

# Master of Magic 2.0

November 2008

Edited by Aureus

# Foreword

The changes in this version were primarily motivated to 1) balance races, units, heroes, and magic realms; 2) edit out or around the various bugs in the game, including many spells; and 3) fix a wide number of text mistakes and ambiguities.

The end result is that there should be a reason to make *every* kind of unit, at least in some game circumstances, making combined arms a little more common than in the basic game. In so doing, the AI “should” be a little better, as their inefficient choices are better rewarded.

Some of the notable changes:

- Chaos Channels was way too powerful for an uncommon spell, so it has been all but eliminated from the game (save for a side effect of Call Chaos).
- Animate Dead<sup>1</sup> and Life Drain have been replaced with some non-resistance oriented combat spells – Contagion, Chill Touch – somewhat uncharacteristic of death magic, but that realm could use a boost particularly given a good many spells have little or no effect against the AI.
- Cloak of Fear and Subversion have been replaced with combat summoning spells: Zombies and Demon, which greatly improve the realm’s capabilities against roaming death monsters and nodes.
- Barbarian bowmen and shamans don’t gain racial thrown attack bonus, which motivated the development of three race specific units – marauders, striders, and witch doctors. This also gives the race a much more interesting flavor.
- Draconian bowmen, shaman, and magicians don’t gain racial breath attack bonus, which motivated the development of two race specific units – shades and burning hands.

- Klackons now have missile immunity. This race has no middle range unit and causes a lot of additional unrest in non-klackon cities. The change makes them much more competitive with other races.
- All races can now take advantage of mithril (etc) deposits.
- Almost all races now have swimming settlers to assist the AI.
- Missile immunity has been added to all “wizard” type heroes.
- Item powers such as Invisibility, Chaos, and Cloak of fear, have been removed from the game because they were ineffective.
- Spell of Return has been slashed in cost, thereby reducing the effectiveness of raiding AI fortresses.

Summoned units were particularly in need of modifying:

- Fire Giants were increased in power to make them more comparable to Stone Giants and Storm Giants.
- Efreet are now more comparable to (stronger than) Djinn.
- Almost all rare and very rare creatures have seen their defense increased.
- Summoned creatures generally have significantly more special abilities (immunities, plane shifting, etc).
- Demon Lords are now more comparable with Sky Drakes and Great Wryms, let alone Death Knights.
- Fire Elementals have immolation.
- Upkeep and casting costs for most summoned creatures have been reduced.

Aureus

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# Buildings

## Notation and Abbreviations

(#) Old values

Ani Animist's Guild  
AG Armorer's Guild  
Ca Cathedral  
FS Fantastic Stable  
U University  
B Bank  
MG Mechanician's Guild  
MaG Maritime Guild  
MeG Merchant's Guild  
MiG Miner's Guild  
Or Oracle  
Pa Parthenon  
St Stable  
SG Shipwright's Guild  
SY Ship Yard  
WG Wizard's Guild  
WC War College

## Building Costs

Fantastic Stable now costs 400 (600) and has 4 upkeep (6).

Mechanician's Guild now costs 500 (600).

## Building Restrictions, Race

Barbarians can now build Animists Guild.

Beastmen can no longer build Banks.

Dark Elves can now build Cathedral and Maritime Guild.

Gnolls can now build Animists Guild, Sages Guild, and Alchemists Guild.

Klackons can now build University, Banks, Mech. Guild, War College,

Animists Guild, Sages Guild, Alchemists Guild, Temple, and

Fantastic Stable.

Lizard Men can now build Sages Guild, Alchemist's Guild, and Parthenon.

Orcs can no longer build Cathedral, War College, Bank, and Oracle.

Trolls can now build Sages Guild and Alchemists Guild.

Race	New Restriction Settings
Barbarian	Cathedral, Fantastic Stable, and University.
Gnoll	Parthenon, Armorer's Guild, and University.
Halfling	Stables, Shipyards, Armorer's Guild, and University.
High Elf	Parthenon and Maritime Guild.
High Man	Fantastic Stable.
Klackon	Parthenon, Wizard's Guild, Ship Yard.
Lizard Man	Miners Guild, University, Animists Guild, Shipwrights Guild, Cathedral.
Nomad	Cathedral, Maritime Guild, Mechanician's Guild, and Wizard's Guild.
Orc	Cathedral, War College, Bank, and Oracle.
Beastmen	Bank, Ship Yard, and Fantastic Stable.
Dark Elf	
Draconian	Maritime Guild, Fantastic Stable, and Mechanician's Guild.
Dwarf	Stables, Ship Yard, University, and Parthenon.
Troll	Miner's Guild, University, Fantastic Stable, Ship Yard, and Parthenon.

Race	#	Total Restrictions
Barbarian	9	B, Ca, FS, MG, MeG, Or, U, WC, WG
Gnoll	11	AG, B, Ca, FS, MG, MeG, Pa, Or, U, WC, WG
Halfling	13	Ani, AG, B, FS, MG, MeG, Or, St, SY, MaG, U, WC, WG
High Elf	4	Ca, MaG, Pa, Or
High Man	1	FS
Klackon	7	Ca, Or, MaG, MeG, Pa, SY, WG
Lizard Man	14	Ani, B, Ca, FS, MiG, MeG, SG, SY, MaG, MeG, Or, U, WC, WG
Nomad	4	Ca, MaG, MeG, WG
Orc	5	B, Ca, Or, MeG, WC
Beastmen	5	B, FS, MaG, MeG, SY
Dark Elf	0	
Draconian	3	FS, MaG, MeG
Dwarf	14	Ani, B, Ca, FS, MG, MaG, MeG, Pa, Or, St, SY, U, WC, WG
Troll	13	B, Ca, FS, MiG, MG, MaG, MeG, Or, Pa, SY, U, WC, WG

# Units

## Notation and Abbreviations

Subscript	# of shots	Invis	Invisibility
Superscript	+ to hit	L	Lucky
<i>Italics</i>	Flying ability	Lg	Legendary
<b>Bold</b>	Race specific unit	LS	Life Steal
(#)	Old values	LSh	Large Shield
[#]	Ability picks	LR	Long Range
AP	Armor Piercing	Lr	Leadership
Ag	Agility	M	Might
Ar	Arms Master	MgI	Magic Immunity
Arc	Arcane Power	Me	Merging
Bl	Blade Master	MI	Missile Immunity
Cx	Construction, strength x	Mo	Mountaineer
Ch	Charmed	N	Noble
CI	Cold Immunity	NC	Non Corporeal
Co	Constitution	NFS	Negate First Strike
CU	Create Undead	P	Purify
Cx	Caster, skill x	PF	Path Finding
D	Destruction	PI	Poison Immunity
DB	Doom Bolt spell	Pr	Prayer Master
DE	Dispel Evil	PS	Plane Shift
DeG	Death Gaze	Px	Poison, strength x
DG	Doom Gaze	RTA	Resistance to All
DI	Death Immunity	S	Swimming, Sailing
DT	Death Touch	SD	Summon Demons
F	Forester	Sg	Sage
FB	Fire Ball spell	SG	Stoning Gaze
FBx	Fire Breath, strength x	SI	Stoning Immunity
FI	Fire Immunity	ST	Stoning Touch
FS	First Strike	Sx	Scouting, skill x
H	Healer	T	Teleporting
He	Healing spell	Tx	Thrown, strength x
HB	Holy Bonus	W	Wall Crusher
II	Illusion Immunity	We	Web Spell
Im	Immolation	WI	Weapon Immunity
Ill	Illusion		

## Units, General

Mountaineering ability has been removed from all 2 movement units.

## Units, Base

Bowmen now have a base cost of 10 (30).

Galleys now have range attack 6 (2) and 4 rocks for ammunition (8 arrows).

Halberdiers now have attack 5 (4).

Pikemen are no longer race-specific units and have standard labeling (High Men and Nomad Pikemen).

Settlers now have a base cost of 40 (60).

Settlers except Klackon and Draconian now have swimming ability.

Shamans now have a base cost of 40 (60).

Warships now have 6 rocks for ammunition (99), long range, and cost 200 (160).

Unit	F	A	R	D	R	H	M	Special	Cost
Spearmen	8	1		2	4	1	1		10
Bowmen	6	1	1 <sub>8</sub>	1	4	1	1		10
Swordsmen	6	3		2	4	1	1	LSh	20
Cavalry	4	4		2	4	3	2	FS	40
Shaman	4	2	2 <sub>4</sub>	3	6	1	1	H/P	40
Settlers	1			1	4	10	1	S	40
Trireme	1	6		4	4	10	2	S	60
Halberdiers	6	5		3	4	1	1		60
Pikemen	8	5		3	5	1	1	NFS, AP	80
Priests	4	3	4 <sub>4</sub>	4	7	1	1	H/P, He	100
Catapult	1		10 <sub>10</sub>	2	4	10	1	W, LR	100
Galley	1	8	6 <sub>4</sub>	4	6	20	3	S	100
Magicians	4	1	5 <sub>4</sub>	3	8	1	1	MI, FB	120
Warship	1	10	10 <sub>6</sub>	5	7	30	4	S, LR	200

# Units, Races of Arcanus

## Barbarians

### *Thrown weapons*

All regular units now cost 100 percent of normal (150).

Barbarians no longer have resistance +1 race bonus.

Bowmen have been replaced with *Striders*.

Cavalry have been replaced with *Marauders*.

*Marauders* are a new race specific unit that has attack 5, defense 2, resistance 5, hit points 3, move 3, 4 figures, thrown 2, cost 60, and requires stable and armory.

Shaman has been replaced with *Witch Doctors*.

*Striders* are a new race specific unit that has attack 2, range 2, defense 2, resistance 4, hit points 1, move 2, 4 figures, path finding, scouting 2, cost 60, and requires sawmill and fighters guild.

*Witch Doctors* are a new race specific unit that has attack 2, range 3, defense 4, resistance 7, hit points 1, move 1, 4 figures, heal/purify, resistance to all +2, cost 80 and requires temple.

Unit	F	A	R	D	R	H	M	Special	Cost	Byte
Spearmen	8	1		2	4	1	1	T1	10	29BB8
Swordsmen	6	3		2	4	1	1	T1, LSh	20	29BDC
<b>Striders</b>	4	2	2 <sub>8</sub>	3	4	1	2	PF, S2	60	29C00
<b>Marauders</b>	4	5		2	5	3	3	T2	60	29C24
<b>Witch Doctors</b>	4	2	3 <sub>4</sub>	4	7	1	1	H/P, RTA+2	80	29C48
Settlers	1			1	4	10	1	S	40	29C6C
<b>Berserkers</b>	6	7		3	7	3	1	T3	120	29C90
Trireme	1	6		4	4	10	2	S	60	29B28
Galley	1	8	6 <sub>4</sub>	4	6	20	3	S	100	29B4C
Warship	1	10	10 <sub>6</sub>	5	7	30	4	S, LR	200	29B94

*Growth chance: 15%*

*Growth modifier: +30*

## Gnolls

*+2 attack, +1 resistance, +1 hit points*

All regular units now have +1 hp/figure race bonus.

All regular units now cost 150 percent of normal (100).

All units now have a +1 resistance race bonus.

Gnolls now grow quickly (slowly) and huts have 15 percent chance of growing each turn (5).

Settlers now have 20 hit points (10).

Wolf Riders now have defense 4 (3) and poison attack 1.

Unit	F	A	R	D	R	H	M	Special	Cost	Byte
Spearmen	8	3		2	5	2	1		15	2A1E8
Swordsmen	6	5		2	5	2	1	LSH	30	2A20C
Halberdiers	6	7		3	5	2	1	NFS	60	2A230
Bowmen	6	3	1 <sub>8</sub>	1	5	2	1		15	2A254
Settlers	1			1	5	20	1	S	60	2A278
<b>Wolf Riders</b>	4	7		4	6	5	3	P1	100	2A29C
Trireme	1	6		4	4	10	2	S	60	29B28
Galley	1	8	6 <sub>4</sub>	4	6	20	3	S	100	29B4C
Warship	1	10	10 <sub>6</sub>	5	7	30	4	S, LR	200	29B94

*Growth chance: 15%*

*Growth modifier: +10*

## Halflings

*-1 attack, +2 resistance, lucky, +1 food production*

All regular units now cost 200 percent of normal (150).

Bowmen have been replaced with *Tallfellows*, a new race specific unit.

Halfling huts now have a 7 percent chance of growing each turn (15).

Halflings now grow slowly (normally).

Shamans now cost 150 percent of normal (125 percent).

*Tallfellows* are a new race specific unit that has attack 3, range 1, defense 2, resistance 7, hit points 1, movement 1, 6 figures, forester, costs 60, and require barracks and foresters guild.<sup>2</sup>

Unit	F	A	R	D	R	H	M	Special	Cost	Byte
Spearmen	8	1		2	6	1	1	L	20	2A2C0
Swordsmen	8	2		2	6	1	1	L, LSh	40	2A2E4
<b>Tallfellows</b>	6	3	1 <sub>8</sub>	2	7	1	1	L, F	60	2A308
Shaman	4	1	2 <sub>4</sub>	3	8	1	1	L, H/P	60	2A32C
Settlers	1			1	6	10	1	L, S	80	2A350
<b>Slings</b>	8	1	2 <sub>6</sub>	2	6	1	1	L	100	2A374
Trireme	1	6		4	4	10	2	S	60	29B28

*Growth chance: 7%*

*Growth modifier: -10*

## High Elves

*+1 to hit, +2 resistance, forester*

Pegasai now have attack 3 (5), 4 figures (2), 6 arrows for ammunition (8), and 4 hit points (5).

Settlers no longer have +1 to hit bonus.

Unit	F	A	R	D	R	H	M	Special	Cost	Byte
Spearmen	8	1 <sup>1</sup>		2	6	1	1	F	15	2A398
Swordsmen	6	3 <sup>1</sup>		2	6	1	1	F, LSh	30	2A3BC
Halberdiers	6	5 <sup>1</sup>		3	6	1	1	F	60	2A3E0
Cavalry	4	4 <sup>1</sup>		2	6	3	2	F, FS	60	2A404
Magicians	4	1 <sup>1</sup>	5 <sup>1</sup> <sub>4</sub>	3	10	1	2	F, MI, FB	180	2A428
Settlers	1			1	6	10	1	F, S	60	2A44C
<b>Longbowmen</b>	6	1 <sup>1</sup>	3 <sup>1</sup> <sub>8</sub>	2	6	1	1	F	80	2A470
<b>Elven Lords</b>	4	5 <sup>2</sup>		4	9	3	2	F, FS, AP	160	2A494
<i><b>Pegasai</b></i>	4	3 <sup>1</sup>	3 <sup>1</sup> <sub>6</sub>	4	8	4	3	S2	160	2A4B8
Catapult	1		10 <sub>10</sub>	2	4	10	1	W, LR	100	29B70
Trireme	1	6		4	4	10	2	S	60	29B28
Galley	1	8	6 <sub>4</sub>	4	6	20	3	S	100	29B4C

*Growth chance: 5%*

*Growth modifier: -20*

## High Men

*No racial bonuses or penalties*

High Men now grow quickly (normally).

Unit	F	A	R	D	R	H	M	Special	Cost	Byte
Spearmen	8	1		2	4	1	1		10	2A4DC
Swordsmen	6	3		2	4	1	1	LSH	20	2A500
Bowmen	6	1	1 <sub>8</sub>	1	4	1	1		10	2A524
Cavalry	4	4		2	4	3	2	FS	40	2A548
Priests	4	3	4 <sub>4</sub>	4	7	1	1	H/P, He	100	2A56C
Magicians	6	1	5 <sub>4</sub>	3	8	1	1	MI, FB	120	2A590
Engineers	6	1		1	4	1	1	W/C1	40	2A5B4
Settlers	1			1	4	10	1	S	40	2A5D8
Pikemen	8	5		3	5	1	1	NFS, AP	80	2A5FC
<b>Paladins</b>	4	6		5	8	4	2	MgI,FS,AP,HB	200	2A620
Catapult	1		10 <sub>10</sub>	2	4	10	1	W, LR	100	29B70
Trireme	1	6		4	4	10	2	S	60	29B28
Galley	1	8	6 <sub>4</sub>	4	6	20	3	S	100	29B4C
Warship	1	10	10 <sub>6</sub>	5	7	30	4	S, LR	200	29B94

*Growth chance: 10%*

*Growth modifier: +10*

## Klackons

*+2 defense, +1 resistance, missile immunity, +1 production*

All regular units now have missile immunity.

Klackon huts now have a 7 percent chance of growing each turn (5).

Klackons now grow normally (slowly).

Settlers and Engineers now have Klackon +2 defense race bonus.

Stag Beetle now has merging ability, resistance 7 (6), cost 200 (160), and requires fantastic stable (armorer's guild).

Unit	F	A	R	D	R	H	M	Special	Cost	Byte
Spearmen	8	1		4	5	1	1	MI	20	2A644
Swordsmen	6	3		4	5	1	1	MI, LSh	40	2A668
Halberdiers	6	5		5	5	1	1	MI	80	2A68C
Engineers	6	1		3	5	1	1	MI, W/C1	80	2A6B0
Settlers	1			3	5	10	1		80	2A6D4
<b>Stag Beetle</b>	1	15		7	7	20	2	FB5, Me	200	2A6F8
Catapult	1		10 <sub>10</sub>	2	4	10	1	W, LR	100	29B70
Trireme	1	6		4	4	10	2	S	60	29B28

*Growth chance: 7%*

*Growth modifier: +0*

## Lizard Men

*+1 defense, +1 hit points, swimming*

Dragon Turtle now has fire breath strength 12 (5) and costs 120 (100).

Lizard Men now grow normally (quickly).

Shamans now have Lizard Man +1 defense race bonus.

Unit	F	A	R	D	R	H	M	Special	Cost	Byte
Spearmen	8	1		3	4	2	1	S	10	2A71C
Swordsmen	6	3		3	4	2	1	S, LSh	20	2A740
Halberdiers	6	5		4	4	2	1	S	40	2A764
<b>Javelineers</b>	6	4	3 <sub>6</sub>	4	5	2	1	S	80	2A788
Shaman	4	2	2 <sub>4</sub>	4	6	2	1	S, H/P	60	2A7AC
Settlers	1			2	4	20	1	S	40	2A7D0
<b>Dragon Turtle</b>	1	10		8	8	15	2	S, FB12	120	2A7F4

*Growth chance: 10%*

*Growth modifier: +0*

## Nomads

### *Trade bonus*

Bowmen have been replaced with *Dervishes*.

*Dervishes* are a new race specific that has attack 2, range 2 (8 arrows), defense 2, resistance 6, hit points 1, move 1, 6 figures, cost 40, and requires shrine.

Horsebowmen now have 6 arrows for ammunition (8).

Nomad huts now have a 7 percent chance to grow each turn (10).

Rangers now have attack 5 (4), resistance 7 (6), and 3 hit points (2).

Unit	F	A	R	D	R	H	M	Special	Cost	Byte
Spearmen	8	1		2	4	1	1		10	2A818
Swordsmen	6	3		2	4	1	1	LSh	20	2A83C
<b>Dervishes</b>	6	2	2 <sub>8</sub>	2	6	1	1		40	2A860
Priests	4	3	4 <sub>4</sub>	4	7	1	1	H/P, He	100	2A884
Settlers	1			1	4	10	1	S	40	2A8CC
<b>Horsebowmen</b>	4	4	2 <sub>6</sub>	2	4	3	2		60	2A8F0
Pikemen	8	5		3	5	1	1	NFS, AP	80	2A914
<b>Rangers</b>	4	5	3 <sub>8</sub>	4	7	3	2	PF	120	2A938
<i>Griffins</i>	2	9		5	7	10	2	FS, AP	200	2A95C
Catapult	1		10 <sub>10</sub>	2	4	10	1	W, LR	100	29B70
Trireme	1	6		4	4	10	2	S	60	29B28
Galley	1	8	6 <sub>4</sub>	4	6	20	3	S	100	29B4C

*Growth chance: 7%*

*Growth modifier: -10*

## Orcs

*+1 attack, +1 resistance*

All units now have +1 attack race bonus and +1 resistance bonus.

Cavalry now has first strike ability.

Orcs huts now have a 15 percent chance to grow each turn (10).

Orcs now grow quickly (normally).

Wyvern Riders now have attack 12 (5), defense 6 (5), resistance 8 (7), 12 hit points (10), and poison 12 (6).

Unit	F	A	R	D	R	H	M	Special	Cost	Byte
Spearmen	8	2		2	5	1	1		10	2A980
Swordsmen	6	4		2	5	1	1	LSH	20	2A9A4
Halberdiers	6	6		3	5	1	1		40	2A9C8
Bowmen	6	2	1 <sub>8</sub>	1	5	1	1		10	2A9EC
Cavalry	4	5		2	5	3	2	FS	40	2AA10
Shaman	4	3	2 <sub>4</sub>	3	7	1	1	H/P	40	2AA34
Magicians	4	2	5 <sub>4</sub>	3	9	1	1	MI, FB	120	2AA58
Engineers	6	2		1	5	1	1	W/C1	40	2AA7C
Settlers	1			1	5	10	1	S	40	2AAA0
<b>Wyvern Riders</b>	2	12		6	8	12	3	P12	200	2AAC4
Catapult	1		10 <sub>10</sub>	2	4	10	1	W, LR	100	29B70
Trireme	1	6		4	4	10	2	S	60	29B28
Galley	1	8	6 <sub>4</sub>	4	6	20	3	S	100	29B4C
Warship	1	10	10 <sub>6</sub>	5	7	30	4	S, LR	200	29B94

*Growth chance: 15%*

*Growth modifier: +10*

# Units, Races of Myrror

## Beastmen

*+1 attack, +1 resistance, +1 hit points*

All regular units, priests and magicians now cost 100 percent of normal (200, 150, and 150, respectively).

Beastmen huts now have a 7 percent chance to grow each turn (5).

Beastmen now grow quickly (normally).

Centaur now cost 60 (100), 4 hit points (3), and have forester ability.

Manticore now have range 5, 4 arrow shots for ammunition, defense 5 (3), 10 hit points (7), and require fighter's guild (stable).

Unit	F	A	R	D	R	H	M	Special	Cost	Byte
Spearman	8	2		2	5	2	1		10	29CB4
Swordsmen	6	4		2	5	2	1	LSh	20	29CD8
Halberdiers	6	6		3	5	2	1		40	29CFC
Bowmen	6	2	1 <sub>8</sub>	1	5	2	1		10	29D20
Priests	4	4	4 <sub>4</sub>	4	8	2	1	H/P, He	100	29D44
Magicians	4	2	5 <sub>4</sub>	3	9	2	1	MI, FB	120	29D68
Engineers	6	2		1	5	2	1	W/C1	40	29D8C
Settlers	1			1	5	20	1	S	40	29DB0
<b>Centaur</b>	4	3	2 <sub>6</sub>	3	5	4	2	F	60	29DD4
<b>Manticore</b>	2	5	5 <sub>4</sub>	5	6	10	2	S2, P6	160	29DF8
<b>Minotaur</b>	2	12 <sup>2</sup>		4	7	12	1	LSh	200	29E1C
Catapult	1		10 <sub>10</sub>	2	4	10	1	W, LR	100	29B70
Trireme	1	6		4	4	10	2	S	60	29B28
Galley	1	8	6 <sub>4</sub>	4	6	20	3	S	100	29B4C
Warship	1	10	10 <sub>6</sub>	5	7	30	4	S, LR	200	29B94

*Growth chance: 7%*

*Growth modifier: +10*

## Dark Elves

*1 magical range attack, +3 resistance, +1 to hit*

All regular units now cost 150 percent of normal (250).

All units now have +1 to hit race bonus.

Dark Elven huts now have a 5 percent chance to grow each turn (2).

Nightblades now have attack 6 (4), defense 4 (3), poison attack 2 (1), cost 160 (120), and require armorer's guild (fighter's guild).

Nightmares now have defense 9 (4), hit points 12 (10), plane shift (scouting), and cost 240 (160).

Priests now have range 5 (6).

Warlocks now have range 6 (7).

Unit	F	A	R	D	R	H	M	Special	Cost	Byte
Spearmen	8	1 <sup>1</sup>	1 <sup>1</sup> <sub>4</sub>	2	7	1	1		15	29E40
Swordsmen	6	3 <sup>1</sup>	1 <sup>1</sup> <sub>4</sub>	2	7	1	1	LSh	30	29E64
Halberdiers	6	5 <sup>1</sup>	1 <sup>1</sup> <sub>4</sub>	3	7	1	1		60	29E88
Cavalry	4	4 <sup>1</sup>	1 <sup>1</sup> <sub>4</sub>	2	7	3	2	FS	60	29EAC
Priests	4	3 <sup>1</sup>	5 <sup>1</sup> <sub>4</sub>	4	10	1	1	H/P, He	200	29ED0
Settlers	1			1	7	10	1	S	60	29EF4
<b>Nightblades</b>	6	6 <sup>1</sup>		4	7	1	1	Invis, P2	160	29F18
<b>Warlocks</b>	4	1 <sup>1</sup>	6 <sup>1</sup> <sub>4</sub>	4	9	1	1	MI, DB	240	29F3C
<i>Nightmares</i>	2	8 <sup>1</sup>	5 <sup>1</sup> <sub>4</sub>	9	8	12	3	PS	240	29F60
Catapult	1		10 <sub>10</sub>	2	4	10	1	W, LR	100	29B70
Trireme	1	6		4	4	10	2	S	60	29B28
Galley	1	8	6 <sub>4</sub>	4	6	20	3	S	100	29B4C
Warship	1	10	10 <sub>6</sub>	5	7	30	4	S, LR	200	29B94

*Growth chance: 5%*

*Growth modifier: -20*

## Draconians

*1 fire breath, +1 defense, +2 resistance, flying*

Air Ships now have attack 10 (5), 4 rocks for ammunition (10), defense 6 (5), hit points 18 (20), and long range ability.

All regular units now cost 200 percent of normal (250).

*Burning Hands* are a new race specific unit that has attack 1, range 6 (chaos), defense 3, resistance 10, 1 hit point, move 1, 4 figures, missile immunity, immolation, resistance to all +1, cost 160, and requires wizard's guild.<sup>3</sup>

Draconians can now build Engineers.

Draconians can no longer build Bowmen.

*Shades* are a new race specific unit that has attack 1, range 4 (sorcery), defense 5, resistance 9, 1 hit point, move 1, 4 figures, missile immunity, illusion immunity, phantasmal, cost 240 and requires wizard's guild.

Magicians have been replaced with *Shades*.

Shaman has been replaced with *Burning Hands*.

Unit	F	A	R	D	R	H	M	Special	Cost	Byte
<i>Spearmen</i>	8	1		3	6	1	2	FB1	20	29F84
<i>Swordsmen</i>	6	3		3	6	1	2	FB1, LSh	40	29FA8
<i>Halberdiers</i>	6	5		4	6	1	2	FB1	80	29FCC
<b><i>Burning Hands</i></b>	4	1	6 <sub>4</sub>	4	10	1	1	MI,Im,RTA+1	160	2A014
<b><i>Shades</i></b>	4	1	4 <sub>4</sub>	5	9	1	1	MI, II, Phan	240	2A038
<i>Engineers</i>	6	1		2	6	1	2	FB1	80	2A05C
<i>Settlers</i>	1			2	6	10	1		80	2A080
<b><i>Doom Drakes</i></b>	2	8		3	9	10	3	S2, FB6	160	2A0A4
<b><i>Air Ship</i></b>	1	10	10 <sub>4</sub>	6	8	18	4	S2, W, LR	200	2A0C8
Trireme	1	6		4	4	10	2	S	60	29B28
Galley	1	8	6 <sub>4</sub>	4	6	20	3	S	100	29B4C

*Growth chance: 5%*

*Growth modifier: -10*

## Dwarves

*+4 resistance, +2 hit points, tax bonus, +1 production, mountaineer*

Golems now have attack 18 (12), +1 to hit, hit points 18 (20), wall crusher, weapon immunity (poison immunity), missile immunity, and magic immunity (death immunity).

Steam Cannons now have long range and cost 160 (180).

Unit	F	A	R	D	R	H	M	Special	Cost	Byte
Swordsmen	6	3		2	8	3	1	Mo, LSh	50	2A0EC
Halberdiers	6	5		3	8	3	1	Mo	100	2A110
Engineers	6	1		1	8	3	1	Mo, W/C2	40	2A134
<b>Hammerhands</b>	6	8		4	9	4	1	Mo	160	2A158
<b>Steam Cannon</b>	1		12 <sub>10</sub>	2	9	10	1	Mo, LR	160	2A17C
<b>Golem</b>	1	18 <sup>1</sup>		8	15	18	1	MI,WI,MgI,W	200	2A1A0
Settlers	1			1	8	20	1	Mo, S	100	2A1C4
Trireme	1	6		4	4	10	2	S	60	29B28

*Growth chance: 5%*

*Growth modifier: -20*

## Trolls

*+2 attack, +3 resistance, +3 hit points, regeneration*

War Mammoths now have attack 16 (10), cold immunity, and 15 hit points (12).

War Trolls now cost 200 (160).

Unit	F	A	R	D	R	H	M	Special	Cost	Byte
Spearmen	4	3		2	7	4	1	R	30	2AAE8
Swordsmen	4	5		2	7	4	1	R, LSh	60	2AB0C
Halberdiers	4	7		3	7	4	1	R, NFS	120	2AB30
Shaman	4	4	2 <sub>4</sub>	3	8	4	1	R, H/P	120	2AB54
Settlers	1			1	7	20	1	R, S	120	2AB78
<b>War Trolls</b>	4	8		4	8	5	2	R	200	2AB9C
<b>War Mammoths</b>	2	16		6	9	15	2	FS, CI, W	240	2ABC0
Trireme	1	6		4	4	10	2	S	60	29B28

*Growth chance: 3%*

*Growth modifier: -20*

# Heroes

## 0 Fame

Bahgtru the Orc Warrior now has attack 7 (6), resistance 7 (6), and thrown 2 (3).

Brax the Dwarf now has attack 6 (5), hit points 8 (10), engineering 2 and wall crusher.

Gunther the Barbarian now has attack 6 (5) and hit points 8 (9).

Theira the Thief now has first strike and noble.

Rakir the Beastmaster now has path finding ability, hit points 6 (7), and has giant strength spell.

Serena the Healer now has a wand/sword combination, defense 4 (5), and resistance 6 (7).

Shuri the Huntress now has attack 3 (5), range 3 (4), and 5 hit points (7).

Valana the Bard now has attack 5 (4), hit points 7 (6), scouting 2, and prayer master (C5, vertigo and confusion spells).

Zaldron the Sage now has 5 range (6), resistance 7 (6), hit points 4 (5), missile immunity, and has disenchant true spell.

Hero	A	R	D	R	H	ByteW	Special	ByteM
Dwarf	6		4	10	8	2963C	W/C2, Co	27AE0
Barbarian	6		3	6	8	29660	M, T3	27AEC
Sage	1	5	4	7	4	29684	MI, C7 <sup>1</sup> , Sg	27B05
Dervish	4	4	4	6	6	296A8	N	27B17
Beastmaster	5		4	6	6	296CC	PF, C5 <sup>2</sup> , S3	27B29
Bard	5		5	6	7	296F0	Pr, Lr, S2	27B3B
Orc Warrior	7		4	7	8	29714	T2, [1]	27B4C
Healer	3	6	4	6	5	29738	C7 <sup>3</sup> , H, [1]	27B5E
Huntress	3	3	3	6	5	2975C	Bl, PF, [1]	27B70
Thief	5		5	6	7	29780	FS, N	27B82

<sup>1</sup> Dispel Magic True, Counter Magic, and Disenchant True spells.

<sup>2</sup> Resist Element and Giant Strength spells.

<sup>3</sup> Healing spell.

## 5 Fame

Greyfairer the Druid now has wand/sword combination, attack 4 (1), range 7 (8), resistance 7 (6), hit points 6 (7), path finding (scouting 3), and has iron skin (petrify) spell.

Marcus the Ranger now has one fighter pick (might), has elemental armor spell (resist elements), and is a 5 fame hero (10).

Reywind the Warrior Mage now has resistance 7 (6), is caster 10 (5) and has metal fires spell (flame blade).

Taki the War Monk now has first strike and poison immunity.

Tumu the Assassin now has attack 6 (3), hit points 7 (6), poison 10 (5), and first strike.

Hero	A	R	D	R	H	ByteW	Special	ByteM
Druid	4	7	5	7	6	297A4	PF, C7 <sup>1</sup> , P	27B94
War Monk	6		5	6	6	297C8	FS, Ag*, PI, [1]	27BA6
Warrior Mage	4	4	4	7	7	297EC	C10 <sup>2</sup> , [1 Pick]	27BB8
Tumu	6		5	6	7	29834	FS, Bl, P10, [1]	27BDC
Ranger	6	5	5	6	8	2987C	PF, C5 <sup>3</sup> , S2, [1]	27C00

<sup>1</sup> Web, Ice Bolt, and Iron Skin spells.

<sup>2</sup> Shatter, Eldritch Weapon, and Metal Fires spells.

<sup>3</sup> Stone Skin and Elemental Armor spells.

## 10 Fame

Aureus the Golden One now has wand/sword combination, magic immunity, charmed, 1 pick (2 picks), and has warp wood and warp creature spells.

Fang the Draconian now has defense 4 (5) and resistance 8 (6).

Jaer the Wind Mage now has resistance 7 (6), hit points 4 (5), missile immunity, is caster 10 (7), and has flight and vertigo (word of recall) spells.

Morgana the Witch now has range 7 (8), resistance 7 (6), hit points 4 (5), missile immunity, and life steal-1, create undead, 1 pick (2), and has no spells (darkness, mana leak, possession, and black prayer).<sup>4</sup>

Spyder the Rogue now has hit points 9 (8) and is a 10 Fame hero (15).

Hero	A	R	D	R	H	ByteW	Special	ByteM
Wind Mage	1	6	5	7	4	29858	WW, MI, C10 <sup>1</sup> , [1]	27BEE
<i>Draconian</i>	7		4	8	8	298A0	FB5, M, [2]	27C12
Witch	1	7	5	7	4	298C4	MI, C10, Ch, LS-1, CU, [1]	27C24
Golden One	6	6	6	6	6	298E8	MgI, Ch, C5 <sup>2</sup> , [1]	27C36
Rogue	7		5	6	9	29930	Lr, Lg*, [1]	27C54

<sup>1</sup> Guardian Wind, Vertigo, and Flight spells.

<sup>2</sup> Warp Wood and Warp Creature spells.

## 15 Fame

Malleus the Magician is now caster 12 (10), missile immunity, has wall of fire spell (fire bolt), and is a 15 Fame hero (5).

Mystic X the Unknown now has defense 5 (4), plane shift, teleporting, and has blur and warp reality spells.

Shalla the Amazon now has attack 8 (7), thrown 5 (4), and hit points 9 (8).

Shin Bo the Ninja now has first strike, agility, and 1 pick (2).

Yramrag the Warlock now has resistance 8 (9), missile immunity, and armor piercing.

Hero	A	R	D	R	H	ByteW	Special	ByteM
Magician	1	7	5	9	5	29810	MI, C12 <sup>1</sup> , Arc, [1]	27BCA
Ninja	6		5	6	7	2990C	Invis, FS, Bl, Ag, [1]	27C48
Amazon	8		4	6	9	29954	Ch, T5, M, Bl, [1]	27C6C
Warlock	1	8	5	8	5	29978	MI, AP, C15 <sup>2</sup> , [1]	27C7E
Unknown	5	5	5	10	8	2999C	PS, T, C5 <sup>3</sup> , [5]	27C90

<sup>1</sup> Fire Ball, Fire Elemental, Destruction, and Flame Strike spells.

<sup>2</sup> Lightning Bolt, Warp Lightning, and Doom Bolt spells.

<sup>3</sup> Blur and Warp Reality spells.

## 20 Fame

Aerie the Illusionist now has defense 6 (4), resistance 8 (6), hit points 6 (5), missile and illusion immunity, arcane power, invisibility, 3 picks (2), and has PW, PB, and invisibility spells (psionic blast and vertigo).

Alorra the Elven Archer now has range 12 (8), hit points 7 (6), 5 picks (3), path finding (forester), and has petrify and cracks call spells (flight).

Deth Stryke the Swordsman now has attack 10 (6), defense 6 (5), hit points 12 (10), lucky, NFS, blade master (lead), and agility (legendary).

Elana the Priestess now has attack 4 (2), resistance 7 (6), hit points 7 (5), one caster pick, and has HA, HW, and End spells (dispel evil, prayer, and holy word).

Rayashack the Necromancer now has range 9 (8), resistance 8 (6), hit points 6 (5), missile immunity, life steal-2, 3 picks (2), create undead, is caster 15 (12.5), and has no spells (weakness, terror, wrack, and animate dead).

Roland the Paladin now has holy bonus +1 (legend), might (might\*), poison immunity, is caster 5, and has healing and bless spells.

Sir Harold the Knight now has first strike and armor piercing abilities.

Torin now has attack 10 (12), defense 5 (7), resistance 6 (12), hit points 9 (12), charmed, sage (constitution), 2 fighter picks (2 of any), no longer has missile immunity, is caster 7.5 (15), and has star fires spell (true light, lion heart).

Warrax the Chaos Warrior now has defense 6 (5), destruction ability (armor piercing), and has EW, flame blade, disintegrate, and call chaos spells.

Hero	A	R	D	R	H	ByteW	Special	ByteM
Illusionist	1	6	6	8	6	299C0	Invis, MI/II, C10 <sup>1</sup> , Ill, Arc, [3]	27CA2
Swordsman	10		6	6	12	299E4	L, NFS, Ar, Co, M, Bl, Ag, [1]	27CB4
Priestess	4	8	5	7	7	29A08	C12 <sup>2</sup> , H/P, Pr*, Ch, N, Arc, [1]	27CC6
Paladin	9		5	6	8	29A2C	MgI/PI, AP/FS, C5 <sup>3</sup> , M, Pr, HB, H, [1]	27CD8
Black Knight	9		5	6	10	29A50	MgI, AP/FS, M, Co, Bl, Lg, [1]	27CEA
Elven Archer	5	12	6	6	7	29A74	PF, C5 <sup>4</sup> , Bl, [5]	27CFC
Knight	8		5	6	10	29A98	AP/FS, Lr*, Lg*, Co, N, [1]	27D0E
Necromancer	1	9	5	8	6	29ABC	MI, C15, LS-2, CU, Arc, [3]	27D20
Chaos Warrior	8	8	6	9	8	29AE0	C10 <sup>5</sup> , D, Arc, [3]	27D32
Chosen	10		5	6	9	29B04	MgI, C7 <sup>6</sup> , Ch, Pr, M*, Sg, Lr*, [2]	27D44

<sup>1</sup> Phantom Warrior, Phantom Beast, Mind storm, and Invisibility spells.

<sup>2</sup> Healing, Endurance, Holy Weapon, and Holy Armor spells.

<sup>3</sup> Healing and Bless spells.

<sup>4</sup> Resist Magic, Petrify, and Cracks Call spells.

<sup>5</sup> Acid Fog, Flame Blade, Disintegrate, and Call Chaos spells.

<sup>6</sup> Star Fires, Healing, and Holy Armor spells.

# Summoned Units:

## Units, General

All single-figure rare units now have +1 defense, except:

- Stone Giant (no change)
- Air Elemental (no change)
- Storm Giant +2
- Earth Elementals +2

All single-figure very rare units now have +2 defense, except:

- Colossus (no change)
- Djinn (no change)
- Efreet +3
- Great Drake +3
- Demon Lord +6

## Arcane

Magic Spirit now has 8 hit points (10).

Unit	F	A	R	D	R	H	M	Special	U	Byte
Magic Spirit	1	5		4	8	8	1	NC	1	2ABE4

## Life

*Fantastic (summoned) creatures of life are characterized by abilities that help comrades in combat, but typically cannot sustain a lot of damage and come with high casting and upkeep costs.*

Angel now has attack 15 (13) and defense 8 (7).

Arch Angel now has attack 20 (15), defense 12 (10), dispel evil and missile immunity.

Unit	F	A	R	D	R	H	M	Special	U	Byte
Guardian Spirit	1	10		4	10	10	1	NC, RTA+1	3	2AEFC
Unicorns	4	5 <sup>2</sup>		3	7	6	2	T, PI, RTA+2	7	2AED8
<i>Angel</i>	1	15 <sup>2</sup>		8	8	15	3	II, DE, HB+1	14	2AF20
<i>Arch Angel</i>	1	20 <sup>3</sup>		12	12	18	4	II,MI,C40,DE,HB+2	20	2AF44

## Death

*Fantastic creatures of death are characterized by attacks that drain or take life, possess standard immunities against cold, death, poison, and illusions, but never heal through conventional means. Among all magic realms, it is by far the least expensive to summon creatures from the realm of death.*

Demon Lord now has +4 to hit (+3), defense 16 (10), hit points 25 (20), plane shift, and death touch-3 (cause fear).

Unit	F	A	R	D	R	H	M	Special	U	Byte
Skeletons	6	3 <sup>1</sup>		4	5	1	1	MI	0	2AD70
Ghouls	4	4 <sup>1</sup>		3	6	3	1	CU, P1	1	2AD94
Zombies	6	4 <sup>1</sup>		3	3	3	1		2*	2AEB4
Night Stalker	1	7 <sup>1</sup>		3	8	10	2	Invis, DeG-2	1	2ADB8
Werewolves	6	5 <sup>1</sup>		1	6	5	2	WI, R	5	2ADDC
<i>Demon</i>	1	14 <sup>1</sup>		5	7	12	2	WI	**	2AE00
<i>Shadow Demons</i>	4	5 <sup>2</sup>	4 <sup>2</sup> <sub>8</sub>	4	8	5	1	WI, R, NC, PS	4	2AE48
<i>Wraiths</i>	4	7 <sup>2</sup>		6	8	8	2	WI, LS-3, NC	5	2AE24
<i>Death Knights</i>	4	9 <sup>3</sup>		8	10	8	3	WI, AP, LS-4	8	2AE6C
<i>Demon Lord</i>	1	20 <sup>4</sup>	10 <sup>4</sup> <sub>8</sub>	16	12	25	2	WI,LS-5,DT,SD3,PS	15	2AE90

\* Castable only in combat. No upkeep unless created by Zombie Mastery spell.

\*\* Castable only in combat.

## Chaos

*Fantastic creatures of chaos commonly have fire-based attacks and the power of flight.*

Chaos Spawn now has defense 7 (6), hit points 20 (15), no longer has poison attack or cause fear, and penalty for gaze attacks adjusted properly to -4 (+4).

Chimeras now have +2 to hit (+1).

Doom Bat now has a strength 5 poisonous bite.

Efreet now have attack 25 (9), no range attack (9), defense 10 (7), resistance 12 (10), hit points 30 (12), first strike, immolation, plane shift, are 40 mana casters (20), and have lair cost of 700 (550).

Fire Elemental now has immolation and death immunity.

Fire Giant now has 12 attack (10), 12 range (10), defense 7 (5), resistance 8 (7), hit points 18 (15), and has lair cost of 225 (150).

Great Drake now has defense 13 (10), resistance 13 (12), and move 3 (2).

Hydra now has defense 5 (4) and wall crusher ability.

Unit	F	A	R	D	R	H	M	Special	U	Byte
Hell Hounds	4	3 <sup>1</sup>		2	6	4	2	FB3	1	2AC08
Fire Elemental	1	12		4	6	10	1	PI, SI, DI, Im	*	2AC74
<i>Gargoyles</i>	4	4 <sup>1</sup>		8	7	4	2	PI, SI	4	2AC2C
Fire Giant	1	12 <sup>1</sup>	12 <sup>1</sup> <sub>2</sub>	7	8	18	2	FI, W	5	2AC50
<i>Doom Bat</i>	1	10 <sup>1</sup>		5	9	20	4	Im, P5	6	2ACE0
<i>Chimeras</i>	4	7 <sup>2</sup>		5	8	8	2	FB4	8	2ACBC
<i>Chaos Spawn</i>	1	1		7	10	20	1	DeG-4, SG-4, DG4	9	2AC98
Hydra	9	6 <sup>1</sup>		5	11	10	1	FB5, R, W	11	2AD28
<i>Efreet</i>	1	25 <sup>2</sup>		10	12	25	3	PS, FI, FS, Im, C40	15	2AD04
<i>Great Drake</i>	1	30 <sup>3</sup>		13	13	30	3	FB30	20	2AD4C

\* Castable only in combat.

## Nature

*Fantastic creatures of nature typically are very strong physically, mobile, and can absorb an unusually high amount of punishment. However, these creatures are also highly susceptible to magical attacks and control (Colossi being a notable exception). Summoning and maintenance costs are relatively low.*

Behemoth now has defense 11 (9) and wall crusher ability.

Colossus now has hit points 25 (30), regeneration, death immunity, missile immunity, weapon immunity, magic immunity, move 1 (2), and no longer has first strike.

Earth Elemental now has defense 6 (4), death immunity, and missile immunity.

Great Wyrms now has defense 14 (12).

Stone Giant now has 4 rocks for ammunition (2).

Unit	F	A	R	D	R	H	M	Special	U	Byte
War Bears	2	7		3	6	8	2	F	2	2AF68
<i>Sprites</i>	4	2 <sup>1</sup>	3 <sup>1</sup> <sub>4</sub>	2	8	1	2	F	3	2AF8C
Giant Spiders	2	4 <sup>1</sup>		3	7	10	2	We, P4	3	2AFF8
<i>Cockatrices</i>	4	4 <sup>1</sup>		3	7	3	2	ST-3	4	2AFB0
Basilisk	1	15 <sup>1</sup>		4	7	30	2	SG-1	5	2AFD4
Stone Giant	1	15 <sup>2</sup>	15 <sup>2</sup> <sub>4</sub>	8	9	20	2	SI, PI, W	7	2B01C
<i>Gorgons</i>	4	8 <sup>2</sup>		7	9	9	2	SG-2	9	2B064
Earth Elemental	1	25 <sup>1</sup>		6	8	30	1	PI, SI, MI, DI, W	*	2B088
Behemoth	1	25 <sup>2</sup>		11	10	45	2	W	10	2B0AC
Colossus	1	20 <sup>3</sup>	20 <sup>3</sup> <sub>2</sub>	10	15	25	1	MgI WI MIDISI W R	12	2B040
Great Wyrms	1	25 <sup>3</sup>		14	12	45	3	Me, P15	18	2B0D0

\* Castable only in combat.

## Sorcery

*Fantastic creatures from the realm of sorcery are some of the strongest in all of Arcanus and Myrror, having control of the wind and of phantasmal forces. These come with the highest casting and maintenance costs.*

Djinn now have range attack 10 (8), missile immunity, plane shift, and are 40 mana casters (20).

Nagas now have attack 6 (4), defense 6 (3), resistance 8 (7), hit points 12 (6), poison 6 (4), are 20 mana casters, and have lair cost of 200 (120).

Sky Drake now has defense 12 (10) and missile immunity.

Storm Giant now has attack 15 (12), range 15 (10), defense 9 (7), resistance 10 (9), 25 hit points (20), missile immunity, and lair cost 550 (500).

Unit	F	A	R	D	R	H	M	Special	U	Byte
Floating Island	1			0	10	45	2	S, PI, SI, DI	1	2B0F4
Phantom Warriors	6	3		0	6	1	1	NC, DI, PI, SI, Ill	*	2B13C
Nagas	2	6 <sup>1</sup>		6	8	12	1	FS, C20, P6	7	2B1F0
Phantom Beast	1	18 <sup>1</sup>		0	8	20	2	NC, DI, PI, SI, Ill	*	2B118
Storm Giant	1	15 <sup>2</sup>	15 <sup>2</sup> <sub>4</sub>	9	10	25	2	AP, W, MI	17	2B160
<i>Air Elemental</i>	1	15 <sup>1</sup>		8	9	10	5	Invis, PI, MI, WI	*	2B184
<i>Djinn</i>	1	15 <sup>3</sup>	10 <sup>3</sup> <sub>x</sub>	9	10	20	3	T, PS,C40,MI,WW	20	2B1A8
<i>Sky Drake</i>	1	20 <sup>3</sup>		12	14	25	4	FB20, MgI, MI	30	2B1CC

\* Castable only in combat.

# Attack Form

## Fire Breath

- 1+ Draconians
- 3 Hell Hounds
- 4 Chimera
- 5 Hydra
- 5+ Stag Beetle, Fang the Draconian
- 6+ Doom Drakes
- 12+ Dragon Turtle
- 20 Sky Drake
- 30 Great Drake

## Life Stealing

- 0 Vampiric (weapon ability)
- 1 Morgana the Witch
- 2 Rayashack the Necromancer
- 3 Wraiths
- 4 Death Knights
- 5 Demon Lord

## Poison

- 1 Ghouls, Wolf Riders
- 2 Night Blades
- 4 Giant Spiders
- 5 Doom Bat
- 6 Nagas, Manticores
- 10 Tumu the Assassin
- 12 Wyverns
- 15 Great Wyrms

## Thrown

- 1+ Barbarian Spearmen, Barbarian Swordsmen
- 2+ Marauders, Bahgtru the Orc Warrior
- 3+ Berserkers, Gunther the Barbarian
- 5+ Shalla the Amazon

# Spells

*Italics* indicate the spell is not cast or effects not used by the AI.

**Bold** indicates the spell is not effective against the AI.

[#] indicates research cost

(#.#) indicates casting cost in combat/overland and upkeep cost;

\* indicates variable

## Arcane

Spell of Return now costs 25 mana (1000) and is a special spell (global enchantment).

Common	Spell of Return (25) Magic Spirit (30) Dispel Magic (10-50) [100] Summoning Circle (50) [150]	
Uncommon	Disenchant Area (50-250) [300] Recall Hero (20) [350] Detect Magic (200.3) [400] Enchant Item (*) [450]	Summon Hero (300) [500] Awareness (500.3) [700] Disjunction (200-1000) [750]
Rare	Create Artifact (*) [1000] Summon Champion (750) [1250]	
Very Rare	Spell of Mastery (5000) [*]	

## Life

Altar of Battle now has upkeep 7 (5).

Angel now has upkeep 14 (15).

Astral Gate now has upkeep 3 (5).

Charm of Life now has upkeep 30 (10).

Consecration now has upkeep 6 (8).

Crusade now has upkeep 30 (10).

Endurance can now be cast in battle and costs 10/50 mana (6/30).

Guardian Spirit now has upkeep 2 (1).

Heavenly Light now costs 175 mana (150) and has upkeep 3 (2).

Heroism now costs 25/125 mana (20/100) and upkeep 3 (2).

Incarnation now costs 800 mana (500).

Inspirations now has upkeep 5 (2).

Invulnerability now can only be cast in battle.

Lionheart now has upkeep 7 (4).

Plane Shift now costs 200 mana (125).

Prayer now costs 35 mana (30).

Prosperity now has upkeep 4 (2).

Star Fires is now an 8 strength attack (15) that affects each figure (unit) and costs 15 mana (5).

True Sight now costs 25/125 (20/100) and upkeep 4 (2).

Common	Bless (5) Star Fires (15) Endurance (10/50.1) Holy Weapon (10/50.1) Healing (15)	Holy Armor (18/90.2) Just Cause (150.3) True Light (25) Guardian Spirit (80.2) Heroism (25/125.3)
Uncommon	True Sight (25/125.4) <i>Plane Shift</i> (200) Resurrection (250) Dispel Evil (25) Planar Seal (500.5)	Unicorns (250.5) <i>Planar Travel</i> (30/150.5) Raise Dead (35) Heavenly Light (175.3) Prayer (35)
Rare	Lionheart (40/200.7) <i>Incarnation</i> (800) Invulnerability (40) Righteousness (40/200.2) Prosperity (250.4)	Altar of Battle (300.7) Angel (550.14) Stream of Life (300.8) Mass Healing (50) Holy Word (60)
Very Rare	High Prayer (60) Inspirations (350.5) Astral Gate (350.3) Holy Arms (900.10) Consecration (400.6)	Life Force (1000.10) Tranquility (1000.10) Crusade (1100.30) Arch Angel (950.20) Charm of Life (1250.30)

## Death

Animate Dead has been replaced by *Contagion*. To make the switch, *Contagion* replaces *Zombie Mastery*, which replaces *Animate Dead*.

*Berserk* now costs 25 mana (30).

*Black Channels* has been replaced by *Spectral Force*.

*Black Wind* is now categorized as a Special spell (unit).

*Chill Touch* is a new Death magic combat spell. The target unit suffers two hit points in damage, with no chance to resist. The spell costs 12 mana.

*Cloak of Fear* has been replaced by *Chill Touch*.

*Cloud of Shadow* now costs 100 (150) and has 1 upkeep (3).

*Contagion* is a new Death magic combat spell. Each *figure* in the target unit suffers two hit points in damage, with no chance to resist. The spell costs 30 mana.

*Darkness* now costs 20 mana (25).

*Demon* is a new Death magic summoning spell. *Demon* summons a lesser demon in combat and costs 35 mana.

*Eternal Night* now costs 750 mana (1000) and upkeep 8 (15).

*Evil Omens* now costs 800 mana (1100) and upkeep 5 (10).

*Ghouls* now costs 50 mana (80).

*Life Drain* has been replaced by *Zombies*.

*Possession* now costs 20 mana (30) and is categorized as a combat spell (unit).

*Shadow Demons* now have upkeep 4 (7).

*Skeletons* now have upkeep 0 (1).

*Spectral Force* is a new Death magic combat spell. The target unit has its attack increased by 2, resistance, armor, and hit points by one, and is considered a unit of death (if not one already), for the duration of the battle. The spell costs 25 mana.

*Subversion* has been replaced with *Demon*.

*Terror* now costs 10 mana (20).

*Warp Node* now costs 50 mana (75).

*Word of Death* now costs 35 mana (40).

*Wraith Form* now costs 25/125 (30/150).

*Zombies* is a new Death magic summoning spell. *Zombies* summons a group of zombies in combat and costs 25 mana.

*Zombie Mastery* now costs 700 (800), has 25 upkeep (40) and is a very rare spell.

Common	Skeletons (25.0) Weakness (5) Dark Rituals (30.0) Chill Touch (12) Black Sleep (15)	Ghouls (50.1) Zombies (25) Terror (10) Darkness (20) Mana Leak (20)
Uncommon	<i>Drain Power</i> (50) Possession (20) Lycanthropy (180.5) Black Prayer (35) Spectral Force (25)	Night Stalker (250.1) Demon (35) Wall of Darkness (40) Berserk (25) Shadow Demons (325.4)
Rare	Wraith Form (25/125.3) Wrack (40) <b>Evil Presence</b> (100.2) Wraiths (500.5) Cloud of Shadow (100.1)	<i>Warp Node</i> (50) Black Wind (200) Contagion (30) <b>Famine</b> (200.5) <b>Cursed Lands</b> (250.2)
Very Rare	<i>Cruel Unminding</i> (150) Word of Death (35) Death Knights (600.8) Death Spell (50) Zombie Mastery (700.25)	<b>Pestilence</b> (350.5) Eternal Night (750.8) Evil Omens (800.5) Death Wish (500) Demon Lord (1000.15)

## Chaos

*Acid Fog* is a new Chaos magic combat spell. Each figure in the target square unit is struck by a 5 strength, armor piercing attack. The spell costs 15 mana.

Armageddon now has upkeep 60 (40).

Call Chaos now costs 40 mana (75).

Chaos Channels has been replaced with *Destruction*. To make the switch, *Destruction* replaces Immolation, which replaces Chaos Channels.

Chaos Spawn now has upkeep 9 (12).

Chaos Surge now costs 1100 (1000) and has upkeep 25 (40).

Chimeras now cost 400 mana (350), upkeep 8 (10), and is now a rare spell (uncommon).

*Destruction* is a new Chaos magic combat spell. Each figure within the target unit must resist or be annihilated. The spell costs 25 mana.

Disrupt now costs 8 mana (15).

Doom Bat now cost 275 mana (300) and has upkeep 6 (8).

Doom Mastery has been replaced by *Acid Fog*. To make the switch, *Acid Fog* replaces Eldritch Weapon, which replaces Fire Giant, which replaces Doom Bat, which replaces Chimera, which replaces Chaos Spawn, which replaces Efreet, which replaces Doom Mastery.

Efreet now costs 800 mana (550) and is a very rare spell (rare).

Fire Elemental now costs 25 mana.

Fire Giant now costs 225 mana (150) and has upkeep 5 (3).

Fire Storm now costs 200 mana (250).

Flame Blade now costs 20/100 (25/125)

Gargoyles now have upkeep 4 (5).

Great Drake now has upkeep 20 (30).

Great Wasting now has upkeep 40 (20).

Hell Hounds now costs 50 mana (40).

Hydra now has upkeep 11 (14)

Immolation now costs 15/75 mana (30/150).

Raise Volcano now costs 125 mana (200).

Shatter now costs 10 mana (12).

Wall of Fire now costs 20/100 mana (30/150).

Warp Creature now costs 10 mana (18) and is a combat spell (unit).

Warp Lightning now costs 30 mana (35).

Warp Reality now costs 40 mana (50).

Warp Wood now costs 8 (10 mana) and is a combat spell (unit).

Common	Warp Wood (8) <i>Disrupt</i> (8) Fire Bolt (5-25) Hell Hounds (50.1) Corruption (50)	Acid Fog (15) Wall of Fire (20/100.2) Shatter (10) Warp Creature (10) Fire Elemental (25)
Uncommon	Lightning Bolt (10-50) Eldritch Weapon (15/75.1) Immolation (15/75.2) Flame Blade (20/100.2) Gargoyles (200.4)	Fire Ball (15-75) Fire Giant (225.5) Raise Volcano (125) Destruction (25) Doom Bat (275.6)
Rare	Warp Lightning (30) Metal Fires (40) Chimeras (400.8) Doom Bolt (40) <i>Magic Vortex</i> (50)	Chaos Spawn (500.9) Fire Storm (200) Warp Reality (40) Flame Strike (60) Chaos Rift (300.10)
Very Rare	Hydra (650.11) Disintegrate (50) Meteor Storm (900.10) Great Wasting (1000.40) Call Chaos (40)	Chaos Surge (1100.25) Efreet (800.15) Great Drake (900.20) Call the Void (500) Armageddon (1250.60)

## Nature

Behemoth now costs 600 mana (700) and upkeep 10 (15).

Basilisk now costs 250 mana (325) and has upkeep 5 (7).

Cockatrices now cost 175 mana (275) and have upkeep 4 (8).

Colossus now costs 900 (800) and has upkeep 12 (17).

Earth Elemental now costs 50 mana (60).

Earth Gate now has upkeep 2 (5).

Earth to Mud now has been replaced with *Hail Storm*.

Elemental Armor now costs 25/125 mana (35/175).

Gaia's Blessing now costs 200 mana (300).

Giant Spiders now costs 125 mana (200) and has upkeep 3 (4).

Gorgons now cost 550 mana (600) and has upkeep 9 (15).

Great Wyrms now have upkeep 18 (20).

*Hail Storm* is a new Nature magic overland enchantment spell. Each figure in the target square is struck by a strength three magical cold attack.

This spell costs 25 mana.

Ice storm now is a strength 10 magical attack.

Iron Skin now costs 35/175 (40/200).

Nature's Eye now costs 50 mana (75) and requires no upkeep (1).

Path Finding now costs 75 mana (50) and has 3 upkeep (1).

Petrify now costs 18 mana (35).

Regeneration now has 12 upkeep (10).

Stone Giant now costs 400 mana (450) and has upkeep 7 (9).

Transmute now costs 50 mana (60).

Wall of Stone now costs 30 mana (50).

War Bears now cost 60 mana (70).

Web is now categorized as a combat spell (unit).

Common	Hail Storm (25) Resist Elements (5/25.1) Wall of Stone (30) Giant Strength (8/40.1) Web (10)	War Bears (60.2) Stone Skin (10/50.1) Water Walking (50.1) Sprites (100.3) Earth Lore (30)
Uncommon	Cracks Call (20) Nature's Eye (50.0) Ice Bolt (10-50) Giant Spiders (125.3) Change Terrain (50)	Path Finding (75.3) Cockatrices (175.4) Transmute (50) Nature's Cures (75) Basilisk (250.5)
Rare	Elemental Armor (25/125.5) Petrify (18) Stone Giant (400.7) Iron Skin (35/175.5) Ice Storm (200)	Earthquake (200) Gorgons (550.9) <i>Move Fortress</i> (200) Gaia's Blessing (200.3) Earth Elemental (50)
Very Rare	Regeneration (60/300.12) Behemoth (600.10) Entangle (50) Nature Awareness (800.7) Call Lightning (60)	Colossus (900.12) Earth Gate (250.2) Herb Mastery (1000.10) Great Wurm (1000.18) Nature's Wrath (1250.20)

## Sorcery

Air Elemental now costs 60 mana (50).

Aura of Majesty now costs 500 (400).

Blur now costs 10 mana (25).

Confusion now costs 20 mana (15) and is categorized as a combat spell (unit).

Creature Binding now costs 50 mana (70) and is categorized as a combat spell (unit).

Djinn now costs 850 mana (650) and has upkeep 20 (17).

Enchant Road costs 50 mana (100).

Flight now has upkeep 5 (3).

Floating Island now has upkeep 1 (5).

Flying Fortress has been renamed *Flying City*.

*Flying City* costs 250 mana (500) and has 2 upkeep (25).

Guardian Wind now has 3 upkeep (2).

Invisibility now has 15 upkeep (10).

Magic Immunity now costs 40/200 (50/250) has 18 upkeep (5).

Mindstorm now costs 40 mana (35).

Nagas replaces Wind Mastery, and now costs 300 mana (100), has upkeep 7 (2), and is an uncommon spell (common).

Spell Lock can now only be cast overland and has 2 upkeep (1).

Spell Ward has been renamed *Warding*.

Storm Giant now costs 700 mana (500) and 17 upkeep (10).

Vertigo now costs 12 mana (25).

*Warding* costs 200 mana (350) and has upkeep 3 (5).

Wind Mastery replaces Nagas, and now costs 150 mana (400) and has 4 upkeep (5).

Wind Walking now costs 200 mana (250) and has 6 upkeep (10).

Word of Recall can only be cast overland and costs 50 mana (30).

Sky Drake now costs 1200 mana (1000) and has upkeep 30 (25).

Common	Resist Magic (5/25.1) Dispel Magic True (10-50) Floating Island (50.1) Guardian Wind (10/50.3) Phantom Warriors (10)	Confusion (20) Word of Recall (50) Counter Magic (10-50) Wind Mastery (150.4) Psionic Blast (10-50)
Uncommon	Blur (10) Disenchant True (50-250) Vertigo (12) Spell Lock (100.2) Enchant Road (50)	Flight (25/125.5) Nagas (300.7) Spell Blast (50+) Aura of Majesty (500.5) Phantom Beast (35)
Rare	Disjunction True (200-1000) Invisibility (35/175.15) Wind Walking (200.6) Banish (20-100) Storm Giant (700.17)	Air Elemental (60) Mind Storm (40) Stasis (250) Magic Immunity (40/200.18) Haste (50)
Very Rare	Djinn (850.20) Warding (200.3) Creature Binding (50) Mass Invisibility (80) Great Unsummoning (1000)	Spell Binding (1000) Flying Fortress (250.2) Sky Drake (1200.30) Suppress Magic (1250.50) Time Stop (1500.200)

# Magic Items

## General, Eligibility

Maces can now have up to defense +2 (+1).

Axes can no longer have spell skill (up to +10).

Swords can now have only spell skill +5 (up to +10).

## General, Powers

*Major powers (those requiring 5 or more spell books, such as Lightning and Stoning) cannot be put onto Wands. However, wands are the only magical rods that can contain the lesser magics of movement.*

Chaos can no longer be added to magic items.

Cloak of Fear can no longer be added to magic items.

Destruction now costs 600 (1000) and requires 4 Chaos spell books (5).

Death now costs 1000 (400) and requires 6 Death spell books (3).

Endurance can now be added to wands.

Elemental Armor now costs 400 (500).

Flight can now also be added to wands, costs 500 (200), requires 4 Sorcery spell books (3).

Giant Strength now costs 100 (300) and requires 2 Nature spell books (3).

Haste now costs 1800 (2000).

Holy Avenger can only be added to swords (swords, axes, and maces).

Invisibility can no longer be added to magic items.

Invulnerability now requires 7 Life spells books (5).

Magic Immunity can no longer be added to Wands, costs 2000 (700), and requires 7 Sorcery magic spell books (5).

Merging can now be added only to miscellaneous items (wands and staves), costs 600 (300), and requires 6 Nature spell books (16).

Path Finding can be added to wands, and now costs 300 (200).

Planar Travel now requires 4 Life spell books (5).

Regeneration now costs 2000 (1500), and requires 7 Nature spell books (6).

Stoning now costs 600 (150) and requires 5 Nature spell books (3).

True Sight now costs 800 (500) and requires 5 Life spell books (6).

Water Walking can now be added to wands.

Vampiric can be added to wand and staff, costs 400 (800), and requires 3 Death spell books (5); ability has been changed from “life draining” to “life stealing” to clarify ability power.<sup>5</sup>

Offensive	Cost	Defensive	Cost	Misc	Cost
Giant Strength +1 <sup>1</sup>	100	Resist Elements	100	Water Walking	100
Flame +3 <sup>1</sup>	300	Bless	200	Endurance	200
Vampiric <sup>2</sup>	400	Resist Magic	200	Path Finding	300
Holy Avenger <sup>3</sup>	500	Elemental Armor	400	Flight	500
Destruction <sup>2</sup>	600	Guardian Wind	400	Planar Travel	500
Stoning -1	600	Righteousness	500	Merging	600
Lightning <sup>4</sup>	800	Invulnerability	1200	True Sight	800
Death -3	1000	Magic Immunity	2000	Lionheart	1000
Phantasmal	1500			Wraith Form	1200
				Haste	1800
				Regeneration	2000

<sup>1</sup> Increases attack strength.

<sup>2</sup> No modifier.

<sup>3</sup> Dispel Evil -4 upon contact, and confers the power of Bless.

<sup>4</sup> Halves the target's defense.

Life	#	Death	#	Chaos	#
Bless	2	Vampiric	3	Flaming	2
Endurance	2	Wraithform	4	Destruction	4
Holy Avenger	3	Death	6	Lightning	5
Planar Travel	4				
Righteousness	4				
True Sight	5				
Lionheart	6				
Invulnerability	7				

Nature	#	Sorcery	#
Giant Strength	2	Resist Magic	2
Resist Elements	2	Guardian Wind	3
Water Walking	2	Flight	4
Path Finding	3	Phantasmal	6
Elemental Armor	4	Haste	7
Stoning	5	Magic Immunity	7
Merging	6		
Regeneration	7		

## Swords

*No special bonus*

Flaming Sword of Death now has Death.

Great Sword of Arkanna now has Stoning (Power Drain).

Laik Kenegul no longer has Resist Magic.

Mae Govannon has been renamed *Shadows Hand*, and has Phantasmal (Lightning) and Invisibility x1 (+1 defense).

Monster Masher no longer has True Sight.

Stoning Sword now has +2 to hit (+3).

Sword of Immunity now has +5 spell skill (+10).

Sword of Mallana now has +1 to hit (+1 attack) and +2 defense (+1).

Sword of Medusa now has +3 defense (+2) and no longer has Flaming ability.

Sword of Mephisto now has Flaming (Chaos).

Sword of Pendulum now has Destruction (Vampiric) and +2 to hit (Power Drain).

Sword of Stealth now has +1 to hit (True Sight).

*The Revenge of Orculs* has been renamed *The Revenge of Orcus*, and now has Death.

Ultimate Defense has been renamed *Inquisitor* and has +5 spell skill (Magic Immunity, Elemental Armor).

White Lightning has been renamed *Stormbringer*.

#	Sword (28)	A	D	H	SS	Special	Cost
1	Black Asp	1				RE	250
2	Sword of Mallana		2	1			600
3	Sword of Stealth	3	3	1			900
4	Dragon Slayer	2				Flame	500
5	Monster Masher			2		Vamp, RM	1500
6	Sword of Mephisto	3	2			Flame, HA	1200
7	Stormbringer	2		3		Light	2200
8	Inquisitor		3		5	HA	1000
9	Stoning Sword	2		2		Stoning	1600
10	Living Sword	2	2			EA, GS	900
101	Blade of Blood					Light, Vamp, Phan, H	4600
102	Bane Blade	1	1	1	5		800
103	Sword of Immunity	1		2	5	MgI	3150
104	Sting	3	1	3		Light	2350
105	Great Sword of Arkanna		3			Stoning, EA, RM	1500
106	Right Hand of Justice	2	1	1		HA	1150
107	Vlads Impaler	1		3	5	Vamp	1950
161	Sword of Cannae	1	1				200
162	Flaming Sword of Death	1	2			Flame, Death	1550
163	Joshuas Sword	2	2	1			700
164	The Revenge of Orcus	3	3	3		Death	2700
165	The Defender	3	3	3		D	2300
209	Shadows Hand	1			5	Phan, Invis x1	2550
218	Laik Kenegal	3	1			GS	450
232	Sword of Medusa	2	3			Stoning	1000
241	Sword of Pendulum			2		Light, D, Phan	3100
245	Sword of Renfield	2	2			Vamp, GS	800
249	Raindancer	3	2	2		RE	1300

## Maces

*No special bonus*

Club of Chaos has been renamed *Club of the Vampire*, and has +3 attack (+2), +3 to hit (+1), Flaming (+1 defense), and Vampiric (Chaos).

Dracken Mace now has +2 attack (+3), Vampiric (Power Drain), and Resist Magic (Magic Immunity).

Fangs Avenger now has +2 defense (+1) and +1 to hit (+2).

Fist of Destruction now has +2 attack (+1).

Freyas Friend now has +2 defense (+1), +10 spell skill (Holy Avenger), and Resist Elements (Power Drain).

Hand of God now has +2 defense (+1) and Destruction (Holy Avenger).

Idspispopd now has +2 attack (+1) and +5 spell skill.

Jans Hammer now has +2 defense (+1) and +2 to hit (+3).

Mace of Disintegration now has +3 attack.

Merlins Nails now has +2 defense (+1) and Magic Immunity (Power Drain, +3 attack).

Morphains Friend now has +5 spell skill (Magic Immunity).

Orc Smasher now has +3 attack (+4), +3 to hit (Chaos), and +2 defense (Destruction).

Thors Hammer no longer has Holy Avenger.

Whirlwind now has Haste (+1 defense, +3 to hit, Giant Strength).

World Ender now has Death (Chaos).

#	Mace (26)	A	D	H	SS	Special	Cost
11	Pummel Mace	1		1			550
12	Mauler	4		1			850
13	Skull Smasher	3		2			1100
14	Deathbringer					Death	1100
15	Storm Mace	3			5	Flame, Light	1600
16	Dracken Mace	2		2		Vamp, RM	1600
17	Fangs Avenger	4	2	1		Vamp	1350
18	World Ender	4				D, Death, Phan	3550
19	Morphains Friend	4			5	Stoning, EA	1650
20	Orc Smasher	3	2	3		Phan	3100
108	Merlins Nails		2		10	MgI	2600
109	Intimidator	1	1	3	5		1600
110	Whirlwind	2			10	H	2400
111	Thors Hammer	4		3		Light	2450
112	Hand of God		2		10	D, H	3000
113	Club of the Vampire	3		3		Flame, Vamp	2200
114	Fist of Destruction	2				D, Death	1800
166	Cannes Mace	1	1				200
167	Irons Mace	1	1	2			1000
168	Jans Hammer	4	2	2			1350
207	Idspispopd	2	1	1	5		850
219	Peppermace of Gates	3	1	2			1150
221	The Inquisition	4	1	3			1700
230	Freyas Friend	3	2		10	RE	900
240	Maul of Bathory	4				Vamp, EA, H	3050
244	Mace of Disintegration	3				D	900

## Axes

### *Thrown attack*

Axe of Chaotic Death has been renamed *Axe of Death*, and has +1 to hit (Chaos).

Axe of Golden Rath now has +2 attack (+6) and Black Sleep x2 (+10 spell skill, Giant Strength).

Axe of Light has been renamed *Black Razor*, and has +5 attack (+10 spell skill), Vampiric (Holy Avenger, Elemental Armor), and Lightning (Magic Immunity).

Axe of the Apostles has been renamed *Axe of the Phantom*, and has +4 attack (+6), +1 to hit (+2), and Phantasmal (Holy Avenger).

Axe of the Caster now has +3 attack (+10 spell skill).

Double Axe of Pain has Destruction (+5 spell skill).

Edge of the Elements has Elemental Armor (+5 spell skill, Resist Elements).

Executioners Friend now has +1 to hit (+2) and Giant Strength.

Gabriels Axe now has +5 attack (+6).

Inquisitor has been renamed *Infernal Blade*, and has +6 attack (+2) and Flaming (+10 spell skill, Holy Avenger).

Phantastic Axe now has +1 to hit (Chaos).

Power Axe now has +2 attack (+6) and Phantasmal (Giant Strength).

The Peacemaker no longer has Power Drain.

Vampiric Vanquisher no longer has +10 spell skill.

#	Axes (26)	A	D	H	SS	Special	Cost
21	Flaming Axe	4				Flame	750
22	Axe of the Caster	3				High Prayer x1	1500
23	Hacker	6					900
24	Axe of Haste	1				MgI, H	3950
25	Power Axe	2				Phan	1700
26	Axe of Death	5		1		Death	2050
27	Phantastic Axe	6		1		D, Phan	3400
28	Axe of Stone	4				Stoning	1050
29	Beheader	3		1			700
30	Black Razor	5				Vamp, Light	1850
115	Edge of the Elements	3		2		EA	1500
116	Double Axe of Pain	4		2		D, Flame	2150
117	Executioners Friend	6		1		GS	1400
118	Knight Chopper	1				Vamp	550
119	Tree Tamer	3				Death, GS	1400
120	Infernal Blade	6		2		Flame	2000
121	The Resistor	5				RE, RM	950
169	Axe of Severe Pain	1					150
170	The Axe of Uncaring	3					300
171	Axe of the Phantom	4		1		Phan, RM	2550
172	The Peacemaker	1		2		MgI	2950
173	The Kick Axe	6		2		GS, H	3600
201	Golden Axe of Rath	2		2		Black Sleep x2	1600
220	Axe of Vivisection	4		1			850
231	Vampiric Vanquisher	4		2		Vamp	1650
239	Gabriels Axe	5		2		Phan	2950

## Bows

*No special bonus*

Bow of Magic Immunity now has +3 attack (Elemental Armor).

Giddeons Harp now has Phantasmal (+1 defense).

The Deathstorm now has Death (+10 spell skill).

The Hartshone now has Resist Elements (Elemental Armor).

The Master Crossbow now has +5 attack (Chaos) and Death (Power Drain).

White Flicker now has Lightning (Chaos).

#	Bows (25)	A	D	H	SS	Special	Cost
31	Living Bow	1				EA	550
32	The Regulator	4	1	1			900
33	Mithril Longbow		1		10	RM	750
34	Silver Shortbow	5	1	3		Light	2700
35	The Master Crossbow	5				Death, D, Phan	3750
36	Bow of Magic Immunity	3				MgI	2300
37	Bow of Hazard	4		3		Flame, D	2550
38	The Undertaker			2	5	Death	2100
39	Elvish Longbow	4	1			Flame, RM	1000
40	Life Bow	6	3			EA, Stoning	2100
122	Hells Bolt	2	2	2		Flame	1400
123	Bow of the Golden Horde	5		1	5	Stoning	1850
124	Ray of Light	1	1			H, RM	2200
125	Giddeons Harp			1	10	Phan, MgI	4400
126	The Hartshone	3	2			RE, Stoning	1100
127	The Deathstorm	1	1	2		Death	2000
128	The Devils Instrument		2		5	MgI, Light	3200
174	The Archer	2	1	2			1050
175	The Telecaster	4	2	2			1350
176	Bow of the Dervish	6	1	3			2150
206	Uhl Dover	1	2	1			650
217	Crossbow of Power	6					900
222	White Flicker	6	3	3		Light	3100
229	Little Flicker	2			10	Flame, D	1500
248	The Scarlet Bow	3	3				500

## Staves

*No special bonus*

Chaotic Staff of Fire has been renamed *Staff of the Illusionist*, and now has Phantasmal (Flaming) and +10 spell skill (Chaos).

Elemental Staff of Nature now has +3 attack (+1).

Flaming Staff now has +3 to hit (+10 spell skill, -1 spell save).

Guardian Staff has been renamed *Staff of Doom*, and now has Death (+2 defense), Destruction, Phantasmal, and Magic Immunity (Guardian Wind).

Purple Rain of Death now has +4 attack (+5) and +15 spell skill (+2 defense).

Staff Of Confusion has been renamed *Staff of Confusion*, and now has Magic Immunity (Elemental Armor).

Staff of Magic Mastery now has +1 defense.

Staff of Superiority now has +5 attack (Chaos) and +15 spell skill (+20).

Tammass Staff of Negation now has Death Spell x1 and +3 attack (Power Drain).

The Enlightener now has +3 attack (+1 attack, +1 defense, +5 spell skill).

The Destructor now has Death (Power Drain).

The Mangler has been renamed *White Lightning*, and now has +1 attack (+2), +1 defense, and Lightning.

The Planar Staff now has +4 attack (+2).

The Pummeler now has -2 spell save (-1).

The Protector now has +15 spell skill (+5).

The Traveller now has +2 defense (+1 attack, +1 defense).

Word of God now has +4 attack (+2) and Dispel Evil x2 (Holy Weapon x4).

Zlotokian Staff of Magic now has +4 attack (Chaos), +20 spell skill (Resist Elements), and Phantasmal (Resist Magic).

#	Staves (26)	A	D	H	SS	SS	Special	Cost
41	White Lightning						Light	1100
42	Staff of Magic Mastery	3	1		5	-1		850
43	Stick of the Mage	1	3		15		Stoning	1950
44	Staff of Doom						Death, D, Phan, MgI	5400
45	Flaming Staff	5		3			Flame	2350
46	Staff of the Illusionist	4	2		10		Phan	2650
47	The Destructor				20	-4	Death, MgI	5700
48	Staff of Pain	6		3			Light	3100
49	Staff of Confusion						Death, MgI, PT, Confx4	5000
50	Staff of Superiority	5			15		Phan, Mindstorm x4	7150
129	The Enlightener	3				-2		700
130	The Traveller		2				PT, Holy Weapon x3	1500
131	Staff of Horus	2		1	20	-4		3200
132	The Pummeler	5		2		-2	D	2450
133	Word of God	4	1	1			Dispel Evil x2	2100
134	The Protector	4			15		EA, GW	2250
135	The Ossifier	2			10	-3	Stoning	1800
177	Elemental Staff of Nature	3	1				EA	950
178	Planar Staff	4	1		10		PT	1600
179	Golden Staff of Sharee	5	2	2				1750
180	Purple Rain of Death	4		2	15		Death	3250
205	Uhl Khakhaas	1	1				Light	1200
216	Theodores Liberator	6			20	-4	Creature Binding x4	7500
233	Zlotokian Staff of Magic	4			20		Phan	3750
243	Tammas Staff of Negation	3					MgI, PT, Death Spell x1	4000
246	Staff of Odin		3	3	20		MgI	5300

## Wands

*No special bonus*

Kraken Wand now has Vampiric (Death), Water Walking (+2 attack), Resist Magic (+10 spell skill), and Mana Leak x1.

Staff of the Constellation has been renamed *Wand of the Constellation*, and now has +1 to hit (+10 spell skill) Planar Travel (Power Drain).

The Great Wand has been renamed *Wand of Elemental Might*, and now has -2 spell save (+1 attack), Path Finding (+5 spell skill), Elemental Armor (Water Walking), and Petrify x3 (+1 to hit).

The Wand of Glenda has been renamed *Wand of Fire*, and now has +2 attack (+1), +5 spell skill (+10) and Flaming (Guardian Wind).

Wand of Balmoth now has +1 to hit (-1 spell save) and Destruction (Magic Immunity).

Wand of Doom has been renamed *Wand of Flying*, and has Flight (Destruction, Death, Phantasm, Magic Immunity).

Wand of Elros now has Resist Magic (Water Walking), +5 spell skill (+10), and Healing x4 (+2 attack, -2 spell save).

Wand of Enhancement has been renamed *Soul Stealer*, and has -2 spell save (-1), Vampiric (+1 to hit), and Possession x4 (Water Walking).

Wand of Fiery Death now has Flame Blade x3.

Wand of Immunity now has +10 spell skill (-1 spell save) and Invulnerability x2.

Wand of the Grey Wizard now has Flight (Magic Immunity), Resist Magic (Power Drain), and Raise Dead x2 (Dispel Magic True x2).

Wand of the Guardian now has +10 spell skill (Stoning), Resist Elements (+1 attack), and Resist Magic (Destruction).

Wand of the Mage now has Flight (+2 attack).

Wand of the Mind has been renamed *Branch of Movement*, and now has Path Finding (+1 attack), Endurance (+5 spell skill), and Water Walking (Psionic Blast).

#	Wands (23)	A	H	D	SS	SS	Special	Cost
51	The Branch of Magic	1						250
52	Wand of Immunity				10		WW, Invulnerability x1	1500
53	Wand of Arcanus	1	1				WW	750
54	Soul Stealer	2				-2	Vamp, Possession x4	2500
55	Wand of Fiery Death	1	1				Flame, Flame Blade x3	2150
56	Wand of Elros				5		RM, Healing x4	1800
57	The Mangler	2						300
58	Wand of Balmoth	2			5	-1	D	1200
59	Wand of the Guardian				10		RE, RM, GW	1300
60	Wand of Flying						Flight	700
136	Wand of Lesser Might	1	1		5			850
137	Wand of Infinite Magic	2			10	-2		900
138	The Mighty Wand of Zod	1	1		10	-2		1250
139	Wand of Fire	2	1		5		Flame	1200
140	Wand of Ultimate Might	2			10		Disintegrate x2	2700
181	The Conjurers Friend	1			5			450
182	Branch of Movement						PF, WW, End	800
183	Wand of the Mage		1		10	-1	Flight	1600
184	Wand of the Beast	1					Phantom Beast x4	3050
203	Autumns Fall					-1	PF, EA, Petrify x3	2080
215	Kraken Wand						WW, RM, Vamp, MLx1	1300
223	Wand of the Constellation		1			-2	PT, D	1900
228	Wand of the Grey Wizard				10		Flight, PT, RD x2	3000

## Misc

*No special bonus*

Amulet of Battle has been renamed *Robe of Wizardry*, and has attack +2 ,  
Guardian Wind, spell save – 2, and +15 spell skill.

Amulet of Resistance has been renamed *Gauntlet of Resistance*.

Band of Chivalry has been renamed *Helm of Chivalry*, and has  
Righteousness (Magic Immunity) and movement +1 (spell save –1).

Bird of Paradise now has Lion Heart (Righteousness).

Bracer of Invulnerability has been renamed *Cape of Invulnerability* and has  
resistance +2 (attack +2).

Cloak of Armor no longer has spell save – 3.

Devils Eye of Fear has been renamed *Phantom Cloak*, and has defense +2  
(+1) and Wraith Form (Cloak of Fear, +2 to hit, +1 attack).

Gem of the Aerie now defense +3 (attack +4) and has Flight (+15 spell  
skill).

Magic Crystal of Power now has defense +4 (Wraith Form) and spell save –  
1 (Magic Immunity).

Orb of Fear has been renamed *Orb of Power*, and no longer has Cloak of  
Fear.

Orb of Power has been renamed *Gauntlet of Power*.

Orb of Righteous Sight has been renamed *Robe of Righteous Sight*.

Ring of Power has been replaced with *Ring of Tunneling*, and has movement  
+1 and Merging (+5 spell skill, +2 attack, +1 resistance).

Ring of the Mad Mage now has spell save –1 (attack +4).

#	Misc (27)	A	D	H	M	R	SS	SS	Special	Cost
61	Elven Ring of Health	1	1							150
62	Robe of Wizardry	2					15	-2	GW	1550
63	Ring of Tunneling				1				Merging	750
64	Gauntlet of Resistance		1			5			RE	750
65	Phantom Cloak		2						WF	1350
66	Helm of Chivalry		4		1	3			Right	1200
67	Trinket of Strength	4	4			5			GS	1400
68	Helm of Righteous Sight	2		2					TS, Right	2250
69	Cross of Blessed Death	4		2					Bless, Invul	2600
70	Magical Crystal of Power		4					-1	TS, Invul	2500
141	Amulet of Lesser Shielding		1		1	2		-1		400
142	Cloak of Armor		2		2	3				550
143	Ring of Dasmift	3		2	1				Flight	1650
144	Gauntlet of Power		2				15	-3		1350
145	Helm of Trollish Might	3		2	1				Reg	3150
185	Pin of Health	1	1	1		1				600
186	Jafars Orb of Sight	1	1				5		TS	1150
187	Gauntlet of Eastwood	2	1	1			10			1000
188	Cape of Invulnerability		2			2			Invul	1450
189	Helm of Everlasting	2	2						Reg	2250
190	Helm of the Tides	4		2			15		WW	2100
208	Ehr Rhee		1	1	1	2				700
214	Bird of Paradise								GS,MgI,LH,Invul	4350
234	Orions Belt	2	2		2	2				550
235	Bracer of Mrad	4	4		3	6				1950
238	Ring of the Mad Mage						15	-1	Invul, MgI	4150
247	Gem of the Aerie		3						GW, RE, Flight	1350

## Shields

+2 ranged defense

Protection of Ramses now has Resist Magic (defense +6), Elemental Armor (movement +4), Righteousness (Cloak of Fear) and Guardian Wind (Endurance).

Shield of Elements has been renamed *Elven Buckler*.

Shield of Enduring Fear has been renamed *Gallants Protector* and no longer has Cloak of Fear.

Shield of Quatis has been renamed *Buckler of Quatis*.

Shield of Speed has been renamed *Buckler of Speed*.

Shield of the Fool now has resistance +2 (defense +1).

Shield of the Undead has been renamed *Pavis of Elemental Warding*, and has defense +5 (movement +2), resistance +2 (+6) and Elemental Armor (Wraith Form).

Shield of the Wraith has been renamed *Shield of Righteousness*, and has Righteousness (Wraith Form).

The Resistor has been renamed *Deths Resistor*.

Vans Shield has been renamed *Shield of the Esquire*.

#	Shields (25)	D	M	R	Special	Cost
71	Shield of Demos	1		1		200
72	Shield of Evasion	1	2	1		400
73	Shield of Eros	3	1	3		600
74	Blessed Shield of Defense	3		4	Bless	850
75	Elven Buckler	2	3		EA	1000
76	Shield of Guardian Defense	6	1	1	GW	1450
77	Gallants Protector	6		4	End	1450
78	Pavis of Elemental Warding	5		2	EA	1250
79	Shield of Transformation	1			MgI, WF	3350
80	Supreme Shield of Death	6	1		WF, Invul	4100
146	Shield of the Fool		1	2		300
147	Shield of Thiron	2			EA	600
148	Buckler of Quatis	4	3	3		1050
149	Shield of Righteousness	2	2		Right	900
150	Shield of the Gods	3	2	3	Invul	1900
191	Buckler of Speed	2	3			600
192	Shield of the Esquire	3	2	4		850
193	Shield of Brooke	5	3	6		1850
194	The Wind Shield	6	1	6	GW	2200
195	Holy Shield	6	4	6	Right	3000
210	Zir Daun	1				150
213	Protection of Ramses				Right, GW, EA, RM	1600
224	Deaths Resistor	3	4	6		1900
227	Disc of Advancement	6	6	4		2500
242	Shield of Ultimate Defense	6		6	RE, RM	2000

## Chain Mail

*+1 defense*

Chain Mail of Absorbion has been renamed *Chain Mail of Absorption*.

Chain Mail of Immunity no longer has resistance +3.

Chainmail of Speed has been renamed *Chain Mail of Speed*.

Chainmail of the Elements has been renamed *Chain Mail of the Elements*.

Elvish Scalemail has been renamed *Elvish Scale Mail* now has defense +3 (+1) and Resist Elements, Guardian Wind, and Righteousness (+1 movement, +1 resistance).

Mail of Arcanus now has defense +2 (+1) and Resist Elements (resistance +1).

Mail of Pobox now has resistance +5 (+3).

Mithril Chainmail has been renamed *Mithril Chain Mail*.

Morthogs Chainmail has been renamed *Morthogs Chain Mail*.

Wraith Shirte has been renamed *Wraith Shirt*.

#	Chain Mails (21)	D <sup>1</sup>	M	R	Special	Cost
81	Chain Mail of Defense	1	1			250
82	Chain Mail of Resistance	2		3		400
83	Chain Mail of Movement	2	3			600
84	Chain Mail of Balance	4	2	3		850
85	Blessed Mail of Resistance	4	2		RM, Bless	1050
86	Chain Mail of Endurance	3	4		End	1300
87	Chain Mail of Immunity	5	1		MgI	2750
88	Chain Mail of Absorption	5		2	Invul	1950
89	Chain Mail of Super Resistance	6		6	RE, RM	2000
90	Mithril Mail of Talos	6		6	Bless, Invul	3100
151	Chain of Magical Health	1	1	1		300
152	Morthogs Chain Mail	2	2	2		500
153	Mithril Chain Mail	3	3	3		900
154	Chain Mail of Speed	4	4	4	End	1800
155	Chain Mail of the Elements	5	3	6	RE	1950
196	Mail of Arcanus	2	1		RE	400
197	Chain of Tyrolia	4	1	2		650
204	Elvish Scale Mail	3			RE, GW, Right	1300
212	Mail of Pobox	3	3	5	EA	1650
236	Wraith Shirt	4			RM, WF	1850
250	Light Mail Shirt	3		3		500

<sup>1</sup> +1 defensive value for Chain Mail already incorporated into value.

## Plate Mail

+2 *defense*

Champions Platemail has been renamed *Champions Plate Mail* and has defense +2 (+1).

Giddeons Plate now has resistance +5 (+2) and no longer has Endurance.

Plate Mail of Blessed Fear has been renamed *Plate Mail of Light* and no longer has Cloak of Fear.

Plate Mail of Defense now has defense +2 (+1).

Plate Mail of Enduring Immunity now has movement +4 (+2).

Plate of Omnipotence now has movement +2 (Wraith Form).

Ziggmunds Armor now has defense +6 and movement +2 (Bless).

#	Plate Mails (23)	D <sup>1</sup>	M	R	Special	Cost
91	Plate Mail of Defense	2		1		450
92	Plate Mail of Resistance	2		4		750
93	Plate Mail of Movement	3	3	1		950
94	Plate Mail of Diversity	4	2	4		1200
95	Plate Mail of Light	4		3	Bless	1050
96	Righteous Plate of Evasion	3	3	2	Right	1500
97	Plate of Enduring Immunity	4	4		MgI, End	3650
98	Elemental Transformation	2		1	EA, WF	2050
99	Plate of Divine Protection	5			GW, Invul	2450
100	Plate of Omnipotence	6	2		MgI, Invul	4500
156	Champions Plate Mail	2	1	1		500
157	Armor of the Warrior	2	1	2	Right	1100
158	Bloodmail	3	2	2	EA	1200
159	Silvermail	3	3	2	GW	1400
160	Plate of Ultimax	3	2	2	Invul	2000
198	Giddeons Plate	3	2	5		1250
199	Plate of the Elements	4	1	4	RE	1200
200	Plate of Immunity	5	4	6	MgI	3950
202	Suit of Power	6	4	6	End	2900
211	Lor Goth	2	1	3	RE	800
225	Plate of Eandor	3	1	2		700
226	Blood Plate of Lucifer	5	3	2	Bless	1550
237	Ziggmunds Armor	6	2	6	Right	2600

<sup>1</sup> +2 defensive value for Chain Mail already incorporated into value.

# Text Changes

In addition to modifying the appropriate text files surrounding the above changes, the following texts have been adjusted:

Cleaned up spacing and syntax errors in several spell descriptions, among others:

Detect Magic  
Flight  
Awareness  
Angel  
Dark Rituals  
Spell Lock  
True Sight  
Armageddon

Clarified the effect of certain powers/abilities, among others:

Guardian Wind (50 ranged defense)  
Invisibility (-1 to hit)  
Invulnerability (10 defense)  
Spectral Force (+2 attack)  
Weapon immunity (10 defense)  
Magic immunity (50 defense against magical attacks and other limitations)  
Leadership (every 3 levels)

Clarified certain spell effects:

Properly note that Armageddon raises unrest by two.  
Properly note that Call Lightning brings *up to* five lightning bolts.  
Properly note that Confusion has a -4 save penalty.  
Properly note that Death Knights have +3 to hit.  
Properly note that Demon Lords have a -5 life stealing attack.  
Properly note that Entangle reduces movement by only one point but for ALL enemy creatures.  
Properly note that Great Wasting raises unrest by one.  
Properly note that Holy Armor raises Armor by two.  
Properly note that Just Cause also reduces unrest by one.

Properly note that Night Stalkers are corporeal.

Properly note that Wrack inflicts 1 point of damage *for each point the resistance roll is failed.*<sup>6</sup>

Properly note the limitations of Flying City.

Properly note the limitations of Warding.

# End Notes

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<sup>1</sup> Raise Dead was not removed because the game typically does not crash immediately; a quick game save afterwards gets around the bug.

<sup>2</sup> Tallfellows were known to be taller than normal Halflings, possessed greater wisdom, and were masters with wood, and were able horse archers.

<sup>3</sup> Draconians were known to be powerful spell casters (*c.f.* Bozaks and Auraks).

<sup>4</sup> These spells were not castable anyway. The added abilities provide sufficient “death” character (*q.v.* Necromancer).

<sup>5</sup> Address located in Wizards.exe at hex 2db08.

<sup>6</sup> This is speculation, but is consistent with 1) how life stealing ability functions and; 2) the significant amount of damage that this spell inflicts on lesser resistance creatures (*i.e.* 4, 5, or 6 resistance). Recall that a creature with 8 resistance (save raised to 9) never takes more than 1 hit point in damage from this spell.