapons (7 BP, requires Fire 7)
When blessed, the weapons carried by your sacred units will burst into flames, the heat of which passes through all mundane protections. The weapons and their bearers are unharmed by this flame, and it affects even natural weapons such as claws and ranged weapons such as bows or javelins.

Unbearable Splendour (12 BP, requires Fire 8 and Astral 4)
Whenever any foe attempts to strike a unit blessed with Unbearable Splendour, that enemy will be rendered permanently blind by a flash of brilliant holy light. Only strong magic resistance can protect against this effect.

Air

Precision (1 BP, requires Air 1)
Being able to cast powerful spells does not necessarily mean that one can accurately aim them. And while most sacred soldiers are well-trained, greater accuracy is never a bad thing, especially when firing into a melee. Precision grants your sacreds better accuracy with projectile attacks of all types. One purchase is enough to bring someone who has never handled a bow to the level of a trained soldier, while four would grant an archer or mage superhuman accuracy. This can be taken multiple times.

Shock Resistance (2 BP first purchase, 1 BP afterward, requires Air 2)
Lightning is slightly less common than fire as a source of battlefield evocations, but it tends to deal greater single-target damage and can stun targets, leaving them open to attack even if they are not instantly killed. Especially when fielding large and powerful sacreds, some degree of protection against lightning may be prudent. This scales just like "Fire Resistance;" a single purchase grants resistance to mundane lightning, while five would render subjects nearly immune to lightning both magical and mundane. Of course, it can be taken multiple times.

Awareness (3 BP, requires Air 3)
Blessed units become supernaturally aware of their immediate surroundings, allowing them to better defend against foes who attempt to attack them from their blind spots or while they are focused on another opponent. This effect is especially useful for large sacred units that may find themselves swarmed by groups of smaller enemies.

Swiftness (4 BP, requires Air 4)
When a sacred unit is blessed, they will gain increased movement and reaction speeds. While it will not increase the frequency of their attacks, it does make them more likely to strike first in combat, better at defending themselves, and able to cross large distances faster.

Weightlessness (6 BP, requires Air 5 and Earth 1)
Blessed units become nearly weightless and float above the ground, yet are still able to stand and move as if they retained their mass and their feet were solidly planted. They become immune to ground-based effects such as Earthquake and are not weighed down by their equipment, though armor may still inhibit spellcasters. Mounts similarly are not encumbered by weightless riders.

Air Shield (6 BP, requires Air 6)
The air surrounding your sacred units will solidify in response to incoming projectiles, blocking exactly eighty percent of them. Outgoing projectiles are unhindered, and the barrier does not affect melee or area-of-effect attacks.

Thunder Weapons (7 BP, requires Air 7)
The attacks of your blessed units discharge an arc of lightning with every strike. The arc bypasses mundane defenses as long as the weapon makes contact, and surviving foes will be left exhausted by the hit. Like Flaming Weapons, this affects natural weapons such as claws and fangs without harming the blessed creature, and also ranged projectiles like arrows, javelins, and sling bullets.

Charged Bodies (8 BP, Requires *Air* 8)
When a sacred unit is blessed, it will become charged with electricity. Upon being struck by an enemy in melee, the blessed unit will discharge a powerful arc of lightning that passes through all forms of mundane protection. It also grants sacred units minor protection against electricity, equivalent to one purchase of "Shock Resistance." Unlike the typical "Charged Bodies" effect, this one cannot harm the blessed unit.

Flight (9 BP, requires *Air* 9)
Blessed units are able to fly into the air as though they had wings. Though the blessing does not last long enough for movement on a strategic scale, it is extremely effective in combat, allowing those affected to move about swiftly and easily, as well as enabling deadly charges as they drop down upon ground-bound foes.

Water

Cold Resistance (1 BP, requires *Water* 1)
There are fewer cold evocations than fire or air spells, but some creatures, such as Niefel Giants and certain types of undead, have chill auras that freeze and fatigue their enemies. A tired, shivering soldier is one who makes mistakes, and an exhausted mage could pass out after casting a single spell. Cold Resistance scales like Fire Resistance and Shock Resistance and, of course, can be chosen multiple times.

Swimming (2 BP, requires *Water* 2)
Units under the effects of this blessing become supernaturally adept swimmers, though on its own, it does not bestow the ability to breathe water. They will be able to easily cross rivers despite heavy gear and are not hindered at all when fighting in or under water. Furthermore, unlike most other blessings, it is always active, and does not need to be bestowed by a priest.

Defense Skill (2 BP, requires *Water* 2)
Blessed units will have far better reflexes and parrying skill in melee. Though its effects are simple, it will help keep your soldiers alive against powerful foes. You may purchase this blessing multiple times, with its effects stacking linearly.

Chill Aura (5 BP, requires *Water* 5)
Freezing winds swirl around your sacred units, exhausting and freezing those who venture close. This includes enough cold resistance that they will not be affected by their own auras or those of nearby allies, equivalent to two purchases of the Cold Resistance blessing. The size of the effect is increased in cold climates and decreased in heat.

Slowing Weapons (5 BP, requires Water 5)
When a blessed unit strikes an enemy, that enemy will be hindered as though they are moving through thick molasses. Not only will they move across the battlefield more slowly, but they will be less able to defend themselves and less effective in landing hits of their own. Just like other weapon blesses, this affects natural and ranged weapons in addition to carried melee weapons.

Frost Mist Weapons (7 BP, requires Water 7)
The weapons carried by your sacred units will be wreathed in supernatural cold and leave behind a cloud of freezing mist whenever they strike an enemy. If a creature bearing natural weapons like claws or fangs gains this effect, the blessing itself will not harm them, though they will be afforded no protection against the freezing mist itself. Using it on ranged weapons or purchasing a few instances of Cold Resistance may be for the best.

Vitriol Weapons (8 BP, requires Water 6 and Fire 2)
Upon being blessed, the weapons of your sacred units will be covered in a strong magical acid that causes severe burns in their targets. Though armor offers some protection, the acid may still eat through it, leaving any enemy that survives vulnerable to further attacks. The acid does not harm its wielders or their equipment, and will coat all manner of weapons, including natural and ranged weapons.

Quickness (9 BP, requires Water 9)
Those under the effects of a quickness blessing will move and fight at double speed, providing a substantial benefit to their combat ability, and allowing them to make twice as many attacks in the same amount of time.

Earth

Reinvigoration (2 BP, requires Earth 2)
Blessed units will fatigue more slowly and recover from fatigue more quickly. Soldiers will be able to fight for longer and mages may be able to cast a greater number of spells before they pass out. You may take this effect multiple times, with its effects stacking linearly.

Strength of the Earth (2 BP, requires Blood 2)
Sacred soldiers will be flush with the strength of earth, allowing them to strike harder in combat. This may be taken multiple times; one purchase is enough to bring an emaciated peasant to the strength of a trained soldier. Two purchases would grant them strength just beyond what would be physically possible for a human.

Unbreakable (4 BP, requires Earth 4)
Those under the effects of this blessing will be much less likely to suffer permanent, unrecoverable wounds, infected wounds, disfigurement, or dismemberment. In a single battle, its effects are minor, but over the course of a campaign, it will save lives and keep your armies marching when others would have shattered.

Reconstruction (5 BP, requires Earth 5)
Blessed inanimate units, such as sacred statues, will heal any damage done to them extremely quickly. Though it cannot restore major afflictions such as lost limbs on its own, any lesser damage will heal in under a minute.

Resilience of the Earth (6 BP first purchase, 5 BP afterward, requires Earth 6)
Sacred units, when blessed, will take on the grounding and stability of the earth, rendering them resistant to both heat and electricity. This blessing is equivalent to two purchases each of Fire Resistance and Shock Resistance, but both come packaged together, and it uses Earth as a prerequisite instead of Fire or Air. This may be taken multiple times.

Hard Skin (6 BP, requires Earth 6)
The skin, scales, etc. of sacred units will become harder and more resilient without sacrificing flexibility or range of motion. Human skin will be similar to tough leather, and creatures with already tough hide will see its strength proportionally increased.

Larger (7 BP, requires Earth 4 and Nature 3)
Even without the blessing of a priest, sacred units will grow substantially larger, with their strength increasing to match. This also increases their durability, as a blow that might kill a human-sized target will be proportionally smaller on an enlarged one.

Fortitude (7 BP, requires Earth 7)
Blessed units are extremely tough, taking only half damage from all physical sources and stacking with armor and other types of physical protection, such as that granted by Hard Skin.

Astral

Magic Resistance (2 BP, requires *Astral* 2)
Though magic resistance doesn't protect against all spells (one would need fire resistance to defend against a fireball, for instance), it does shield one against instant death, mind control, soul slaying, disintegration, etc. It is particularly useful to undead, as it makes them more difficult to banish. You may purchase this effect multiple times; a single instance is only a minor increase to magic resistance, but it will stack linearly.

Solar Weapons (4 BP, requires *Astral* 3 and Fire 1)
The weapons of blessed units will be infused with sunfire that bypasses mundane protections and even heat resistance. While weaker than most other weapon blessings against most enemies, it is extremely powerful against demons and undead. It affects ranged and melee weapons, including natural weapons, and will not harm its users, even if they themselves are demons or undead.

Far Caster (4 BP, requires *Astral* 4)
Mages are often fragile, and, when brought into battle, it may be wise to keep them away from the front. This blessing only benefits mages and priests, but extends the maximum range of their spells by 50%, allowing them to stay much further away from the fighting or strike at the enemy backline without exposing themselves.

Arcane Finesse (4 BP, requires *Astral* 4)
Mages and priests under the effects of this blessing have an easier time penetrating enemy magic resistance. It is useful for, for example, dispatching powerful single targets, banishing undead or demons, or mind-controlling enemies.

Magic Weapons (5 BP, requires *Astral* 5)
The weapons carried by blessed units are infused with magic, allowing them to strike ghosts and other ethereal beings as easily as corporeal ones. Additionally, certain supernatural protections such as the near-invulnerability granted by Stygian water apply only against mundane attacks.

Twist Fate (5 BP, requires *Astral* 5)
The first blow that would otherwise strike a unit blessed with Twist Fate will be negated by the whims of fate, causing it to miss completely. This can take any number of forms, whether a strange sudden gust of wind deflects an arrow from its course, or one soldier pulls another out of the way of a charging monster. This will only take effect once per battle, even if the blessing is reapplied. It is extremely useful, however, for negating enemy cavalry charges - have you ever seen the comedy of errors necessary for an entire unit of knights to smash into your lines and fail to harm even a single soldier?

Fateweaving (7 BP, requires *Astral* 7)
Those who strike your blessed units will suffer from terrible luck for the rest of the battle. The curse makes its victims less effective at defending themselves in particular. They may become distracted or drop their guard at a critical moment. Armor may fail, or strikes may find a weak point by sheer chance, etc.

Etherealness (8 BP, requires *Astral* 8)
Those affected by etherealness will find themselves protected against physical harm, as 75% of all such strikes pass harmlessly through them. They will also be able to float above the ground and through solid objects such as castle walls. Despite their seemingly insubstantial nature, they are perfectly able to wield their weapons and equipment, and they have no issue inflicting damage upon others.

Death

Undying (1 BP, requires Death 1)
Blessed units will be able to fight on through lethal harm for a brief time. As long as they don't suffer too much damage, they'll keep going until the end of the battle. When battle is over, living sacred units will die if they took lethal damage, but sacred undead will gradually heal back to full health, barring afflictions such as lost limbs. You may take this multiple times; each purchase will allow units to sustain greater damage before collapsing.

Mending Bones (3 BP, requires Death 3)
Sacred undead will slowly regenerate even major wounds such as lost limbs that are difficult to otherwise heal. This effect is always active and does not need to be applied by a priest.

Withering Weapons (4 BP, requires Death 4)
Blessed soldiers' weapons will inflict a terrible curse upon living beings that they strike. Their victims will age quickly and decay before your soldiers' eyes, though strong magic resistance may be able to block or weaken this effect.

Stygian Flesh (5 BP, requires Death 5)
Your blessed soldiers seem to be touched by the waters of the river Styx, making them extremely resistant to physical damage from mundane sources. Spells and magical weapons will be able to bypass this effect, however.

Reforming Flesh (6 BP, requires Death 6)
Sacred undead will regenerate during combat, swiftly healing their wounds. Only a strong, decisive finishing blow will prevent them from reforming their bodies to fight on. However, they will need Mending Bones or a similar effect to recover from lost limbs and other severe injuries

Reanimators (7 BP, requires Death 7)
Foes killed by your sacred units will rise again as mindless undead under the control of their killer. Though they'll lack the skills they had in life, one should not underestimate the usefulness of this blessing against large armies of relatively weak soldiers.

Death Weapons (8 BP, requires Death 8)
When blessed, your sacred soldiers' weapons will be charged with negative energy. When they strike living opponents, they will chip away at the target's lifeforce and may also inflict disease. While other similar blessings may be blocked by elemental resistances, only magic resistance will protect against this effect.

Fear (9 BP, requires Death 9)
A blessing will render your sacred units extremely terrifying, such that their foes will often prefer to flee rather than fight. You may choose how this effect is achieved, whether by changing their appearances, granting them a terrifying scream or roar, simply manipulating the emotions of those nearby, etc.

Nature

Resilient (1 BP, requires Nature 1)
Blessed units are just a little bit tougher, able to survive and fight on through greater damage. You may purchase this blessing multiple times, and its effects will stack linearly.

Poison Resistance (2 BP first purchase, 1 BP afterward, requires Nature 2)
On the battlefield, poison is nearly as common as fire, and armor or other forms of protection are not always effective against it. This blessing may be chosen multiple times, and scales just like Fire, Shock, and Cold Resistance.

Unaging (3 BP, requires Nature 3)
Magical power is typically achieved through time and effort, so many powerful mages and priests are rather old. This effect will ease the weight of years on your sacred units, guarding against age-related illnesses. Furthermore, they will also age more slowly, effectively quadrupling their lifespan. Unlike most other blessings listed here, this is always active on sacred units and does not need to be bestowed by a priest.

Poison Weapons (4 BP, requires Nature 4)
This blessing coats its recipients' weapons in poison; any attack that pierces flesh will leave behind a lasting toxin. It will gradually weaken its victims, eventually killing them, and each hit will add more poison, accelerating the process. Like other weapon blessings, it applies to all manner of weapons and does not harm its users.

Recuperation (5 BP, requires Nature 5)
Your living sacred units will be able to heal any wound short of death, given enough time. This does not actually accelerate their healing, but it will allow them to regrow lost limbs, eyes, ears,

organs, etc. over the course of months, greatly reducing combat attrition. However, this does not apply to nonliving beings such as undead or constructs.

Berserk (5 BP, *requires Nature 5*)
Sacred units, even when not blessed by a priest, are able to fly into a berserk fury when wounded, improving their physical abilities and rendering them immune to fear. However this comes at the cost of greater exhaustion and a refusal to retreat regardless of circumstances. This effect is identical to that described in Berserker Tradition, except this applies to all sacred units instead of one type of soldier that you choose.

Barkskin (6 BP, *requires Nature 6*)
The Barkskin blessing causes its recipients' skin to become hard and wood-like without inhibiting their movement. In units without natural protection it is stronger than Hard Skin, though it does not scale as well.

Regeneration (7 BP, *requires Nature 7*)
This will accelerate your units' healing. Even if on the brink of death, it will take only about a minute for blessed units to be restored to full health. However, without Recuperation, this will not heal major afflictions such as lost limbs.

Glamour

Undreaming (1 BP, *requires Glamour 1*)
Sacred units become extremely resistant to any effect that would lull them to an unwilling sleep. Even if they are somehow affected, they wake up more quickly and easily. The effect of Undreaming is always active and does not need to be applied by a priest.

Heroism (1 BP, *requires Glamour 1*)
All sacred units, even when not blessed by a priest, learn from combat encounters just a little bit faster, effectively boosting their experience gain. Furthermore, they are slightly more likely to gain renown for their battlefield exploits. This may be taken multiple times, and its effects stack linearly.

True Sight (3 BP, *requires Glamour 3*)
Sacred units are able to see through illusions, invisibility, and other ways of magically fooling the senses such as blur or displacement, even when not blessed by a priest. However, this does not grant them darkvision, nor does it allow for sight through magically-created darkness.

Blur (3 BP, requires Glamour 3)
Upon receiving a blessing, your sacred units appear blurry and indistinct. The effect is even more pronounced the closer they are to the viewer, making them difficult to hit in melee for anyone relying on sight to find their targets.

Obfuscate (4 BP first purchase, 2 BP afterward, requires Glamour 6)
Your sacred units are extremely skilled in moving unseen and unheard. This does not grant them invisibility, and thus is not useful once the battle is joined, but it can allow groups of them to sneak past enemy sentries to attack unexpected targets and from unexpected angles. If your sacred units are already stealthy, this increases their ability further, and this may be taken multiple times to stack its effects. Additionally, the effect is always active, even without the cooperation of a priest.

Displacement (7 BP, requires Glamour 7)
The image of each blessed unit will be shifted a few paces away from their actual position, making them extremely difficult to hit.

Awe (8 BP, requires Glamour 6 and Fire 2)
A priest's blessing will render your sacred units staggeringly beautiful, to the point that many foes may hesitate to harm them even in combat, just as described in the Awesome Visage nation perk. This blessing simply applies the effect to all of your nation's sacred units instead of one chosen unit type.

Dread (8 BP, requires Glamour 8)
Units with this blessing will manifest the nightmares of nearby foes, terrifying their enemies and making them more likely to flee. The nightmares are illusionary, and will not affect those able to see through illusions. However, all others will perceive them as real.

Luck (9 BP, requires Glamour 9)
Sacred units with this blessing will find themselves extremely lucky in avoiding death. Enemies aiming a killing blow slip, lose their grip, or are interrupted by outside forces. All in all, this blessing has a 75% chance of negating a would-be lethal attack through sheer good luck.

Blood

Strong Vitae (1 BP, requires Blood 1)
Those under the effects of this blessing will be slightly more resilient and able to sustain more damage before they die. This may be taken multiple times. Each purchase is a relatively minor effect, but, applied over many units, can easily be the deciding factor in a close battle.

Strong Blood (3 BP, requires Blood 3)
Whether blessed by a priest or not, all your sacred units are extremely resistant to disease and slightly resistant to poison. Many a powerful army has been brought low by disease when no other foe could best them, and while this may not protect your entire army, it could keep your most important soldiers alive and healthy.

Enchanted Blood (4 BP, requires Blood 4)
The blood of your blessed units gains a combination of minor effects. First, they will slowly regenerate minor wounds, though this effect will not restore lost limbs, eyes, organs, etc., and unlike other regeneration effects, this does not scale with the size of being affected. Second, they gain a minor boost to their magic resistance, making them slightly more likely to survive instant-death effects, resist mind control, etc. Lastly, their blood clots quickly, halting profuse bleeding and making them extremely resistant to effects that would weaken them through blood loss.

Blood Surge (4 BP, requires Blood 4)
When a blessed unit kills a living foe, they will experience a massive surge of energy, dramatically increasing their skill and strength as well as slowing their rate of fatigue. The boost is brief, lasing only a few seconds, but will be renewed by another kill.

Blood Bond (5 BP, requires Blood 5)
Blood Bond forms a network connecting the bodies of all affected units; half of any damage suffered by one unit will be divided between its nearby blessed allies, mitigating enemy attempts to focus down one unit at a time.

Unholy Weapons (6 BP, requires Blood 6)
Blessed units' weapons will be charged with unholy energy. While this is harmless to most beings, it is devastating against priests, gods, and other sacred beings. Like Bane of Heresy, this energy passes unhindered through armor, and can only be avoided by dodging the blow that carries it. Unlike Bane of Heresy, it does not exhaust its victims, but rather inflicts direct physical harm as it sears flesh and soul alike.

Blood Vengeance (7 BP, requires Blood 7)
Blood Vengeance functions almost identically to Damage Reversal; anyone damaging the affected unit will suffer the same amount of damage they inflict unless they are protected by strong magic resistance. The only difference is that Damage Reversal stops incoming damage, while Blood Vengeance does not.

Vampiric Weapons (12 BP, requires Blood 8 and Death 4)
The weapons of your blessed units will sap the life force of those they wound. Though this adds only a small amount of armor-negating damage to their strikes, it also means that each hit they inflict will heal them slightly. This only applies to living enemies, however, as undead and constructs have no life force to drain.

Scales[3]

Pretenders have a tangible effect on the lands within their dominion, passively changing it to match their own vision. These effects are represented by the scales - the main types of change that a god can passively bring about. If you are a pretender god, these are the effects of your dominion. Otherwise, these are the scales of the pretender that you fight for.

Dominion Strength (50 - 500 CP)
Some gods simply have an easier time spreading their dominion than others. While Dominion Strength does not directly alter the lands under a pretender's divine influence, it does change how a dominion interacts with others. In each land, only one pretender's influence can dominate, and a stronger dominion will spread quickly and wipe away foreign dominions more easily. In future jumps, this affects how readily others will adopt your religion. This can be purchased up to ten times; it may be wise to make a few purchases here.

Order/Turmoil (100 - 300 CP or +100 - 300 CP)
Choose either Order or Turmoil. Order costs CP and Turmoil grants CP. You may take your chosen scale up to three times, increasing its effect with each purchase.

A land of order is one in which people follow the law and generally live safe and stable lives, and unexpected events are rare. Strongly orderly dominions can be a bit boring and uneventful, and even tyrannical, as no one can muster the will to oppose their rulers. In such a dominion, a pretender will find it easy to organize the populace and enforce their will. In a turmoil-aligned dominion, people are less inclined to follow the will of others, and can be difficult to organize or police. These lands are both exciting and dangerous; strange and unexpected things happen daily, for good or ill. High turmoil is pure chaos, though some pretenders thrive in these conditions.

[3] Negative scales behave like drawbacks. Therefore if you and your companions serve the same pretender and take different scales, negative scales override positive ones. In regard to positive or neutral scales, a pretender's scales will take precedence, but if there are no pretenders among you and your companions, you may choose whose scales dominate for the duration of this jump. In future jumps, you may toggle the negative effects of your scales at will, while the positive effects of your and your companions scales will stack. Such stacking is subject to diminishing returns if, for example, you and eight companions all take Growth 3.

Production/Sloth (100 - 300 CP or +100 - 300 CP)
Choose either Production or Sloth. Production costs CP and Sloth grants CP. You may take your chosen scale up to three times, increasing its effect with each purchase.

Production makes inhabitants more inclined to work and be productive with their time, and at higher levels, this may develop into an obsession. Sloth creates a land in which citizens are more inclined to slack off. While this easy-going attitude can be fun, a strong sloth dominion can lead to an apathetic populace, who lack even the energy to properly enjoy themselves.

Heat/Cold (+100 - 600 CP)
Heat/Cold works slightly differently from other scales. Firstly, your Heat/Cold scale starts at your nation's preferred temperature as noted in their description. For example, early Abysia begins with Heat 3, and Vanheim has Cold 1. If the nation's description does not mention a preferred temperature, your scale begins at zero, favoring neither heat nor cold. For each step that your scale deviates from the preferred Heat/Cold level, you gain +100 CP. You may not go beyond Heat 3 or Cold 3.

Heat and Cold alter the average temperature within your dominion; small amounts of Heat/Cold will alter the climate just enough to make people uncomfortable, whereas a high temperature change could lead to chilly summers and apocalyptic winters or the exact opposite, with warm winters and hellish summers.

Growth/Death (100 - 300 CP or +100 - 300 CP)
Choose either Growth or Death. Growth costs CP and Death grants CP. You may take your chosen scale up to three times, increasing its effect with each purchase.

A land of growth is filled with life of all sorts - plants grow larger than normal, children are born healthy and animals are commonplace. Unfortunately, this applies to pests and predators as well as livestock and game animals. Within a dominion of especially strong growth, sickness is rare, and multiple births - twins, triplets, etc. - are more common than single births. Fruit grows even in the off-season, and rural communities may not even need to farm, as a single day's hunting and foraging produces enough to feed a family with leftovers to spare. Over long time scales, this will lead to dense forests and jungles throughout the dominion filled with fauna large and small.

Death causes a land to decay over time. Growing crops is a struggle, as is having children. Animals are scarce, and the land often teeters on the brink of famine. A strong death dominion swiftly becomes a barren waste. Nothing can grow. The few living beings that remain in the land appear far older than they actually are. Sickness is more common than health, and stillbirths are more common than live. After a few years, only the dead will remain.

Luck/Misfortune (100 - 300 CP or +100 - 300 CP)
Choose either Luck or Misfortune. Luck costs CP and Misfortune grants CP. You may take your chosen scale up to three times, increasing its effect with each purchase.

Lucky lands tend toward good fortune for every inhabitant, especially their pretender. At high luck scales, magical artefacts almost seem to fall from the sky, and skilled individuals will seek out a pretender to pledge their loyalty. In a dominion of misfortune, small ills frequently befall the populace, and plans often fail due to unforeseen circumstances. Strong misfortune increases the frequency of ill events and their severity. Mages trip and lose valuable magic gems, natural disasters plague the land, and minor enemies seem to appear from nowhere.

Magic/Drain (100 - 300 CP or +100 - 300 CP)
Choose either Magic or Drain. Magic costs CP and Drain grants CP. You may take your chosen scale up to three times, increasing its effect with each purchase.

A land of magic is colorful and vibrant, with mysteries aplenty. Mages have an easier time casting spells and penetrating magic resistance. Magical research is similarly accelerated. A strongly magical dominion is a place where legends become real, and commonfolk regularly encounter powerful supernatural beings. In a drain dominion, however, everything is drab and dull; there is no sense of wonder. Magic has fled the land, it is more difficult to cast spells and beat magic resistance, and researchers struggle to develop new spells.

Companions

Companions may not make purchases in the "Companions" section. Pretender companions may choose their own nation separate from yours, and may take drawbacks. Non-pretender companions join either your nation or the nation of a different companion.

Summon Allies (50 CP)
Import up to two existing companions with 600 CP each, and their choice of origin. You may purchase this as many times as you like.

Recruit Commander (100 CP)
Invite a single being from this world to join you as a companion. They have 800 CP to create their build.

Items

Items are discounted (50% off) for their associated origin. All items can be purchased multiple times. Discounted 100 CP items are free for the first purchase and 50 CP for all subsequent purchases. Existing possessions may be imported into any purchased items that have a similar form or function, and these items may be imported into future ones under the same rules. You may decide whether imported items retain their original appearance, take on the shape of the new item, or change into some sort of hybrid. Regardless of appearance, this results in the imported object gaining all the benefits of the item that it is imported into, while retaining all its original strengths. Items that affect large areas such as the Fata Morgana and Celestial Rainbow can be dispelled by enemy mages, though the difficulty of dispelling them will scale with your magical ability. Even if dispelled, they will "respawn" after only a few months.

Thug

Bottle of Living Water (100 CP)

This rectangular glass bottle contains a huge water elemental, compressed to fit within the small space by the enchantments placed upon it. When opened, the elemental will emerge to fight for the bottle's bearer, returning when the battle is done. If destroyed, the elemental will re-form inside the bottle over the course of a few weeks.

Lychantropos' Amulet (100 CP)

This amulet is fashioned to resemble a stylized wolf's head with red eyes. Wearing it grants you increased strength and regeneration, and when you enter battle, you may choose to enter a berserk state that increases your strength and battle prowess even further. If you already have a berserker ability, this only enhances it. Unlike most Lychantropos' Amulets, this one will not irreversibly turn you into a werewolf.

Axe of Hate (100 CP)

This appears as a simple but well-made one-handed axe, with a single-bit steel head and short wooden haft with leather grip. In order to enchant an Axe of Hate, one must use it to very slowly chop down the tree from which it was made. Through this process, the axe is imbued with a hatred for all living beings. When it strikes a foe, it will sap their energy and may infect its victim with a deadly disease.

Vine Shield (200 CP)

This round shield is made of tightly wound vines, but it is far more durable than its appearance would suggest. When the shield's bearer enters melee combat, living vines will spring forth to entangle any and all attackers. Anyone caught in the vines will find it extremely difficult to defend themselves or strike their enemies.

Boots of Quickness (200 CP)
This pair of knee-high, aqua-colored boots will double their wearer's speed in moving and acting. Anyone wearing these boots will able to launch twice as many attacks as normal, which makes them extremely valuable to warriors. Unfortunately, they have no effect on spellcasting.

Fire/Frost/Shadow Brand (200 CP)
When purchasing this longsword, you may choose whether it is wreathed in regular fire, freezing blue flames, or shadowy flames of unlife. Regardless of your choice, the sword is magically sharpened, allowing it to easily pass through most armor, and will erupt with its own particular type of flame when swung, covering a large area in front of its wielder. Fire Brand and Frost Brand will burn and freeze foes, respectively, while Shadow Brand will burn away the life force of its targets. This makes Shadow Brand extremely effective against living beings, but much less useful against undead or other non-living foes.

The Kindly Ones (400 CP)
The three Erinyes are unleashed upon the world. Though this purchase does not give you direct control over them, they will not attack you or your allies and will prioritize your foes. Each one is a giant of enormous size with wings of living bronze and hair made of venomous snakes. Immune to all mundane poisons and most supernatural ones, they surround themselves with clouds of poison in combat and wield living serpents like whips. They can also see through darkness and illusion while calling forth supernatural darkness to blind their opponents. The first, Tisiphone, Avenger of Murder, targets people who have killed many others. Her touch inflicts a terrible curse, dooming her foes to an early death even if they somehow escape her. Alecto, the Grudging Anger, hunts blood mages and wields a torch that causes madness wherever she goes and even worse insanity on those it touches. Lastly, Megeara, the Unrelenting One will pursue exclusively your enemies, wielding a scourge that destroys flesh and rapidly decays those it strikes. This version of The Kindly Ones cannot be dispelled, and if one or more are killed, they will respawn after a few months.

Fata Morgana (400 CP)
Illusionary warriors will appear throughout your or your god's dominion, helping to keep the peace and defending against invasion. Just like the phantasmal beings summoned by glamour magic, these warriors are fully capable of interacting with and even killing any being without the willpower and magic resistance to disbelieve in them. Lastly, enemy scouts and spies are likely to encounter mirage armies and camps, while your real armies are concealed, sending hostile intelligence efforts into disarray.

Mage

Dreamstone (100 CP)

Anyone who sleeps with this small, spherical, blue-green crystal nearby will gain a measure of control over their own dreams and be able to perfectly remember their dreams upon waking. They will also find their creativity and problem solving boosted significantly in these dreams, especially in regard to intellectual problems, making it a great boon to researchers of all types.

Rainbow Armor (100 CP)

The Rainbow Armor appears as a shirt of overlapping iridescent crystal scales. While effective as a suit of armor, its real strengths are that it offers protection from hostile magic and also slowly restores its wearer's energy.

Elf Bane (100 CP)

This weapon appears simple: a double-bit axe with a wooden haft and steel head, short enough to be wielded with one or both hands. Its edges are supernaturally sharp, allowing to easily cut through armor, but it otherwise functions as a conventional axe against most opponents. Its true strength is revealed when it strikes a magical creature: the arcane energy within the being will be torn apart, killing it instantly. Even the tiniest scratch from the axe will kill a magical being, though strong magic resistance offers some protection.

Ethereal Crossbow (200 CP)

Despite its name, this crossbow is very solid, possessing a bow and lock of mysterious black metal and a stock of heavy, dark wood. When one draws back the string, however, a hazy, ethereal bolt appears. Once launched, the bolt passes harmlessly through inanimate matter but will slay the soul of any being that it strikes. Armor is useless against the crossbow, but strong magic resistance can protect against its bolts.

Rune Smasher (200 CP)

The Rune Smasher is a one-handed mace with an ornate golden head and pommel connected by a haft of emerald-green metal. It makes an effective weapon despite its ornamented appearance, but is most useful when casting spells. Just before its wielder casts a spell, it will weaken the target's magic resistance, making it easier for spells to penetrate.

Ring of Wizardry (200 CP)

This is a ring of bronze set with an emerald and ruby side-by-side. It will increase its wearer's ability in every type of magic they know. For the magic of this jump, the boost is equivalent to one level in each path. Wearing more than one Ring of Wizardry grants no additional benefits, but it will stack with other methods of boosting your magic.

Blood Moon (400 CP)

When you purchase this, choose one type of magic. Despite the name, this does not need to be blood. The moon will take on a color associated with your chosen magic, for instance, dark purple for death, bright yellow and orange for fire, or pale blue or green for air. Every night, even if the moon is not visible, you and all friendly mages will experience a boost to this type of magic, and while difficult to take advantage of in battle, this is ideal for empowering ritual magics. Additionally, all of your enemies will be cursed with terrible luck. You may return the moon to normal at will, though this will also disable its other effects. Once disabled, you may resume the Blood Moon at will as well. If you purchase this more than once, you must choose a different element each time but multiple boosts may be active simultaneously. Misfortune for your enemies will stack, but with diminishing returns after the first few purchases.

Forge of the Ancients (400 CP)

The forge used by the servants of the Pantokrator, large enough for dozens of titans to work side-by-side without getting in each others' way, and infused with the powers of creation. Using the forge, you and anyone else you allow will be able to create more powerful items at a substantially lower cost. As this version of the Forge of the Ancients is a location rather than a global enchantment, it cannot be dispelled. If it is destroyed or captured, it will respawn in a location of your choice after about a month.

Priest

Winged Shoes (100 CP)

The Winged Shoes are made of white leather and have a pair of tiny wings at each ankle. Anyone who wears them will be able to fly at great speeds as the wings frantically flap about.

Cockerel Scepter (100 CP)

The head of this scepter is made to look like the head of a rooster, finely wrought in gold and orichalcum. If wielded like a mace, it will blind anyone it strikes and deal enormous damage to undead and demons. Its wielder will also be able to call forth holy flames that are extremely effective against undead, demons, and anyone who laughs at how silly the scepter looks.

Amulet of Resilience (100 CP)

The Amulet of Resilience is a large circle of leather set with nine amber stones that pulse with energy. It will rapidly reinvigorate its wearer, recharging their energy reserves and making strenuous activity much less tiring.

Robe of Invulnerability (200 CP)
This is a simple brown robe with a grey cloak wrapped around the shoulders and held in place with a silver clasp. It is extremely light and will make its wearer nearly invulnerable to non-magical damage, but offers no protection against spells and enchanted weapons.

Wraith Crown (200 CP)
Made of bones and decorated with skull motifs, this crown makes its wearer ethereal and therefore extremely resistant to non-magical attacks. Perhaps more importantly, it will call forth dozens of armed skeletons to protect its wearer in combat.

Ivory Bow (200 CP)
This bow is made of human bones and would not function except for the magic within it. When the string is drawn, a trio of green flaming arrows form, nocked and ready to fire. These banefire arrows wither and decay living beings that they strike. Anyone killed by the arrows will be reanimated as an undead being to fight for the wielder of the bow.

The Wrath of God (400 CP)
Enemies who enter your or your god's dominion will have reason to fear the skies, as lightning punishes those who oppose you. While the bolts are not usually effective on single targets, they inflict a continuous attrition on hostile armies, and become more frequent with stronger dominion and in lands in chaos and turmoil.

Enchanted Forests (400 CP)
The forests themselves become temples to your chosen religion. If you will it, they will whisper prayers, hymns, and praise, gradually converting those who live in and near forests. Once your dominion is established, strange creatures of tangled vines will muster and march forth to conquer your enemies.

Leader

Amulet of Antimagic (100 CP)
A teal five-pointed star hung from a strip of leather, this amulet offers a significant boost to its bearer's magic resistance, protecting them against spells such as mind control, disintegration, petrification, etc.

Enormous Cauldron of Broth (100 CP)
This huge cauldron contains a bland but surprisingly filling broth, useful for feeding a large number of troops. Whenever it is emptied, it will magically refill. However, this particular cauldron bears an additional effect that distinguishes it from others of its kind. If you cook something, for example, a soup or stew, within the cauldron using the broth as a base, then it

will instead refill with whatever food you prepared within it. You can restore the cauldron to its "factory settings" at will.

Helmet of Heroes (100 CP)
The Helmet of Heroes is a bronze, open-faced helm bearing a red horsehair crest. When worn by a military commander, all soldiers under their command will be inspired to heroic bravery.

Ring of Returning (200 CP)
A simple bronze ring set with a large, oval-shaped ruby, the Ring of Returning will create a magical connection between its bearer and their home. When the wearer is physically harmed in any way, they will be instantly teleported back there. This does not stop damage from the first hit, but it will likely prevent further attacks.

Silver Hauberk (200 CP)
As its name might suggest, the Silver Hauberk is a suit of chainmail made from eternally bright and shining silver. The magic infused into the armor makes it extremely light, but, even more interestingly, the armor will reflect a bright light into the eyes of anyone aiming a ranged attack at its wearer. This will momentarily dazzle its victim, making it extremely difficult to strike the armor's wearer at range. For some reason, this remains effective even in perfect darkness and on foes who do not rely on eyesight to aim.

Standard of the Damned (200 CP)
This is a black banner depicting a single white skull. It hangs from a pole made from human vertebrae topped with an actual skull. Its terrifying appearance inspires fear in its foes, and it will drain life from nearby enemies to heal and re-energize its bearer.

Gift of Nature's Bounty (400 CP)
Throughout your or your pretender's dominion, grain, fruits, vegetables, livestock, and all other living things will grow faster, larger, and to higher quality than ever before, leading to rapid population growth and a boosted economy that will improve further as your people increase in number. Over time, the accelerated growth may lead to dense, lush forests and jungles, though you can suppress these changes to terrain in specific areas or in general.

Celestial Rainbow (400 CP)
A massive and vibrant rainbow, now under your control. It will appear wherever you direct, forming large quantities of gold at its base. The rainbow's benefits are not merely financial, however; all people living within your lands and properties will gain improved luck, you and your companions in particular. Lastly, the rainbow will protect your lands and properties, granting them resistance to hostile magics.

Undiscounted

Magic Site (50 CP)

Pick one magic path; this is a supernatural location that produces two gems of that type each month. Blood magic is also an option, in which case, it will produce two mindless humans suitable for blood sacrifice each month. The nature of the site will depend on its associated path; for instance, an astral site might be a pool in which astral pearls form from the reflections of the stars and moon, while a glamour site could be a forest in which birdsong can be magically captured and distilled into gems. You may choose the same or a different gem type for each purchase.

Arcane Nexus (400 CP)

This swirling vortex of energy will absorb part of the power of all magic used throughout the world. Though this does not weaken spells or enchanted items in any way, the gathered energy will be distilled into astral pearls useful for casting powerful astral spells or forging astral-aspected magic items. In this jump, whenever anyone anywhere expends magic gems, the Nexus will generate half that number of pearls, and unlike the original Arcane Nexus enchantment, this item can even gather energy from the expenditure of astral pearls and sacrifice of blood slaves. After this jump, it will absorb all kinds of supernatural energies you may encounter, and you may modify it to generate any type of supernatural resource you have need for, though more potent resources will require more absorbed energy to create.

Mount (Varies)

Design a creature using options from the Physical Form section. It will join you as a loyal follower. This creature costs half the CP cost of your chosen options and, by default, has intelligence roughly on par with a horse, though you may grant it human-level intellect for an additional 100 CP. If you intend to ride it as a mount, you may want to make it larger than yourself.

Special Order (Varies)

A wide variety of magic items exists in this world, far more than presented here. All of them can be crafted yourself with the right skills and research, but if you must have them fiat-backed, the CP cost will depend on the research level of the item. Construction 1 items are 50 CP, Construction 3 cost 100 CP, Construction 5 cost 150 CP, and so on. A list of magic items and their stats can be found on page 99 of the Dominions 6 Manual.

Scenarios

You may take one scenario each time you visit this jump. If you complete three scenarios, one in each era, you may grant "Clap Your Hands if You Believe" to any companions you wish to elevate to godhood. You may choose to give the default version or the upgraded version described under "The Ascension Wars."

The *Ascension Wars*

The Pantokrator, the Supreme God of the world, has disappeared entirely. Without His direction and rule, powerful beings are emerging from all corners of the globe to lay claim to His throne. Titans who oversaw different aspects of nature, revered idols and monuments, monsters of enormous strength, powerful archmages, and beings stranger still are gathering their followers and shall soon march to war. There will be cataclysmic battles, fleeting alliances, inevitable betrayals, and magics that shake the earth. Your nation must rise above this chaos, casting down its rivals, and thereby elevating its ruler to true godhood.

There are three ways to accomplish this. The first and most direct would be to completely conquer all other nations. With your will enforced by military might, no other pretenders will be able to oppose you. The second would be to cover the world in your or your god's dominion, wiping away all others and permanently destroying all false pretenders. The third and final means of achieving victory is to claim the Thrones of Ascension: potent magical locations scattered throughout the world, each with a connection to some aspect of nature or reality, for example, a season, the sun or moon, destiny, or sorcery. These Thrones must be claimed in person by a pretender or by an extremely powerful priest on the pretender's behalf, and the process takes one month for each Throne. Then they must be defended, lest your foes take them from you. However, once enough of them are under your control, all rival pretenders will be forever cast into Tartarus, and the world will be yours.

If you have imported companions as pretenders, you must decide who among you will be the "true" deity, and all others will be their disciples. For the duration of the jump, all disciples will spread and be sustained by the chosen pretender's dominion, and only this god's scales and bless will apply. After the jump is over, each pretender may regain the effects of their own scales and bless if they wish. To keep things at least somewhat sporting, each faction in this war will have the same number of disciples and nations as your side.

Should you succeed, you will be able to take this entire world with you on your chain. Other rewards depend on whether you seized the throne of the Pantokrator yourself or aided another to do so.

Any pretenders on your side, whether you, your companion(s), or someone entirely new, may take an upgraded version of "Clap Your Hands if You Believe." These pretenders will still be strengthened by

worship and belief, but the power that they gain will never subside, even if their followers' faith should fade. There will also be no delay; any power gained from worship will be felt immediately.

If neither you nor any imported companions were the main pretender, then your nation's deity will thank you handsomely for your aid, crediting you as the deciding factor in the war. They will then, if you wish, join you as an eternally grateful and loyal companion.

The Destruction of Therodos

You may only take this scenario in the Early Ages, and only if you are not a pretender.

You will enter the world long prior to the Ascension Wars, or even the rise of pretenders. In this time, Therodos is still ruled by the Telkhines, powerful spirits of the sea who can switch between a human-like form and a monstrous one with the head of a dog and flippers in place of hands. In either shape, they stand about twice the height of an average human. Their empire is at the height of its prosperity. Its fleets sail throughout the world, and its craftsmen produce fantastic works of all types. The Telkhines themselves are the greatest mages and smiths in their empire, and now claim that their power rivals that of the gods.

Of course, the Pantokrator will not tolerate such arrogance. Soon, He intends to destroy Therodos and cast the Telkhines into Tartarus for their presumption.

You have two possible paths here: either avert the destruction of Therodos, or become an agent of the Pantokrator to carry out His judgement.

If you choose to defend Therodos, you will need to stop the Pantokrator, by far the most powerful being in this world of titans and monsters. He is not accustomed to compromise, but if you are not prepared to do battle with the one supreme god, you will need to negotiate on behalf of the Telkhines. The Telkhines and their subjects will be brought to trial before the Pantokrator, and their blasphemy will be laid out in extreme detail. Even as you argue on their behalf, the Telkhines are unlikely to cooperate, as they falsely believe that they can challenge the Pantokrator.

If you would instead aid the Pantokrator, He will entrust you with carrying out his sentence against Therodos. You must kill or capture every single Telkhine who has ever blasphemed against Him, which is the vast majority of them. Each is a phenomenally powerful mage, with godly levels of skill in elemental paths and considerable power with death, and their signature weapon is a magically potent poison gas made from Stygian water and sulfur to which they are immune. Even beyond that, they are in control of the most powerful nation in the world, and have equipped themselves and their servants with powerful magical arms and armor. Lastly, they are clever and will quickly band together for mutual protection, sharing information and fighting in coordinated groups.

When your task is complete, you will be able to take Therodos (or whatever is left of it) with you on your chain. If the Telkhines are still around, they may not immediately acknowledge you as ruler, though they will be happy to accompany you. If they have been destroyed, then the remaining populace of the Therodos will be appropriately cowed and will meekly submit to your will. Even without the Telkhines, Therodos has many skilled craftsmen and mages, as well as sources of a wide variety of magic gems.

You will also gain rewards depending on the path you chose to take. If you defended Therodos through negotiation, you will receive the "Diplomacy" perk and four levels of air magic for free, including the associated bless points. If you already have "Diplomacy," you will instead gain the CP that you spent on it.

If you protected Therodos by defeating the Pantokrator, you probably don't need any rewards from this jump, as you have just conquered a very nearly omnipotent threat, far beyond the power contained here. Still, you will receive "Dominion Killer" and four levels of either water or earth magic, your choice. You will of course gain BP from your chosen magic path, and again, if you have purchased "Dominion Killer" previously, you will regain the CP you spent on it.

If you destroyed the Telkhines for their hubris, you will gain the perks "Bane of Heresy" and "Inquisitor" for free as well four levels of fire magic, along with four BP. Just as before, you will be refunded CP for any perks that you already have.

The Fall of Ermor

You may only take this scenario in the Middle Ages, and only if you are not a pretender.

Rather than appearing a few years or decades prior to the Ascension Wars, you will instead enter this world one day after the Cataclysm that shattered the Ermorian Empire. For years, the Ermorian Augurs have been divining the end of the Empire. To prevent it, they devised a massive ritual to call forth the power of death and ensure the Empire's strength and safety forevermore. Of course, the attempt to avert the prophecy is exactly what brought it about.

At the conclusion of their ritual, the Augurs' souls were torn apart and every life in Ermor was abruptly extinguished. The disaster did not end at Ermor's borders however. The dead now rise and will soon march forth to inflict their fate upon the rest of the world.

You must put the dead to rest once more. Fight through the endless undead to the site of the ritual that ended the Empire. There you will find the sleeping god of death whose power sustains Ermor's legions. You must seal this deity away or permanently slay them to claim your victory.

There are several possible routes available to you. If you chose Ermor as your starting location, then you and any accompanying companions are the only survivors of the cataclysm. You will have to fight entirely on your own against the highest possible concentration of powerful undead, but it does put you extremely close to your goal from the beginning. If, instead, you are in one of Ermor's territories (Sceleria, Ulm, Marignon, Pythium, or, arguably, C'tis), you may need to deal with the political and economic implications of your people's sudden independence, and you will almost certainly need to aid them in fighting back the undead. However, this means that you will have an entire nation of allies, perhaps even multiple nations, united in your goal of destroying Ermor. Lastly, should you start in a more distant nation, your people will be extremely reluctant to commit lives, resources, and coin to aid in a conflict beyond their borders. However, you will have time to prepare while others hold off Ermor's forces, and should you convince your compatriots to join the war, the addition of another nation may shift the balance in favor of your allies.

When the dead no longer threaten the world of the living, you will have your reward: first, the "Purifier" perk (or a refund on the CP you spent if you already have it). Second, all of Ermor's former territory as a warehouse attachment. Though it is now devoid of life, it retains the Empire's grand cities and infrastructure, and the Cataclysm has infused it with vast quantities of death gems. Finally, you will also gain four free levels of death magic and the associated bless points.

Drawbacks

Were 3000+ Units Not Enough?! (+0 CP)
You may adjust your experience by adding (balanced) Dominions mods, such as various third-party nations or balance tweaks, to the world. If one of your mods adds a nation, you may choose that as your starting nation, though it will not provide discounts.

Dominion Death (+0, *mandatory for Pretenders, +200 for others*)
Your life is connected to your dominion or that of your god. Should it ever be completely extinguished, you will die. If you have a 1-up available, it will be consumed and you will have one month in which to re-establish your dominion, after which this cycle will repeat until you are out of 1-ups or you successfully start spreading your dominion once more.

Not Done Yet (+100 CP)
Double the length of your stay in this jump. You may take this drawback as many times as you like, multiplying the duration of the jump by two each time. However, you may only gain a maximum of 300 CP in this manner.

It is unlikely for the Ascension Wars to last more than ten years, but, assuming you are victorious, this may allow you to experience the reconstruction following the war and the problems unique to peacetime. If you did not take the "Ascension Wars" scenario, delaying your exit for too long might mean that it begins regardless of your choice.

Aquatic (+100 CP)
You are completely aquatic and incapable of surviving on land. If you are a part of an underwater nation, you start in their capital. Otherwise, you begin in a body of water next to your nation's capital. The only way for you to exit the water for more than a few minutes at a time is a magical item known as the Amulet of the Fish, which can be crafted by a mage familiar with both air and water magic. Even then, you will need to first research it, which could take months, after which you must gather the necessary gems to forge it.

Expensive Temples (+100 CP)
Your people insist on constructing extremely grand, lavish religious buildings whenever one is called for; nothing less will do. Unfortunately, this goes beyond merely impressing the populace and straight into complete impracticality. Either you will have relatively few temples or financing their construction will be a major strain on the economy. If you have limitless or near-limitless wealth, then religious leaders will rule that extremely rare and difficult-to-acquire materials must be used in the construction.

Vulnerability (+100 CP)
You are particularly vulnerable to a specific substance, such as iron or salt, or a specific damage type, such as fire, shock, cold, or poison. It must be something that can be found in this world in reasonable quantities. Contact with it will cause you great pain, and weapons or attacks made of or coated in your weakness will inflict greater damage. You may take this drawback multiple times, choosing a different vulnerability each time.

Homesickness (+100 CP)
Should you ever leave the province containing your starting location, you will be significantly weakened, both magically and physically. You will also begin to slowly wither away and lose more and more of your strength. After six months away, you will die. Spending time in your home province will restore any strength lost to this drawback; after one month, you will be fully revitalized and your "timer" will be reset. However, spending time at home does not fix injuries or weakness from other sources.

Immobile (+100 CP, requires and overrides Homesickness)
You are anchored to a spot within your nation's capital. You can only change your position through a month-long ritual that costs magic gems, and even then, you will have to research it first. You can still make use of your limbs, and if you are a god or major servant of your god, it won't be difficult to find others to bring you the things you need. Even so, it'll be hard to participate personally in battles unless the enemy comes to you.

Item Slots (+100 CP)
You have a finite number of "item slots," each of which can only contain one magical item, and then, only of a specific type. These are as follows: two hands, capable of holding two weapons and/or shields or a single two-handed weapon; one head, for a helmet or crown; one chest, to carry armor or a robe; one "feet" slot, for a pair of boots; and two miscellaneous, which can take rings, amulets, or other items that don't fit in a different place. You may only switch which items you are using at a specially prepared laboratory.

Limited Slots (+200 CP, requires Item Slots)
You lose all item slots except for the two miscellaneous ones. Hopefully you're powerful enough on your own that you don't need much equipment.

Dormant (+100 CP, requires The Ascension Wars or The Fall of Ermor Scenario)
You will enter this world approximately one year after the conflict begins. Without you present to aid your nation through the crucial early months, your people will find themselves at a disadvantage compared to others. Strong scales and a good bless may help to offset this, but not entirely.

Imprisoned (+200 CP, requires Dormant)
Instead of appearing one year late, you will enter the world approximately three years after other pretenders. Your nation is likely to be at a severe disadvantage by this point, and may be involved in one or more losing wars.

Insanity (Variable)
You are not in complete control of your own mind. Most of the time you are lucid, but each month, you have a chance of engaging in nonsensical or counterproductive actions, such as continuously lamenting that "the stars are not right," falsely declaring yourself to be a prophet, or preaching the word of a rival pretender. These episodes last exactly one month, but if you are unlucky, it is possible to have multiple episodes consecutively. The number of points gained for this perk is determined by your chance of losing control each month. At a 5% chance, you will gain +100 CP, at 10%, +200 CP, at 20%, you will gain +300, and so on. You may go up to a maximum of 80% for an extra +500 CP, but this is not advised.

Shattered Soul *(Variable, requires Insanity)*
This gives you the same amount of CP that you gained from "Insanity." If you took "Insanity" for 100 CP, then "Shattered Soul will also give you 100 CP, for a total of 200 CP.

It is not simply your mind that is broken, but your very soul. When you lose control, your actions will not be merely nonsensical, but outright harmful to your own cause. You might demolish your own temples or pillage friendly villages, slaughtering your own followers.

Arena Deathmatch (+200 CP)
Each year, champions from every nation come together in the arena. Once there, they will fight a series of lethal one-on-one duels until only a single champion remains. You must participate every year. Opponents will start off simple, with large beings such as Niefel Giants and Gigantes as the most powerful competition. However, as time goes on, opposing nations will field increasingly powerful combatants and develop ever more complex strategies. Furthermore, duels are public and may reveal your powers and tactics to your rivals. Matches are fought to the death, so you will need a way of returning from death should you ever lose.

Cursed (+200 CP)
Any damage that you take has a high chance of inflicting permanent, crippling wounds, such as a lost eye, lost limb, muteness or a chest wound. These can only be healed through rare and powerful magic, and even then, it may take months for you to completely recover from each.

Diplomatic Difficulties (+200 CP)
Other nations, especially those that you share a border with, are highly suspicious of you. In peacetime, they'll try to undermine your nation, and in war, will work together to oppose you. You will have no allies even temporarily outside of your nation and those you have brought with you.

Helmets are Hardly Heroic (+200 CP)
The people of your nation disdain common forms of protection, such as helmets and shields. Perhaps they consider such things dishonorable, or perhaps some aspect of their anatomy makes these defenses less feasible. Whatever the reason, it is likely that your armies will struggle to deal with arrows and other forms of massed ranged attacks, since a single hit to the head might incapacitate or at least severely hinder a soldier. Major commanders, mages, priests, thugs, etc. can be persuaded to use magical shields, helmets, and other protections, but not mundane ones, and the common soldiery will not adopt such a "radical" change to military doctrine for the duration of your time here.

Heretics (+200 CP)
Some of the more influential and useful people in your nation are not exactly devoted followers of your religion. While they will mostly follow the dictates of your nation's pretender (or your dictates, if you are a pretender), they openly question religious doctrine and encourage others to do the same. This will weaken your dominion and make your people more susceptible to the words of foreign preachers. You could, of course, do away with these heretics, but the same trait always seems to reappear in your more competent servants and allies.

Popkill Dominion (+200 CP)
Your dominion has some extremely deleterious effect associated with it, such as killing intelligent beings, causing widespread civil unrest, or inflicting insanity. If it kills population, strong growth scales can help to lessen the effect, but never completely eliminate it. Death scales, on the other hand, will exacerbate it. For an "authentic" experience, use this drawback with Middle Ages (MA) Ermor, Late Ages (LA) Lemuria, MA Asphodel, MA and LA Phlegra, Early Ages (EA) Therodos, and LA R'lyeh.

Raiders (+200 CP)
Your lands will come under frequent attack from small, independent forces, such as barbarian tribes, renegade knights, adventuring parties, and, if you are unlucky enough to control a coastline, sea raiders. Lots and lots of sea raiders. Individually, none of these are a match for a moderately-sized army, but their strength is their ability to pop up where they are least expected. You will need to invest heavily into defending every one of your provinces or risk losing them at inopportune moments.

Blood Sacrifice (+300 CP)
Your dominion will not spread except through the sacrifice of virginal humans of a particular sort of blood; the same type of human that is useful in blood magic. The blood hunts required to find these blood slaves are likely to cause unrest in your lands, and only skilled blood mages are effective in finding useful sacrifices.

Gem-starved (+300 CP)
Any land you take suffers from a terrible lack of magical sites from which to harvest gems. You will be able to find some, if you look very hard, but you will never match the gem income of your rivals. Even if you do conquer other lands, many of their sites will dry up or vanish altogether.

Spell Scripting (+300 CP)
Many mages are not trained for combat, being far more accustomed to laboratories and libraries than a battlefield. This is perhaps most apparent with your own spellcasters, who have a strong tendency to panic and choose the absolute worst spell for any given occasion. For example, a fire mage might cast a large area-of-effect evocation at the enemy giant surrounded by your own soldiers, or a nature mage might use barkskin when facing down a group of fire elementals. The only way to avoid this is to give

each and every mage a script of up to five spells which they will follow to the letter regardless of situation. If you try to give them a list longer than five spells, they will conveniently forget everything after the fifth, and once they've cast those, they will go back to casting whatever they feel is best. Hopefully the battle is over by then.

Bane Venom Griefing (+400 CP)
Bane Venom Charms. They appear as small crystals glowing with a sickly green light, and are nothing short of biological weapons. They are carried by scouts and spies into enemy territory where they poison the land and spread virulent plague. To use one is to die a slow and painful death; though the bearer is shielded by powerful wards, they are not enough to completely protect against the effects of the charm. The worst part is that they are cheap and relatively easy to make; your enemies seem to have no end of them. And with the emergence of new pretender gods, religious fanatics are lining up to carry them into your territory.

Horror Marked (+400 CP)
You have a horror mark, which attracts the attention of the terrifying beings that live in the void beyond this reality. Horrors will attack you without warning at least a few times a year - at first. As you survive these attempts on your life, you will gain more and more horror marks, increasing the frequency of the attacks and earning the attention of increasingly powerful horrors. The greatest of these are the Doom Horrors, with names like "Hruvur, Abomination of Desolation" and "Umor, Eater of Gods" and the power to back them up.

Alternate Ruleset

Perhaps you'd like to work for a pretender god, and even let them have some of the spotlight? Perhaps you've no interest in being in charge, or perhaps you're just min-maxing, giving up a little bit of political and religious influence to squeeze a few more points out of your build. Regardless of your reasons, this alternate ruleset will allow you to customize your nation's god separate from you and your companions. You don't *need* to use this if you're not a pretender, this just makes your nation's deity more clearly defined and grants them control over their scales and blessing. In order to use it, you must not spend or gain any points on scales or bless effects, and in exchange, you can create a pretender with the options available in this document. If you are a priest, you may spend your 500 bonus CP on national perks instead of scales. Your pretender will start with 1000 CP, 400 of which must be spent on the "Pretender" perk. They may take drawbacks if the initial offering is insufficient, though those that affect your nation, such as "Expensive Temples," "Diplomatic Difficulties," and "Helmets are Hardly Heroic" can only be taken once - either by you or by your pretender, not both. Your deity will not become a companion unless you aid them in completing the "Ascension Wars" scenario.

If you want to use this alternate ruleset, but are not inclined to create another 1000+ CP build, feel free to use or modify these sample pretenders as you wish. Of course, you must still remain within point limits when doing so.

Uialhilivren, Queen of Bright Magics, the Book-Binder

Origin: Mage
Perks: Pretender, Site-Seeker, Inspiring Researcher
Magic Paths: Fire 2, Air 3, Water 3, Earth 2, Astral 5, Death 1, Nature 3, Glamour 3
Bless: Fire Resistance, Precision x2, Reinvigoration x3, Arcane Finesse, Twist Fate, Unaging
Scales: Dominion Strength 4, Order 1, Production 1, Growth 3, Misfortune 3, Magic 3
Drawbacks: Dominion Death, Expensive Temples, Item Slots, Cursed, Spell Scripting

Uialhilivren was once a human mage. Though born to the nobility, she cared little for titles, preferring to seclude herself in her parents' library, studying whatever books she could get her hands on. Before long, she was learning under the greatest tutors in the land, and then apprenticed to increasingly powerful mages. As a master, she continued her studies and taught many apprentices herself. When she began to feel the weight of her years, she invented a ritual to extend her lifespan and attempted to teach it to others, but no one, not even her own students, were skilled or powerful enough to make use of it. She was shunned and eventually exiled for her inability to share her immortality.

Though she has now outlived even the civilization that produced her, she has allowed neither her exile nor the deaths of her loved ones to define her. With prayers to the Pantokrator going unanswered, people will turn to other sources of aid, and a powerful, immortal mage seems an ideal candidate. Uialhilivren will find herself revered and worshipped, and should the War of the Pantokrator begin in full, she'll be a participant whether she likes it or not.

Uialhilivren is a skilled and versatile mage, capable of casting a massive variety of spells and hunting down magic sites of all types. She disdains blood magic, however, seeing it as a messy and dangerous shortcut to power. Her extensive knowledge of topics beyond magic makes her an excellent leader in both peacetime and war, but, despite her longevity, her body remains human, and therefore relatively frail by godly standards. In problem solving, she favors tried-and-tested solutions, especially if they come from an ancient tome of long-forgotten knowledge. In her mind, experimentation should be left to laboratory conditions, in which all variables can be controlled. This attitude has led to a desire for control in all aspects of her life, and she can sometimes catastrophize when met with minor setbacks - believing that small problems will lead to ever greater problems, which will lead to catastrophe.

Miril, Lord of Grace, God of Nobles

Origin: Priest
Perks: Half-Dead[4], Pretender, Sacred
Magic Paths: Death 5, Blood 8
Bless: Undying, Vampiric Weapons
Scales: Dominion Strength 5, Order 3, Production 1, Growth 3, Misfortune 1, Magic 1
Drawbacks: Dominion Death, Expensive Temples, Vulnerability (Fire), Vulnerability (Anti-Undead Magic), Item Slots, Blood Sacrifice

Miril might introduce himself as a man of wealth and taste. He is well-spoken, well-dressed, and well-educated in all manner of topics - the very image of the gentleman vampire. His lands are unusually peaceful, and his subjects do not complain. Even when a young man or woman goes missing, it is unremarked upon; such things are "simply the price to pay." In the past, they have even resisted attempts to change this system all on their own, so when the Pantokrator began to withdraw from the world, it did not take long for them to begin worshipping their earthly lord instead. At first, Miril punished such worship, fearing the Pantokrator's retribution. However, when no such retribution came, he began to embrace godhood. Recently, he has ordered the construction of massive temples in his name and that they be filled with priceless works of art. A god's temple is his house, after all, and anything less would not do.

Eilianteleg, the Victorious Challenger, the Storm Dragon

Origin: Thug
Perks: Storm Power, Storm Caller[5], Pretender, Stealth
Physical Form: Natural Protection x2, Natural Weapon x2 (Teeth and Claws), Flight, Size 9
Magic Paths: Fire 3, Air 8, Water 1
Bless: Attack Skill, Shock Resistance x2, Thunder Weapons
Scales: Dominion Strength 4, Turmoil 1, Sloth 2, Growth 3, Luck 0, Drain 1
Drawbacks: Dominion Death, Item Slots, Limited Slots, Raiders

There are no longer any dragons in Eilianteleg's lands, save herself, of course, nor are there any beasts of significant size. She has tracked, defeated and eaten every single one, accumulating a following of lesser creatures who revere her might. She had originally planned to seek new lands once she exhausted local challenges, but she has begun to take a liking to worship. As new pretender gods emerge across the world, Eilianteleg eagerly awaits the day she can slay each one amidst the cheers of her "adoring fans."

[4] If Miril is the god of Sceleria, he will have an extra 100 CP to spend.
[5] Similarly, Eilianteleg will have 100 more CP to spend if she is the goddess of Caelum or Berytos.

Nimbwilwileth, the Heart of the Forest, the Gentle Mother

Origin: Priest
Perks: Pretender, Sacred
Physical Form: Size 9
Magic Paths: Air 1, Water 2, Earth 2, Nature 7, Glamour 2
Bless: Defense Skill, Reinvigoration x2, Resilient, Regeneration
Scales: Dominion Strength 6, Order 1, Sloth 1, Growth 3, Luck 2, Magic 3
Drawbacks: Dominion Death, Vulnerability (Fire), Homesickness, Immobile, Item Slots, Limited Slots, Dormant, Imprisoned

Deep in the forest, a stream passes through a sacred clearing a few hundred meters across. Animals of all types flock to the clearing, and in this holy place, predators lie down with prey. On a hill in the center once sat a single, ancient tree. From a distance, her branches appeared to be covered in pale pink flowers, but a closer inspection would reveal that these were leaves, not blossoms. The local populace named the tree Nimbwilwileth, but their reverence aroused the Pantokrator's anger, and He sealed her away. Now, as His attention slips from this world, a tiny pink-leafed sapling has sprouted on the hill where the tree once stood, a sign of Nimbwilwileth's return. The seedling will grow rapidly, and, in about three years, will be restored to her previous full size.

Nimbwilwileth, once awakened, will aid her people however she can, but is too soft-hearted for violence. Do not mistake her pacificism for weakness; she will instead protect and strengthen her followers with powerful spells, magic items, and her beneficial dominion. Her followers, of course, do not share their goddess's compunctions, and will gladly kill and die in her name.

Baslaichrinth, the Smiling Prince, Lord of Mania

Origin: Mage
Perks: Pretender, Site-Seeker
Magic Paths: Air 5, Astral 7, Glamour 9
Bless: Swiftness, Fateweaving, Undreaming, Luck
Scales: Dominion Strength 5, Turmoil 3, Sloth 1, Growth 3, Luck 3, Magic 1
Drawbacks: Dominion Death, Item Slots, Insanity (10%), Popkill Dominion (Insanity)

It is said that Baslaichrinth is a creature of the void. He doesn't much act like it, being cheerful and friendly in person, albeit somewhat energetic. However, the void's insanity follows him, as does an ever-growing cult that embraces the "gift of madness." Baslaichrinth humors them, as he finds them genuinely amusing and perhaps useful for his plans. What those plans are remains a complete mystery, and Baslaichrinth will often take up inexplicable actions in the

name of advancing them, such as preparing ready-made stashes of apparently random items throughout his lands.

Orfiach, the Dutiful Master of the Field and Forge

Origin: Priest
Perks: Master Smith[6], Pretender, Sacred
Physical Form: Natural Protection x2, Size 9
Magic Paths: Fire 2, Earth 6, Nature 2
Bless: Fire Resistance, Hard Skin, Poison Resistance
Scales: Dominion Strength 6, Order 3, Productivity 3, Growth 3, Misfortune 2, Drain 3
Drawbacks: Dominion Death, Item Slots, Dormant, Imprisoned, Raiders

Orfiach was once a smith to the titans and other major servants of the Pantokrator, forging tools that allowed them to shape the land to their liking. When he saw the chaos and upheaval his tools inflicted upon the world's mortals, he defied the laws of his masters to grant the mortals tools which they could use to protect themselves. For this crime, he was cast into Tartarus to suffer eternally. But the mortals that he aided never forgot his sacrifice, and have revered him in secret for generations. Now, as the power of the divine wanes, they are actively spreading their beliefs and practicing them openly. The priests predict that, with their aid, Orfiach will soon break free from his prison to protect them once again.

End

From whence you came

Good game, everyone. Time to go home.

Claim Throne of Ascension

Have you shown the people of this world the one true path? Do you have a devoted, even worshipful, following? If so, I can't blame you for wanting to stay.

Lift your presence from the world, ascend from the thrones, and rush into the void

Your next adventure calls!

[6] Orfiach will have an extra 100 CP to spend if he is the god of Ulm, Pyrène, Vanheim, Ashdod, Mekone, Phlegra, or Therodos

Notes

After this jump, you and others who use this world's magic system will be able to find gems in magical or otherwise significant locations, and populations of sapient beings will have a very small number of members suitable for blood sacrifice. If you learn other magic systems, you may be able to find gems or other physical forms of magical power that correspond to the "paths" of that system.

You may teach this world's magic to any sapient being willing to learn, but it takes a very long time to master. A typical human mage might reach level three or maybe four in a path in an entire lifetime of learning. Those who reach six or higher in a path are typically hundreds or even thousands of years old. Teaching perks can accelerate this of course, as can good, institutionalized schooling systems, but empowerment is likely to remain the fastest method of granting or obtaining power, if you're willing to spend that many gems.

A more complete description of the magic system can be found in the Dominions 6 Manual, along with a complete spell list, though the Dominions 6 Inspector may provide a more readable and easily searchable experience. Regardless, a few notable spells from each path are compiled here. These spells are among the most useful and/or iconic of their paths, but there are many more. Also note that this list omits cross-path spells, which require skill in more than one type of magic to cast.

Fire

Pillar of Fire (Evocation Combat Spell, Fire 2)
The caster calls down a huge pillar of fire from the sky to strike a single opponent. The target, if hit, will likely be incinerated instantly, and even those extremely resistant to fire may die or suffer severe wounds. Even if the spell misses, the superheated air that it creates will ignite flammable objects all around the column.

Fire Storm (Evocation Combat Spell, Fire 5)
A fire mage consumes three fire gems to cover the entire battlefield in a massive conflagration, even their own side. The flames will last the entire duration of the battle or until the caster dies. Anyone without significant protection against heat will likely be reduced to ash in minutes.

Blindness (Alteration Combat Spell, Fire 1)
This spell creates a burst of extremely bright light directly in its target's eyes, potentially blinding them for life.

Phoenix Pyre (*Alteration Combat Spell, Fire 2*)
As mentioned in the description of the path of Fire, Phoenix Pyre will instantly resurrect its caster in a fiery explosion if they should die. Its only cost is that the revival is extremely taxing for the caster and will the spell will fail if they fall unconscious.

Living Fire (*Conjuration Combat Spell, Fire 4*)
The mage consumes a pair of fire gems to summon four mid-sized fire elementals, who will attack their summoner's enemies.

Flaming Arrows (*Enchantment Combat Spell, Fire 3*)
With the sacrifice of a single fire gem, the caster affects all their allies across the entire battlefield. Every arrow, javelin, or other physical projectile will catch fire as it is loosed. The magical fire bypasses all physical barriers yet does not damage or consume the projectile that carries it.

Second Sun (*Evocation Ritual, Fire 8*)
After a ritual costing at least eighty fire gems, a massive ball of fire is created in the sky, functionally identical to the sun. The new sun created through this ritual will shine both day and night. Every month, the world will become slightly hotter and drier; with enough time, it will cause a mass extinction.

Flames from the Sky (*Evocation Ritual, Fire 5*)
With the expenditure of a full thirty fire gems, this ritual calls forth a massive storm of flame upon a distant enemy army camp, potentially many miles away. The magical fires bypass physical barriers and, if the targets lack significant fire resistance, roughly half of the enemy army will die.

King of Elemental Fire (*Conjuration Ritual, Fire 5*)
With an offering of fifty fire gems, a mage summons one of the Kings of Elemental Fire, a physical embodiment of fire itself. Once there were three Kings, but Catharsis was corrupted with death magic, and now only two remain. Each is an extremely powerful combatant and fire mage, and appears as a huge crowned king surrounded by searing flames.

Dome of Flaming Death (*Enchantment Ritual, Fire 4*)
A fire mage uses eight or more fire gems to create an invisible barrier that protects an entire province. If a spell is cast into the province from outside, the trap will spring, incinerating the enemy mage and perhaps even burning down their laboratory. It will not stop a hostile spell from taking effect, but it will probably prevent the offending mage from casting spells ever again.

Air

Thunder Strike (*Evocation Combat Spell, Air 3*)
An air mage calls forth a powerful lightning bolt to strike an enemy. This spell is effective at long range and even if it misses, the thunderclap may damage and stun those nearby. If it does hit, armor offers no protection, and it is likely to kill a target without significant resistance against electricity.

Wrathful Skies (*Evocation Combat Spell, Air 5*)
For the cost of a pair of air gems, a mage calls down lightning across the battlefield. The bolts strike frequently and randomly for the remainder of the battle, so there is a possibility of friendly fire. If a storm is ongoing at the same time, twice as many bolts will fall.

Fog Warriors (*Alteration Combat Spell, Air 4*)
The caster transforms their entire army, granting them bodies of mist and vapor for three air gems. It is extremely difficult to damage these soldiers with mundane weapons, though a magical or incredibly powerful blow could knock a target out of its misty state.

Storm (*Alteration Combat Spell, Air 4*)
The caster expends a single air gem to call forth a rain storm or blizzard, depending on the area's temperature. The winds will make it nearly impossible to fly and almost as difficult to use projectile weapons. Rain will also reduce the effectiveness of fire magic, though snow does not have this effect.

Living Clouds (*Conjuration Combat Spell, Air 4*)
Living Clouds functions identically to Living Fire but for air magic rather than fire; it summons four medium-sized air elementals for a pair of air gems.

Wind Guide (*Enchantment Combat Spell, Air 3*)
A mage pays a single air gem to enlist the aid of the winds in guiding their army's projectiles. For the rest of the battle all arrows, javelins and other ranged attacks will be much more accurate, even amid otherwise chaotic storm winds.

Soaring Army (*Enchantment Combat Spell, Air 5*)
For three air gems, a mage grants every soldier in their entire army the ability to fly at great speed and with excellent maneuverability. It only lasts a single battle, however, so it is not particularly useful for movement on a strategic level.

Perpetual Storm (*Evocation Ritual, Air 5*)
For seventy or more air gems, a terrible storm will rage across the entire world without end. Sailing and flying will be near impossible and even overland travel will be difficult, significantly reducing trade income. Every battle will feel the effects of the "Storm" spell, and evocations cast on distant provinces are likely to be blown off-course by the magical winds.

Summon Great Eagles (*Conjuration Ritual, Air 3*)
An air mage calls five or more Great Eagles from their mountain homes and gains their service for eight air gems. Great Eagles are intelligent and enormous in size, comparable to dragons in size and physical power.

Queen of Elemental Air (*Conjuration Ritual, Air 5*)
The Queens of Elemental Air are extremely powerful embodiments of elemental air. There are only three in existence, and each one can be summoned and convinced to serve for fifty air gems. As they are effectively made of clouds, they are very difficult to harm with mundane attacks.

Seeking Arrow (*Enchantment Ritual, Air 3*)
A mage enchants an arrow with the power of four air gems and fires it into a distant land. The magic within the arrow will carry it many miles and ensure that it strikes a commander, mage, priest, or other major figure. It will pierce all armor, but a particularly tough target may still survive.

Cloud Trapeze (*Enchantment Ritual, Air 2*)
This spell launches the caster high into the air at the cost of three air gems. From there they are able to rapidly swing between clouds before safely landing in the province of their choice. This is much faster than most types of flight, but is not true teleportation and therefore cannot avoid impassable barriers.

Water

Rain (*Evocation Combat Spell, Water 3*)
The caster creates a rainstorm from a single water gem. Though simply summoning rain might seem a trivial effect, it makes flight difficult, puts out fires, dramatically reduces the effects of heat auras, and makes fire magic far less effective. In a sufficiently cold region, this will create a snowstorm instead.

Falling Frost (*Evocation Combat Spell, Water 3*)
Bolts of extreme cold fall upon a large area, potentially striking several dozen tightly-packed targets. Armor and cold resistance offer some protection against the spell, but even heavily armored soldiers may suffer chill and frostbite.

Wave Warriors (*Alteration Combat Spell, Water 3*)
A mage consumes a single water gem to transform a few dozen soldiers into semi-liquid beings. They will be extremely difficult to harm with physical damage, but they will be slightly weaker and slower as a side effect.

Liquify (*Alteration Combat Spell, Water 4*)
A few dozen targets are dissolved into liquid, killing them instantly. Magic resistance can guard against this, but even those so protected may be crippled through partial liquefaction.

Quickening (*Alteration Combat Spell, Water 2*)
A water mage spends a single water gem to grant quickness to a large number of friendly units. Those affected will move at double speed for the remainder of the battle, so will be able to run and strike twice as fast. However, it does not affect spellcasting speed.

Living Water (*Conjuration Combat Spell, Water 4*)
Just like Living Fire and Living Clouds, this spell summons four water elementals for the price of two water gems. They will fight their summoner's enemies for the rest of the battle.

Water Ward (*Enchantment Combat Spell, Water 1*)
For the price of a single water gem, strong currents will swirl around friendly units in an extremely large area, potentially affecting an entire battlefield's worth of troops. For the duration of the battle, the currents will make it very difficult to enemies to hit those affected, but do not hinder the units' own attacks. As this spell relies on the presence of water surrounding its targets, it is only useful underwater.

Demon Cleansing (*Enchantment Combat Spell, Water 5*)
The caster consumes a single water gem to weaken all demons on the battlefield. For the rest of the battle, demons will suffer terrible damage from any attack that strikes them.

Murdering Winter (*Evocation Ritual, Water 5*)
A mage expends forty water gems to call forth a massive blizzard over an enemy camp in a distant province. The temperatures will drop precipitously; an already cold province will make the spell even more deadly, but a warm one will lessen its effects. Even in a moderate climate,

however, the blizzard will likely kill half of an enemy army if they lack cold resistance. Heavy armor and thick coats are no protection against the magical cold of this spell.

Sea King's Court (*Conjuration Ritual, Water 4*)
A Sea King is a type of aquatic troll that wields potent water magic and authority over other Sea Trolls. Furthermore, a Sea King can grant land-dwelling creatures the ability to breathe water for as long as they travel with him, and will generate one water gem each month. Like other trolls, Sea Trolls stand about twice the height of a human and quickly regenerate their wounds. With fifty-five water gems, a mage will summon a Sea King and his court of twenty Sea Trolls and persuade them to serve.

Queen of Elemental Water (*Conjuration Ritual, Water 5*)
Analogous to the Kings of Elemental Fire and Queens of Elemental Air, the Queens of Elemental Water are extremely powerful elementals who can be summoned at the cost of fifty water gems. Unlike their counterparts, they can regenerate wounds with shocking speed. Unfortunately, only one of the three, Limne, the Queen of the Lake, can venture onto land, and this spell may only be cast underwater.

Thetis' Blessing (*Enchantment Ritual, Water 5*)
With the power of fifty water gems, the caster grants every air-breathing creature in the entire world the ability to breathe water. By this ritual, the barrier protecting underwater nations from land-dwellers will be utterly shattered.

Earth

Blade Wind (*Evocation Combat Spell, Earth 3*)
An earth mage creates and launches a number of spinning metal blades at their enemies. Though ineffective against heavily armored targets, this spell is devastating against lightly armored foes.

Earthquake (*Evocation Combat Spell, Earth 4*)
The caster expends three earth gems to cause a small earthquake that affects the entire battlefield. Fissures open and close in the ground, crushing soldiers or stranding them underground. If cast underground, the effects are even more devastating.

Maws of the Earth (*Alteration Combat Spell, Earth 3*)
A great maw of earth and stone opens in the ground and bites down on those within it, crushing them. Even those who survive will be partially buried in the ground.

Army of Bronze (*Alteration Combat Spell, Earth 6*)
At the cost of three earth gems, every soldier in an entire army is granted gleaming bronze skin. This protective outer layer is as strong as iron, granting excellent physical protection, but does not weigh them down nor inhibit their ability to move. Those affected also gain great strength, but vulnerability to lightning.

Summon Earthpower (*Conjuration Combat Spell, Earth 2*)
For the duration of a battle, the caster gains greater skill in earth magic, equivalent to one level, and will be continuously and slowly re-energized by the power of earth. Like other buffs, it cannot be stacked, and the extra level of earth magic is only useful for combat spells.

Living Earth (*Conjuration Combat Spell, Earth 4*)
The Earth equivalent to Living Fire, Living Clouds, and Living Water. Just like its counterparts, it summons four mid-sized earth elementals to fight for the caster for the rest of the battle at the cost of two earth gems.

Weapons of Sharpness (*Enchantment Combat Spell, Earth 3*)
The weapons of a handful of friendly soldiers are granted supernatural sharpness, allowing them to pierce flesh and armor with equal ease.

Crumble (*Alteration Ritual Spell, Earth 6*)
The caster expends twenty earth gems to unleash terrible destruction upon a distant besieged castle. The walls will shake and crumble, falling down upon their defenders.

King of Elemental Earth (*Conjuration Ritual Spell, Earth 5*)
There are two Kings of Elemental Earth, each an incredibly powerful earth elemental with mastery of their associated path of magic. While they do not regenerate their wounds quite as fast as the Queens of Elemental Water, they are much more durable.

Crusher Construction (*Construction Ritual Spell, Earth 3*)
Through this ritual, the caster creates a single crusher using ten earth gems. The crusher is a massive humanoid figure made from stone. It is nearly invulnerable to physical harm and possesses immense strength, but must be commanded by a mage or else become inert.

Forge of the Ancients (*Construction Ritual Spell, Earth 5*)
Eighty earth gems or more are necessary to rebuild the ancient forge of the Supreme God's servants. While the forge is in operation, all mages of the caster's nation will be able to create more powerful magic items and will need fewer gems to do so.

Riches From Beneath (*Enchantment Ritual Spell, Earth 5*)
Miners within the caster's dominion (or the dominion of the caster's deity) will find their work far, far easier. Stone will soften around their tools as they dig, becoming even easier to shift when they move toward rich veins. The ores themselves will be so soft that they can be scooped out with a knife or sharpened spoon. Once removed, however, they will return to their previous hardness.

Astral

Magic Duel (*Evocation Combat Spell, Astral 1*)
By expending one astral pearl, one astral mage forces another into a mental duel. Once joined, at most one mage can survive. Most likely, this will be the one more skilled in astral magic. This can only target astral mages that are not mindless.

Astral Tempest (*Evocation Combat Spell, Astral 5*)
With a pair of astral pearls, the caster creates a violent astral storm. Though invisible, all living beings on the battlefield will suffer as the storm tears apart their souls. Even if they can endure the damage to their souls, living mages will find it extremely difficult to cast spells unless they have very high magic resistance.

Body Ethereal (*Alteration Combat Spell, Astral 1*)
The caster makes their own body ethereal, preventing most harm from non-magical attacks and allowing them to pass through solid objects.

Doom (*Alteration Combat Spell, Astral 4*)
An astral mage consumes a single astral pearl to curse every enemy unit on the field. Cursed individuals are much more likely to suffer grievous wounds when attacked. Even if they survive the battle, the curse is permanent and can only be removed through the "Wish" spell.

Will of the Fates (*Alteration Combat Spell, Astral 5*)
At the cost of four astral pearls, the fate of an entire battle is shifted in the caster's favor. Every friendly unit will enjoy unnatural luck for the rest of the fight, giving them a seventy-five percent chance of avoiding a killing blow.

Time Stop (*Alteration Combat Spell, Astral 6*)
For a single astral pearl, time will be slowed by ninety percent for everyone except the caster. To others, the effect seems to last for only a few seconds, but in this time, the caster will be able to take many actions, including casting spells.

Power of the Spheres (Conjuration Combat Spell, *Astral* 1)
An astral mage consumes one astral pearl to amplify their skill in every one of their paths by one level for the duration of the battle. Like other buffs, this cannot be stacked, and it only affects paths that the mage already has skill in. Furthermore, these extra levels are not useful for ritual magic or magic item creation.

Antimagic (Enchantment Combat Spell, *Astral* 3)
The caster expends two astral pearls to grant all friendly units on the field increased magic resistance.

Unraveling (Enchantment Combat Spell, *Astral* 6)
A powerful astral mage spends six astral pearls to destroy the enchantments that sustain magic beings; all such creatures on the field will begin to dissolve and fall apart. As a side effect, any mages present may go insane.

Soul Slay (Thaumaturgy Combat Spell, *Astral* 3)
The target's soul is torn from their body and destroyed. Killing a non-godly immortal being with this spell will prevent them from ever returning.

Master Enslave (Thaumaturgy Combat Spell, *Astral* 8)
A monumentally powerful astral mage must spend eight astral pearls to cast this spell. Every unit in an opposing army will be permanently mind-controlled and enslaved to the will of the caster.

Strands of Arcane Power (Evocation Ritual, *Astral* 7)
Through the expenditure of seventy or more astral pearls, the caster is able to project their mind into many different provinces simultaneously. They will be able to search for magic sites in each of these places, but perhaps more importantly, they will be able to locate and mentally attack enemy mages. Those who lose this mental duel will be mentally broken. The spell lasts until it is dispelled or the caster loses a duel.

Wish (Alteration Ritual, *Astral* 9)
With one hundred astral pearls, a legendarily skilled astral mage can wield the forces of creation to make their wish reality. Wish is not omnipotence, but it can have many different powerful effects. For example, strengthening one god's dominion while weakening all others, making the caster more physically powerful, killing a large portion of the world's population, killing a single, specific being, permanently increasing the caster's skill in every magic path by one level, summoning a single unit and granting the caster control over it, creating a vast quantity of magic gems (but not astral pearls), creating a large quantity of gold or other valuables, etc.

Acashic Knowledge (Conjuration Ritual, Astral 3)
Through this spell, an astral mage can locate every site of supernatural power within an entire province, even the most carefully hidden ones. Its only drawback is its price: twenty-five astral pearls.

Dispel (Enchantment Ritual, Astral 3)
An astral mage can expend thirty or more astral pearls to attempt to destroy an active permanent spell affecting the world or one god's dominion. For example, Second Sun, Perpetual Storm, Thetis' Blessing, Riches from Beneath, Strands of Arcane Power, etc. The more gems used in casting a global enchantment, the more difficult it is to dispel. This can be offset by expending more astral pearls in the dispel attempt, and by increasing the caster's skill in astral magic.

Arcane Nexus (Enchantment Ritual, Astral 8)
Though costing at least one hundred and fifty astral pearls, the Arcane Nexus will collect the power of all gems expended through the casting of spells and the forging of magical items across the entire world. For every two gems spent, the nexus will create a single astral pearl for its caster. Only astral and blood magic cannot be absorbed and converted in this way. Given the number of mages across the world and the recent emergence of some very magically powerful pretender gods, it is likely that this spell will give its caster an absolutely massive astral gem income.

Death

Vortex of Unlife (Evocation Combat Spell, Death 5)
A storm of necromantic energies strikes an area of the battlefield, sapping the life force of living beings. Armor is no protection against it, and those who die to this effect will rise as undead warriors to serve the caster.

Invulnerability (Alteration Combat Spell, Death 3)
The caster is rendered nearly immune to physical harm. Only spells or magic weapons can bypass the invulnerability.

Soul Vortex (Alteration Combat Spell, Death 3)
Once this spell is cast, then for the rest of the battle, the caster will passively drain the life from any and all nearby living beings to heal and reinvigorate themself.

Bone Grinding (*Alteration Combat Spell, Death 7*)
The bones of every unit of the battlefield crack and splinter with a horrifying grinding noise. Particularly lucky or magic-resistant soldiers might only suffer a broken bone, but most will be forever crippled.

Disintegrate (*Alteration Combat Spell, Death 2*)
The caster turns a single target to dust.

Horde of Skeletons (*Enchantment Combat Spell, Death 2*)
The necromancer creates a group of at least five skeleton warriors with a single casting of this spell. A mage with greater skill in death magic will summon more skeletons.

Life after Death (*Enchantment Combat Spell, Death 4*)
With four death gems, a mage places an enchantment upon all friendly living beings on the battlefield. When the affected creatures die, they will be revived to fight on as undead warriors.

Wither Bones (*Thaumaturgy Combat Spell, Death 3*)
The caster unravels the necromantic magic that animates undead. All undead in a large area will suffer terrible damage. Weaker undead may be blasted apart, while even strong ones will be severely wounded.

Undead Mastery (*Thaumaturgy Combat Spell, Death 7*)
Through immensely powerful death magic and seven death gems, a necromancer can seize control of all undead on the battlefield. Powerful intelligent undead may be able to resist, but not mindless ones.

Utterdark (*Alteration Ritual, Death 9*)
The caster uses one hundred death gems or more to cover the entire world in eternal night. Those without darkvision will be completely blind without torches or other light sources. Trade and commerce will grind to a halt, and it will be incredibly difficult to grow crops. To make matters worse, shades and other forces of darkness will attack provinces, sparing only those controlled by the caster's nation.

Call Wraith Lord (*Conjuration Ritual, Death 5*)
A death mage calls forth a Wraith Lord from the Underworld for forty death gems. The Wraith Lord is not only a powerful death mage, but a skilled commander and warrior, who will arrive equipped with plate mail armor and a magical two-handed Bane Blade that causes those struck to rapidly decay. Being a wraith, they are, of course, ethereal, and are also surrounded by

a chilling aura. Furthermore, if they are killed, they will reform in the province where they were originally summoned a month later.

Well of Misery (Conjuration Ritual, Death 6)
A death mage expends at least eighty death gems to draw pain and suffering from throughout the world into their body. Wounds, diseases, old age, and all other ailments will be made more bearable for living beings everywhere, and their essence will be converted into death gems for the caster.

Legion of Wights (Conjuration Ritual, Death 5)
A necromancer spends thirty death gems to summon at least twenty Wights from the Underworld. They arrive equipped with chain mail armor, wielding a one-handed Bane Blade and metal kite shield. Each Wight is surrounded by numbing cold and is a skilled and powerful warrior.

Tartarian Gate (Conjuration Ritual, Death 7)
Gods of ancient times are trapped within Tartarus, tormented for eons after their defeat. For a mere ten death gems, a powerful necromancer can open a short-lived gate to Tartarus and release a single prisoner. These undead gods are physically and magically powerful, but have been mentally broken by their internment in the realm of perpetual pain.

Twiceborn (Enchantment Ritual, Death 2)
A death mage is able to enchant their own body to guard against death. When the mage is slain, they will rise as an undead being in the place where the spell was cast. A human-sized necromancer can cast Twiceborn for ten death gems; the cost increases or decreases proportionally with size. This ritual only works on living beings.

Burden of Time (Thaumaturgy Ritual, Death 7)
With seventy or more death gems, a death mage unleashes a terrible spell upon the world. All living things will rapidly age. Unrest will also increase as the living feel death looming ever closer, and the world's population will shrink - slowly at first, then with increasing speed as time goes on. If allowed to continue for long enough, this spell will eventually wipe out life entirely.

Nature

Storm of Thorns (Evocation Combat Spell, Nature 2)
A nature mage launches a volley of arrows made from living vines. They will strike with the force of an arrow fired from a longbow, then rapidly grow and entangle their victims.

Swarm (*Alteration Combat Spell, Nature 2*)
The caster spends one nature gem to enlarge twenty or more insects and tiny reptiles. The affected creatures will fight for the mage who enhanced them. Individually, they are unlikely to do significant damage, but their numbers can overwhelm enemies. If cast underwater, this spell will instead affect small fish and shrimps.

Group Barkskin (*Alteration Combat Spell, Nature 2*)
At the cost of a single nature gem, all friendly units on the field will grow skin as hard as wood. This will grant them resilience against physical harm without hindering their ability to move, but also makes them more vulnerable to fire.

Curse of the Frog Prince (*Alteration Combat Spell, Nature 2*)
A single target is permanently transformed into a tiny frog.

Army of Rats (*Alteration Combat Spell, Nature 5*)
A nature mage expends five nature gems to curse an entire enemy army with the aspect of the rat. All those affected will be permanently weakened, reduced in size, and made much more cowardly.

Mass Regeneration (*Enchantment Combat Spell, Nature 4*)
For a single nature gem, the caster grants all living friendly units on the field extremely rapid healing for the remainder of the battle. While this will not heal major wounds such as lost limbs, it will quickly end blood loss from such things, and flesh wounds will close in seconds.

Beast Mastery (*Thaumaturgy Combat Spell, Nature 6*)
With four nature gems, the caster permanently gains the loyalty and obedience of all animals on the battlefield. Those under the command of the caster's enemies will swiftly turn on their handlers and former allies.

Mother Oak (*Alteration Ritual, Nature 5*)
A nature mage enchants an ancient oak tree with fifty or more nature gems, transforming it into the greatest oak in all creation. The acorns grown from this tree can be harvested and their magic distilled into nature gems. The Mother Oak will likely pay for itself in only a few months unless the spell is cast with far more gems than necessary.

Awaken Tarrasque (*Conjuration Ritual, Nature 5*)
In a ritual costing fifteen nature gems, the caster summons an ancient dragon known as a Tarrasque. Though wingless, it possesses a breath of poison gas as well as jaws, claws, and a tail of terrible power.

Gift of Health (*Enchantment Ritual, Nature 6*)
With the expenditure of at least fifty nature gems, all loyal subjects within a pretender's dominion will enjoy excellent health. They will be harder to kill in combat, grow old more slowly, and may heal permanent afflictions such as lost limbs. The stronger the god's dominion, the greater the effects of this spell.

Gift of Nature's Bounty (*Enchantment Ritual, Nature 7*)
A nature mage consumes seventy or more nature gems to bless life within their or their god's dominion. Food, whether fruits, vegetables, animals, or even spices, will grow far more quickly and be more delicious. If properly managed, the surplus created by this spell can be leveraged into a massive boost for the economy.

Call the Worm that Walks (*Thaumaturgy Ritual, Nature 5*)
In rare cases, when a powerful nature mage dies, their mind and power pass on to the worms and insects that devour their corpse. They will then live on as a vaguely human-shaped swarm, retaining their previous skill in magic and gaining regeneration and reinvigoration due to their new connection with nature. If they die again, the swarm will simply disperse and reform in their home province. Even if all the creatures that compose the swarm die, the soul of the mage will simply pass on to new ones. When a Worm Mage wishes to venture underwater, they will move their soul into a swarm of shrimps, small crabs, and other aquatic creatures. A nature mage may expend thirty nature gems to summon a Worm Mage.

Glamour

Ephemeral Bolt (*Evocation Combat Spell, Glamour 2*)
A glamour mage calls forth illusionary energy from the Dreamwild and projects it at their foe, inflicting false damage on a single target. If all glamour mages are killed, the illusionary damage will vanish instantly, but if enough harm is inflicted, the target can suffer a very real death.

Twilight (*Alteration Combat Spell, Glamour 3*)
A mage spends a single glamour gem to cover the entire battlefield in twilight, reducing the vision of anyone without darkvision. Perhaps more importantly, all glamour mages will experience a boost to their glamour magic for the duration of the battle.

Invisibility (*Alteration Combat Spell, Glamour 3*)
The caster becomes invisible and extremely difficult to hit in combat unless the attacker has true sight or another way of locating them beyond sight. Invisibility ends if the caster is struck.

Conjure Phantasmal Beast (*Conjuration Combat Spell, Glamour 3*)
A beast made of memories, dreams, and legends is summoned from the Dreamwild directly onto the battlefield at the cost of a single glamour gem. The creature has a powerful bite and many, many claws with which it can inflict terrible false damage, though it vanishes after the battle is over.

Gift of True Sight (*Enchantment Combat Spell, Glamour 1*)
A few allies are granted the ability to tell illusions from reality and see invisible beings.

Charm (*Thaumaturgy Combat Spell, Glamour 3*)
The target of this spell will become completely loyal to the caster. Unlike other forms of mind control, this preserves the mind and skills of its victim.

Mass Confusion (*Thaumaturgy Combat Spell, Glamour 3*)
A large group of enemy soldiers become confused and behave erratically for the rest of the battle. Regardless of what is going on around them, they may wander randomly, attack the nearest target, stand still and do nothing, etc.

Legion's Demise (*Thaumaturgy Combat Spell, Glamour 7*)
A powerful glamour mage may cast this spell for four glamour gems. Upon completion of the spell, all enemies across the entire battlefield will be constantly assailed by illusionary weapons, arrows, claws and other attacks of all types, inflicting constant false damage on them until the battle ends or the caster flees or is incapacitated.

Illusory Attack (*Evocation Ritual, Glamour 4*)
For the price of eight glamour gems, a small army of illusory soldiers attacks a foreign province. They appear as humans armed with swords, shields, and bows. They are fully capable of killing defending soldiers, but vanish after battle.

Mirage (*Alteration Ritual, Glamour 4*)
The caster spends twenty or more glamour gems to create the illusion of a castle in a distant province to fool rival nations. The image is realistic enough that the truth will only be revealed when enemies actually attempt to attack or besiege the castle. The spell lasts about one month by default, but its lifespan can be extended by expending more gems during its casting.

Awaken Sleeper (*Conjuration Ritual, Glamour 4*)
A Sleeper is an ancient human hero of phenomenal size and skill who awaits the final battle at the end of time. With ten glamour gems, a mage can awaken one and persuade them to serve

prematurely. They bear magical golden armor and weapons and are exceptionally skilled generals.

Lore of Legends (Conjuration Ritual, Glamour 4)
At the cost of twenty glamour gems, the caster calls magical knowledge from the Dreamwild directly into their mind, improving their skill in every path they possess by one level. However, the dreamlike nature of this knowledge means that it will only last for one month after the conclusion of the ritual.

Simulacrum (Enchantment Ritual, Glamour 3)
Over the course of a month, a mage constructs and enchants a replica of themselves using twenty glamour gems. At the end of the construction, the mage's body is placed in stasis as their soul enters and controls the simulacrum, which behaves identically to their old body. Should the new body die, however, their soul will be released to the Dreamwild, where they will most likely be able to return to their old body.

Gates of Horn and Ivory (Thaumaturgy Ritual, Glamour 5)
From sixty or more glamour gems, the caster constructs two great gates into the Dreamwild. One gate opens into dreams of happiness and hope, the other destruction and despair. From both pour forth glamour gems, and any glamour rituals cast from the gates have greatly extended range.

Dreams of the Awakening God (Thaumaturgy Ritual, Glamour 8)
The caster gains a measure of control over the world of dreams at the cost of at least ninety glamour gems. In all lands where the true, rightful god is not worshipped, people will dream of them, of the rewards of service, and of the terrible punishments for defiance. These dreams feel extremely real and will gradually convert all those who experience them.

Blood

Blood Burst (Blood Combat Spell, Blood 1)
A blood mage sacrifices two blood slaves to cause the blood of a small group of enemies to explode. Neither armor nor magic resistance can protect against this spell, but particularly tough opponents may be able to survive it, and it is particularly exhausting to cast.

Hell Power (Blood Combat Spell, Blood 3)
The caster gains the attention and favor of the Netherworld in exchange for the sacrifice of three blood slaves. The Netherworld's blessing will grant them incredible magical and physical power for the rest of the battle, but may also attract horrors.

Bloodletting (Blood Combat Spell, Blood 4)
A blood mage sacrifices four blood slaves to drain blood from every living being on the field; this blood will be drawn to the caster to heal and reinvigorate them.

Leech (Blood Combat Spell, Blood 1)
With the sacrifice of a single blood slave, a blood mage may drain the life force of a small group of enemies to heal and reinvigorate themself.

Rush of Strength (Blood Combat Spell, Blood 3)
The sacrifice of a single blood slave grants all friendly units on the field greatly improved strength for the rest of the battle.

Life for a Life (Blood Combat Spell, Blood 3)
A blood mage sacrifices a single blood slave to instantly kill one living being on the battlefield. Armor and magic resistance offer no protection from this spell, but an extremely resilient being may be able to survive.

Blood Feast (Blood Ritual, Blood 2)
For one month, a blood mage regularly feasts on the blood and flesh of specially prepared sacrifices, including five blood slaves and up to seven hundred fifty ordinary intelligent beings. The Blood Feast will heal any grievous wounds they have accumulated. However, there is a strong chance that the mage will develop uncontrollable cravings for the flesh of intelligent beings.

Horde from Hell (Blood Ritual, Blood 4)
At the cost of forty-four blood slaves, a horde of imps led by a devil are sent to attack a foreign province. If they are not defeated, they are likely to remain in the world and wander about to cause chaos in neighboring regions as well.

Rejuvenate (Blood Ritual, Blood 1)
A blood mage sacrifices ten young blood slaves and bathes in their blood. In doing so, the mage becomes ten years younger without losing any of their skill or experience.

Ritual of Five Gates (Blood Ritual, Blood 5)
With the blood of thirty-three blood slaves, the caster prepares a ritual pentagram, simultaneously summoning and binding a different demon at each point. At the ritual's conclusion, they will have added a Fiend of Darkness, a Devil, a Frost Fiend, a Storm Demon, and a Demon Knight to their service.

Three Red Seconds (Blood Ritual, Blood 5)
The caster signs a deal with the forces of the Netherworld: in exchange for the sacrifice of one hundred twenty blood slaves, a massive horde of imps will appear in a province of the caster's choice and erect a mighty citadel in three red seconds.

Blood Vortex (Blood Ritual, Blood 7)
A blood mage creates a roiling vortex of blood through the sacrifice of one hundred sixty-six slaves or more. Throughout the world, all living intelligent beings will hear its terrible song. Those who carry blood suitable for sacrifice are particularly susceptible. Mortals who fall prey to the song are drawn to the vortex where they either stand dumbfounded or throw themselves in to drown in the blood. The ritual's caster will find it an excellent source of blood slaves.

Bind Demon Lord (Blood Ritual, Blood 8)
The caster of this ritual sacrifices one hundred fifty blood slaves to summon and bind a Demon Lord. There are only six such beings in existence, and each is unique. However, they are all powerful mages with skill in a variety of paths, and all bring their own brand of corruption and chaos in their wake.

Holy

Blessing (Divine Combat Magic, Holy 1)
The priest recites a prayer to bless several friendly sacred soldiers; a more powerful priest will be able to affect a larger area. The effects of the blessing vary widely depending on the god that the priest serves.

Banishment (Divine Combat Magic, Holy 1)
This prayer smites hostile undead in a small area of the battlefield. A more powerful priest will be able to affect a larger area and deal more damage with each cast. Their deity's most powerful path may change the mechanics and flavor of the Banishment spell. For example, a pretender specializing in air magic would grant their priests "Wind of Memories," which affects a larger area, but deals less damage.

Smite Demon (Divine Combat Magic, Holy 2)
A divine bolt falls from the sky, striking a single demon and inflicting terrible harm. The damage of the bolt increases dramatically with the power of the priest casting it.

Holy Avenger (Divine Combat Magic, Holy 2)
Once this prayer is recited, then for the rest of the battle, any harm done to the casting priest will be avenged by a bolt of divine fury from the heavens.

Divine Blessing (Divine Combat Magic, Holy 3)
Through this spell, an exceptionally powerful priest can bless every friendly sacred unit on the battlefield with a single prayer. Other than its area of effect, it functions identically to the "Blessing" spell.

Smite (Divine Combat Magic, Holy 3)
With a brief prayer, a heathen is struck by a divine bolt. Just like "Banishment," the effects of this spell can be altered by a pretender's strongest path. For example, a pretender powerful in nature magic would grant their priests "Word of Thorns" in place of "Smite." It deals less initial damage, but entangles enemies in thorny vines and causes them to bleed profusely.

Fanaticism (Divine Combat Magic, Holy 4)
The priest recites a sermon, dramatically bolstering the morale of every friendly unit on the entire battlefield, even those out of earshot.

Divine Channeling (Divine Combat Magic, Holy 5)
Only the greatest priests in the entire world could possibly cast this spell. By channeling a huge quantity of divine energy, a priest grants all other friendly priests one extra level in holy magic for the duration of the battle.

Changelog

Dominions 6

- Minor adjustments to wording
- Added Pyrène, Muspelheim, Nidavangr, Feminie, Piconye, and Andramania
- Assigned two nation perks to each new nation
- Updated nation descriptions to account for the addition of glamour magic
- Changed Thug Stipend to apply to Physical Form section instead of Items section
- Added Healer Tradition, Lichdom, and Banquet for the Dead nation perks
- Removed Fear nation perk, moved Hinnom and Shinuyama's discounts elsewhere
- Removed Poison Immunity nation perk, C'tis now has a discount on Lichdom
- Renamed Awe nation perk to "Awesome Presence"
- Renamed Berserk nation perk to "Berserker Tradition"
- Renamed Glamour nation perk to "Mirror Image"
- Some nations have lost their discount on Awe(some Presence) and moved to other perks
- Can now choose type of terrain spread by Dominion Miasma
- Reduced price of Reincarnation from 400 to 200 CP

- Reduced price of Dark Ships from 400 to 200 CP and improved its effect
- Reduced price of Echolocation from 400 to 200 CP
- Reduced price of Dominion Immortality from 800 to 600 CP
- Moved Physical Form section; used to be before Origins, now after Origin Perks
- Removed Gem Generator from Physical Form section, replaced it with Magic Site under Items
- Increased price of Trinity from 200 to 600 CP
- Added glamour magic to Magic Paths section
- Updated blessing rules to fit Dominions 6 blessing system
- Added many new blesses, updated several existing ones
- Removed Spell Focus item, replaced with Dreamstone
- Replaced 400-CP items with purchasable, slightly-modified global enchantments
- Added Mount item
- Renamed Diplomacy drawback to "Diplomatic Difficulties"
- Updated example pretenders under Alternate Ruleset with glamour magic and the new blessing system
- Updated notes section with glamour magic spells

V1.0

- Corrected typos/minor adjustments to wording
- Added "Not Done Yet" drawback
- Added "Arena Deathmatch" drawback
- Added "Leader" origin with associated perks and items
- Moved "Enormous Cauldron of Broth" to Leader items
- Added "Amulet of Resilience" to Priest items to replace "Enormous Cauldron of Broth"
- Added several new perks to "Physical Form" section: "Damage Resistance," "Extra Limbs," "Gem Generator," "Teleportation," "Trinity," and "Dominion Immortality"
- Added "The Destruction of Therodos" and "The Fall of Ermor" to the scenarios section