

# FALLEN ENCHANTRESS

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# AIR SPELLS


AURA OF GRACE 40 MANA

Strategic - City Enchantment

All units trained in this city are +1 Initiative per Essence.



Requires

 Air Apprentice


EVADE 10 MANA

Strategic - Unit Enchantment

Target unit gets +6 to Dodge (+2 per air shard).



Requires

 Air Apprentice


HASTE 5 MANA

Tactical - Unit Enchantment

Target unit is +3 to Initiative (+1 per air shard).



Requires

 Air Apprentice


PROPAGANDA 20 MANA

Strategic - City Enchantment

City produces +2 Gildar per Essence.



Requires

 Air Apprentice


GUARDIAN WIND 9 MANA

Tactical - Unit Enchantment

Allied units gain +15 to Dodge (+5 per air shard) vs ranged attacks.



Requires

 Air Disciple


TUTELAGE 15 MANA

Strategic - Unit Enchantment

Target unit gains experience at a 25% faster rate.



Requires

 Air Disciple

# AIR SPELLS


## STORM 18 MANA

Tactical - Damage

Lightning strikes a random enemy group for 20 Lightning damage (+4 per air shard).



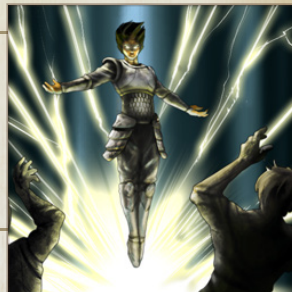
Requires

 Air Mage


## THUNDERSTRIKE 28 MANA

Tactical - Damage

Teleport to a location and do 5 lightning damage (+2 per air shard) to all enemies within 1 radius.



Requires

 Air Mage


## CLOUD WALK 80 MANA

Strategic - Movement

Teleports the caster, and their army, to a tile in friendly territory.



Requires

 Air Expert


## TITAN'S BREATH 25 MANA

Tactical - Curse

A gust of wind blows all enemy units back a tile and, unless they resist, knocks them prone.



Requires

 Air Expert


## CCELERITY 250 MANA

Strategic - Unit Enchantment

Permanently improves the target's Initiative by 1. Can be cast multiple times on the same unit, but requires a lot of mana.



Requires

 Air Master


## TORNADO 45 MANA

Strategic - Other

Units in the targeted army are randomly scattered around the surrounding tiles, immobilized for a turn, and take 3 damage per air shard.



Requires

 Air Master

# DEATH SPELLS

**CURSE** 5 MANA

Tactical - Curse

Target has no Defense for 3 turns unless they resist.



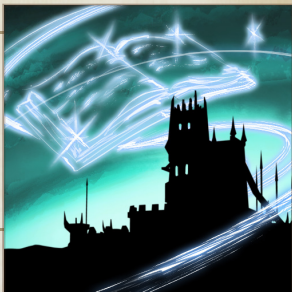
Requires

☞ Death Apprentice

**OPPRESSION** 15 MANA

Strategic - City Enchantment

Reduces Unrest in the city by 10%.



Requires

☞ Death Apprentice

**WITHER** 24 MANA

Strategic/Tactical - Curse

Reduces the attack of the enemy army by 2 (+1 per death shard) for 3 seasons.



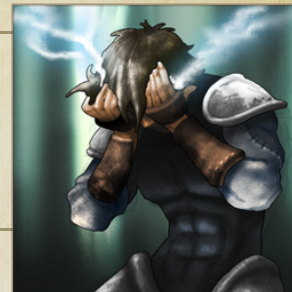
Requires

☞ Death Apprentice

**BLINDNESS** 4 MANA

Tactical - Curse

Target enemy is stricken blind, resulting in a 50% penalty to Accuracy unless they resist.



Requires

☞ Death Disciple

**SHADOWBOLT** 18 MANA

Tactical - Damage

A bolt of night strikes the victim doing 4 (+1 per level) damage and reducing their Spell Resistance by 5.



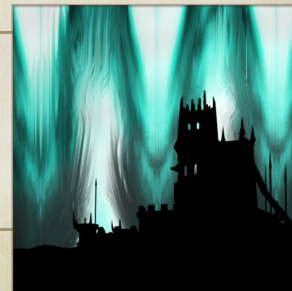
Requires

☞ Death Disciple

**ANTIPATHY** 30 MANA

Strategic - City Curse

Increases Unrest in the target city by 10%.



Requires

☞ Death Mage



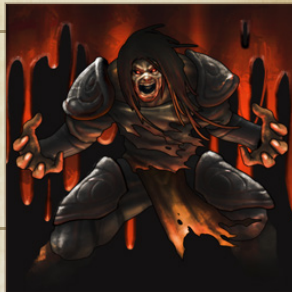
# DEATH SPELLS

## BLOOD SIGIL

30 MANA

Strategic - City Enchantment

Berserks all defending units and Withers all attacking units.



Requires

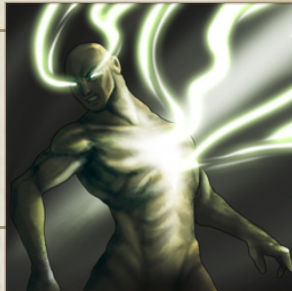
Death Mage

## DRAIN LIFE

28 MANA

Tactical - Damage

Transfers 12 hit points (+2 per death shard) from enemy unit to the caster.



Requires

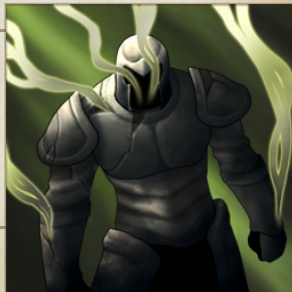
Death Mage

## MASS CURSE

15 MANA

Tactical - Curse

Removes all enemies' Defense for 3 turns unless they resist.



Requires

Death Expert



## PIT OF MADNESS

0 MANA

Strategic - City Enchantment

+1 Research per Essence, -1 Growth, and attacking units are struck with Fear.



Requires

Death Expert

## TOUCH OF ENTROPY

60 MANA

Tactical - Damage

Does 24 damage (+6 per death shard) to unit. If that unit is killed a Lurk is summoned in its place.



Requires

Death Expert

## BLOOD RAGE

100 MANA

Strategic - Unit Enchantment

Permanently improves the target's Attack by 1. Can be cast multiple times on the same unit.



Requires

Death Master



# DEATH SPELLS

**KILL**


300 MANA

Tactical - Damage

Target unit dies, unless they resist.



Requires

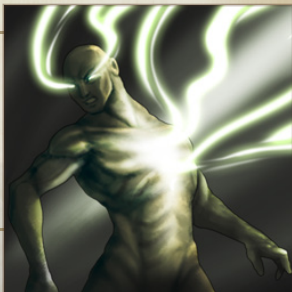
 Death Master

**SACRIFICE**


0 MANA

Strategic - World

Target city sacrifices half its citizens, producing 1 mana for every sacrifice.



Requires

 Death Master



## EARTH SPELLS

AURA OF MIGHT 40 MANA

Strategic - City Enchantment

All units trained in this city are +1 Defense per Essence.



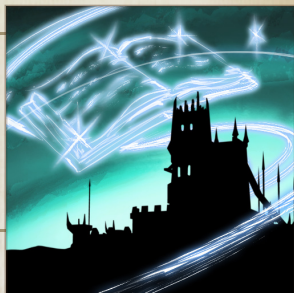
Requires

Earth Apprentice

ENCHANTED HAMMERS 10 MANA

Strategic - City Enchantment

Adds +1 Material to the city



Requires

Earth Apprentice

NATURE'S CLOAK 7 MANA

Strategic - Unit Enchantment

Target unit receives 20% (+10% per earth shard) resistance vs Fire, Lightning and Cold damage.



Requires

Earth Apprentice

STONESKIN 15 MANA

Strategic/Tactical - Unit Enchantment

Target champion's Cutting and Pierce Defense are raised by 3 (+1 per earth shard).



Requires

Earth Disciple

TREMOR 20 MANA

Strategic - Curse

Target enemy is immobilized and loses all Dodge for 2 seasons. Can only be cast within your territory.



Requires

Earth Disciple

LOWER LAND 5 MANA

Strategic - World

Turn a mountain into a hill; a hill into land; but not land into water.



Requires

Earth Mage

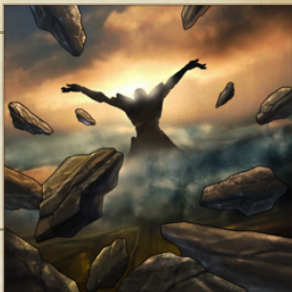


# EARTH SPELLS


**SHOCKWAVE** 60 MANA

Tactical - Damage

A minor earthquake damages all enemies within 1 radius of the caster for 10 (+2 per earth shard) in blunt damage.



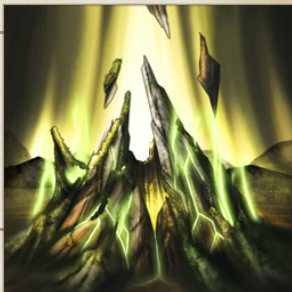
Requires

 Earth Mage


**RAISE LAND** 5 MANA

Strategic - World

Turn water, beaches or cliffs into land; land into hills; but not hills into mountains.



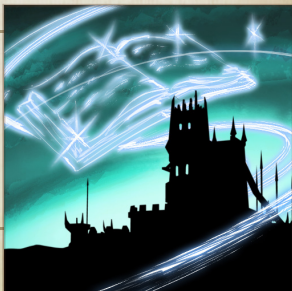
Requires

 Earth Mage


**SET IN STONE** 0 MANA

Strategic - City Enchantment

Increases the cities production by 50%, but it produces no research.



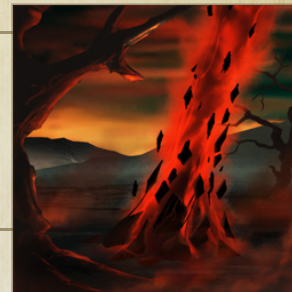
Requires

 Earth Mage


**DESTROY LAND** 30 MANA

Strategic - World

Plunge land or mountains directly into the depths of the sea.



Requires

 Earth Expert


**FRACTURE** 30 MANA

Tactical - Damage

Target unit loses 25% of his Hit Points and Defense unless they resist.



Requires

 Earth Expert

**SUMMON EARTH ELEMENTAL** 30 MANA


Strategic/Tactical - Summon

Summons a level 5 (+1 per earth shard) Earth Elemental.

If cast in Tactical, summon will only remain until the end of combat.



Requires

 Earth Expert

# EARTH SPELLS


DIAMONDSKIN 90 MANA

Tactical - Unit Enchantment

Target is immune to physical damage for 3 turns.



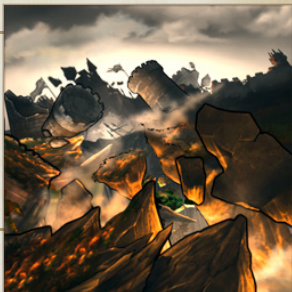
Requires

 Earth Master


EARTHQUAKE 100 MANA

Strategic - City Curse

Destroys random city improvements, resets the production queue and halves the population of the targeted city.



Requires

 Earth Master


GIANT FORM 15 MANA

Tactical - Unit Enchantment

Doubles the target unit's Attack.



Requires

 Earth Master





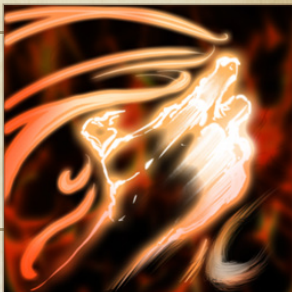
# FIRE SPELLS

## BURNING HANDS

10 MANA

Tactical - Damage

Target enemy unit is blasted with heat, taking 8 (+2 per fire shard) in fire damage.



Requires

Fire Apprentice

## HEART OF FIRE

100 MANA

Strategic - City Enchantment

All units trained in this city get +1 Fire Attack per Essence.



Requires

Fire Apprentice

## BURNING BLADE

10 MANA

Strategic/Tactical - Unit Enchantment

Enchanted champion's weapon does +2 (+1 per fire shard) fire damage.



Requires

Fire Disciple



## FLAME DART

24 MANA

Tactical - Damage

A fiery dart strikes for double the caster's level (+2 per fire shard) in fire damage.



Requires

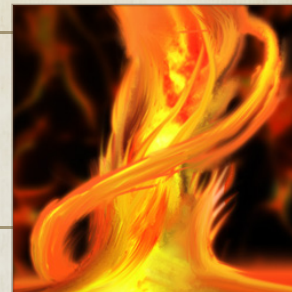
Fire Disciple

## PILLAR OF FLAME

48 MANA

Strategic - Damage

Target enemy army takes 8 fire damage (+2 per fire shard). Can only be cast within your territory.



Requires

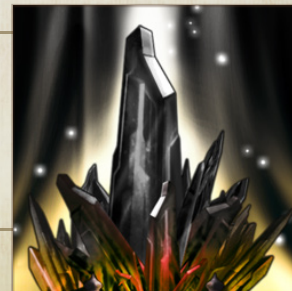
Fire Disciple

## FEEDBACK

24 MANA

Tactical - Other

Disrupts a spell a unit is casting and does 6 fire damage (+3 per fire shard), unless they resist.



Requires

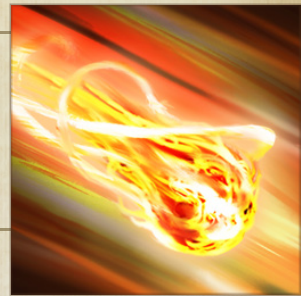
Fire Mage



# FIRE SPELLS

**FIREBALL** 50 MANA

Tactical - Damage  
Fireball does 18 (+4 per fire shard) fire damage to units within a 1 tile radius.



Requires  
Fire Mage

**FOCUS** 4 MANA

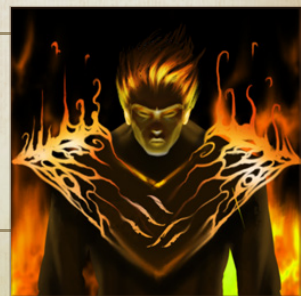
Tactical - Unit Enchantment  
The caster gets +25% Attack and spell damage for the rest of the battle.



Requires  
Fire Mage

**MANTLE OF FIRE** 25 MANA

Strategic - Unit Enchantment  
Wrathes the target in flames, doing 6 fire damage to anyone who attacks it.

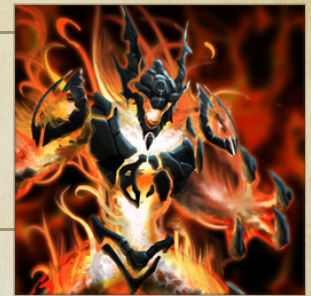


Requires  
Fire Expert



**SUMMON FIRE ELEMENTAL** 30 MANA

Strategic/Tactical - Summon  
Summons a level 5 (+1 per fire shard) Fire Elemental.  
If cast in Tactical, summon will only remain until the end of combat.



Requires  
Fire Expert

**FIRESTORM** 200 MANA

Strategic - Damage  
All units in target army take 8 fire damage (+4 per fire shard). Firestorm leaves a fire raging in the affected tile for 10 turns.



Requires  
Fire Master

**WALL OF FIRE** 20 MANA

Strategic - City Enchantment  
Units that attack this city take 10 (+3 per fire shard) in fire damage at the start of combat.



Requires  
Fire Master



# LIFE SPELLS

## COURAGE

8 MANA

Strategic - Unit Enchantment

Instills legendary hope in the champion, giving them a bonus of 3 (+1 per life shard) to spell resistance and hit points.



Requires

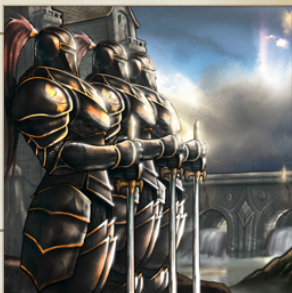
Life Apprentice

## SOVEREIGN'S CALL

25 MANA

Strategic - City Enchantment

+1 Growth in the enchanted city.



Requires

Life Apprentice

## REGENERATION

15 MANA

Strategic - Unit Enchantment

Regenerates target unit's health by +3 (+1 per life shard) per season.



Requires

Life Apprentice



## AURA OF VITALITY

40 MANA

Strategic - City Enchantment

All units trained in this city gain +1 Hit Point per Essence.



Requires

Life Disciple

## HEAL

12 MANA

Tactical - Healing

Heals target unit by 8 (+2 per life shard).



Requires

Life Disciple

## GROWTH

5 MANA

Tactical - Unit Enchantment

Target unit gets +50% to Attack and -20 to Dodge.



Requires

Life Mage

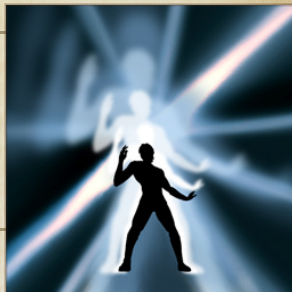


## LIFE SPELLS

**SHRINK** 15 MANA

Tactical - Curse

Target unit gains +50% to Dodge and their Attack is halved unless they resist.



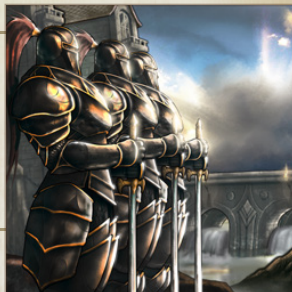
Requires

Life Mage

**CALL TO ARMS** 80 MANA

Strategic - City Enchantment

First unit in the queue of target city is instantly trained.



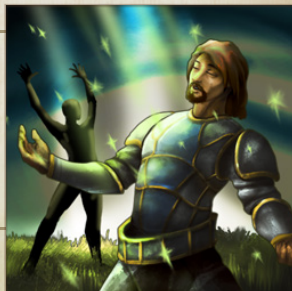
Requires

Life Expert

**WELLSPRING** 35 MANA

Strategic/Tactical - Healing

All members of the targeted army heal 12 hit points (+4 per life shard).



Requires

Life Expert



**CRUSADE** 340 MANA

Strategic - World

All your trained units gain 1 level.



Requires

Life Master

**DEATH WARD** 50 MANA

Strategic - Unit Enchantment

If this unit is killed in battle it is resurrected. This resurrection removes this enchantment.



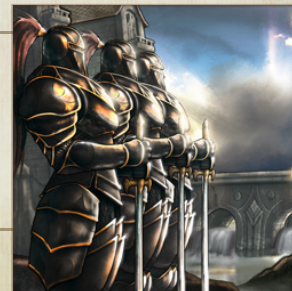
Requires

Life Master

**GLORY** 300 MANA

Strategic - World

Permanently increase your Faction Prestige by 1.



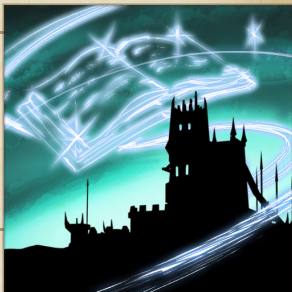
Requires

Life Master

# WATER SPELLS

**INSPIRATION** 15 MANA

Strategic - City Enchantment  
Produces +1 Research in the enchanted city.



Requires  
Water Apprentice

**SLOW** 5 MANA

Tactical - Curse  
Target enemy unit suffers -3 to Initiative (-1 per water shard) unless they resist.



Requires  
Water Apprentice

**CHAOS** 12 MANA

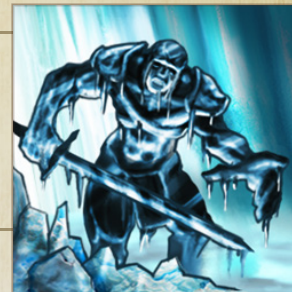
Tactical - Curse  
Does a random effect to target enemy unit unless they resist.



Requires  
Water Disciple

**FREEZE** 15 MANA

Strategic - Curse  
Target enemy army is -2 Initiative (-1 per water shard) and immobilized for 2 seasons. Must be cast in your territory.



Requires  
Water Disciple

**PANDEMONIUM** 12 MANA

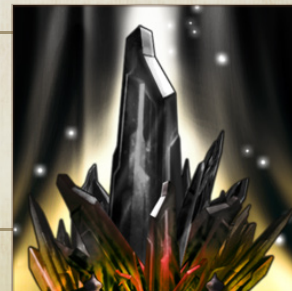
Tactical - Curse  
Does a random effect to all enemy units unless they resist.



Requires  
Water Mage

**SPELL LEECH** 20 MANA

Tactical - Curse  
Disrupts a spell an enemy unit is casting unless they resist. If successful this spell also grants the caster 40 mana.



Requires  
Water Mage

## WATER SPELLS

### SUMMON ICE ELEMENTAL 20 MANA


Strategic/Tactical - Summon

Summons a level 3 (+1 per water shard) Ice Elemental.

If cast in Tactical, summon will only remain until the end of combat.



Requires

 Water Mage


### BLIZZARD 30 MANA

Tactical - Damage

Enemies take 8 cold damage (+2 per water shard) per member.



Requires

 Water Expert


### TIDAL WAVE 40 MANA

Strategic - Damage

Summon a wave that will damage enemy units. Tidal wave can only be cast on a target within 4 tiles of a water tile.



Requires

 Water Expert


### ARCANE VEIL 150 MANA

Tactical - Unit Enchantment

This unit resists all spells.



Requires

 Water Master


### GRIP OF WINTER 100 MANA

Strategic - Curse

Halts training and construction in target player's cities, and halves the rate that player gathers resources.



Requires

 Water Master


### VETRAR'S HOWL 140 MANA

Strategic - Damage

Does 12 cold damage (+5 per water shard) to all armies within a 1 tile radius.



Requires

 Water Master





## MULTIPLE ELEMENT SPELLS

### BATTLE CRY

72 MANA



Tactical - Other

All units in your Army get to act immediately.

Requires

Air Disciple

Life Disciple

### CLOAK OF THORNS

35 MANA



Strategic - Unit Enchantment

25% of the damage done to the target is reflected back on his attacker.

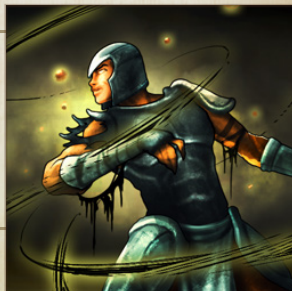
Requires

Earth Disciple

Fire Disciple

### CONTAGION

18 MANA



Tactical - Damage

All enemy units take 2 poison damage (+1 per death shard) per turn for 10 turns, unless they resist.

Requires

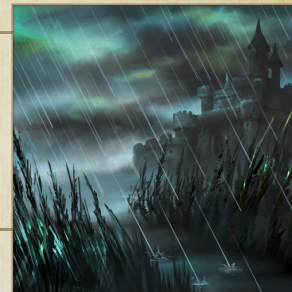
Air Disciple

Death Disciple



### GENTLE RAIN

25 MANA



Strategic - City Enchantment

Target city produces 25% more food per Essence.

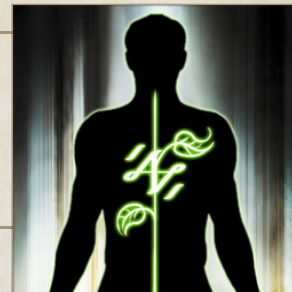
Requires

Air Disciple

Water Disciple

### GLYPH OF LIFE

30 MANA



Strategic - City Enchantment

Units defending enchanted city start with regeneration (they heal 1 hit point per turn).

Requires

Fire Disciple

Life Disciple

### HORRIFIC WAIL

24 MANA



Tactical - Damage

All enemy units take 3 damage per level of the caster, unless they resist.

Requires

Death Disciple

Water Disciple

## MULTIPLE ELEMENT SPELLS

### MANTLE OF OCEANS 25 MANA

Strategic - Unit Enchantment

The mana costs of all tactical spells this unit casts is reduced by 40%.



Requires

Life Disciple

Water Disciple

### NATURE'S CALL 30 MANA

Tactical - Summon

Summons a bear, naja, panther or pack of wolves to aid you in battle.

They will only last for the duration of the battle.



Requires

Earth Disciple

Life Disciple

### SOULBURNING 32 MANA

Tactical - Damage

Does 12 fire damage (+2 per death and fire shard) to the unit, half if the victim resists.



Requires

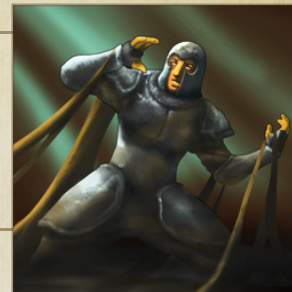
Death Disciple

Fire Disciple

### STINKING MUD 8 MANA

Tactical - World

Changes the terrain within a 2 tile radius to mud. Units can only move 1 tile per turn through mud.



Requires

Earth Disciple

Water Disciple

### SUNDER 15 MANA

Tactical - Damage

Target elemental takes 5 damage per level of the caster.



Requires

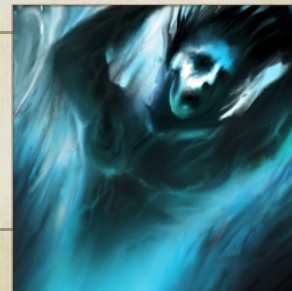
Air Disciple

Fire Disciple

### SYPHON STRENGTH 18 MANA

Tactical - Curse

25% of the victims Attack is taken from them and added to the caster's Attack, unless the victim resists.



Requires

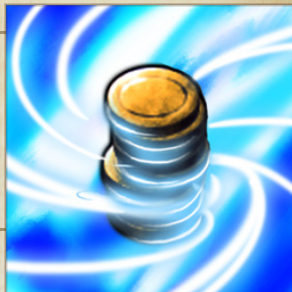
Death Disciple

Earth Disciple

# OTHER SPELLS

ALCHEMY 100 MANA

Strategic - World  
Convert 100 mana into 100 gildar.



Requires  
Quest Unlock

ANOINTED BY FIRE 50 MANA

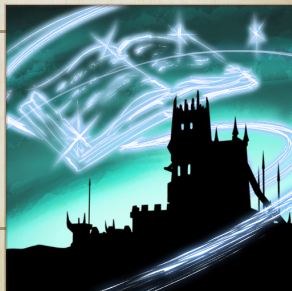
Strategic - Unit Enchantment  
Allows the targeted Champion to be able to cast Fireball.  
May only be cast on one Champion at a time.



Requires  
Rituals

ARCANE FORGE 100 MANA

Strategic - City Enchantment  
Adds +1 Material per Essence to the city.



Requires  
Magical Forging

ARCANE MONOLITH 50 MANA

Strategic - World  
Creates an Arcane Monolith Outpost on the map which extends your Zone of Control.



Requires  
The Decalon

BIRTH OF SUMMER 300 MANA

Strategic - World  
Revive the land.  
Kingdom only.



Requires  
Third Book of the Magi

BLESS CITY 500 MANA

Strategic - City Enchantment  
Reduces Unrest in the target city by 30%.



Requires  
Arcane Mastery



## OTHER SPELLS

### BLESSING OF RESTORATION 50 MANA

Strategic - Unit Enchantment

Allows the targeted Champion to be able to cast Heal.

May only be cast on one Champion at a time.



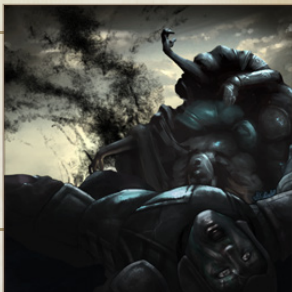
Requires



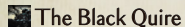
### BLIGHT 400 MANA

Strategic - World

All players lose 50% of their population.



Requires



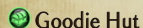
### BLOOD CURSE 30 MANA

Strategic - Unit Enchantment

Target city sacrifices half its citizens. The caster receives a hit point for each citizen sacrificed. The caster no longer heals naturally. Only the sovereign can cast this spell.



Requires



### BLOOM OF TWILIGHT 300 MANA

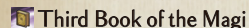
Strategic - World

Revive the land.

Fallen Only.



Requires



### BROKEN LOYALTIES 0 MANA

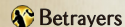
Strategic - Charm

Take control of target city.

Costs 500 Influence to cast.



Requires



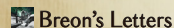
### CALL OF THE TITANS 50 MANA

Strategic - World

All unstationed units you control will be teleported to the selected tile.



Requires



## OTHER SPELLS


### CANDLECLOAK 30 MANA

Tactical - Unit Enchantment

Wrathes all your units in flames, dealing 3 fire damage to anyone who attacks them.



Requires

 Flesh Bound Tome


### CLOAK OF FEAR 35 MANA

Strategic - Unit Enchantment

Enemies must make a spell resistance check before they can attack the caster for the next 5 turns.



Requires

 The Black Quire


### CORRUPTION 50 MANA

Strategic - World

Transforms a shard in your empire into a Death shard.



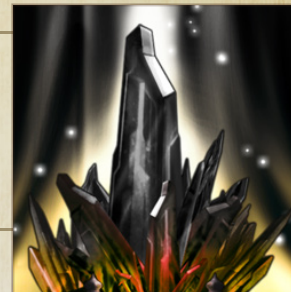
Requires

 Death Worship


### COUNTERSPELL 16 MANA

Tactical - Curse

Disrupts a spell an enemy unit is casting unless they resist.



Requires

 Path of the Mage


### CULL THE WEAK 0 MANA

Tactical - Other

Sacrifice a unit to heal the caster for 20 hit points and gain 20 mana.



Requires

 Flesh Bound Tome


### CURGEN'S VOLCANO 500 MANA

Strategic - World

Raises a volcano in the midst of your enemies. The volcano destroys resources, improvements and even cities on the land it targets.



Requires

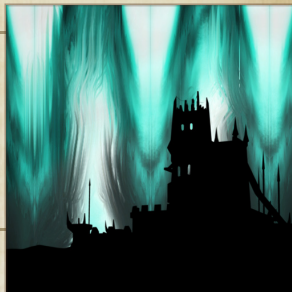
 Third Book of the Magi

## OTHER SPELLS


**CURSE CITY** 500 MANA

Strategic - City Curse

Increases Unrest in the target city by 30%.



Requires

 Arcane Mastery


**DEATH LASH** 5 MANA

Tactical - Unit Enchantment

+3 to Attack and Initiative, but the unit is killed at the end of combat. This spell can only be cast on Trained Units.



Requires

 Flesh Bound Tome

**DEFILED BENEDICTION** 50 MANA


Strategic - Unit Enchantment

Allows the targeted Champion to be able to cast Drain Life.

May only be cast on one Champion at a time.



Requires

 Rituals


**DESTINY'S GIFT** 100 MANA

Strategic - Unit Enchantment

Target Champion gets a random increase in their base stats.



Requires

 Sorcery


**DESTINY'S INSIGHT** 100 MANA

Strategic - Unit Enchantment

Target Champion receives a glimpse of mystical knowledge, increasing their experience by 25.



Requires

 Sorcery


**DIRGE OF CERESA** 64 MANA

Tactical - Damage

Enemies take 3 (+1 per death shard) poison damage per turn for 10 turns, unless they resist.



Requires

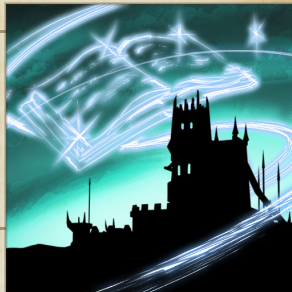
 Death Worship

# OTHER SPELLS


DISPEL ENCHANTMENT 90 MANA

Strategic - City Curse

Dispels a random enemy enchantment on target city



Requires

 Sorcery


ESCAPE 30 MANA

Tactical - Movement

All units flee from the battlefield.



Requires

 Book of Winds


EYES OF THE EAGLE 12 MANA

Strategic - World

Reveals all areas within 6 tiles of the caster.



Requires

 Book of Winds


FALLING STAR 150 MANA

Strategic - Damage

Does 18 fire damage (+3 per air and fire shard) to all armies within 1 tile of the impact point.



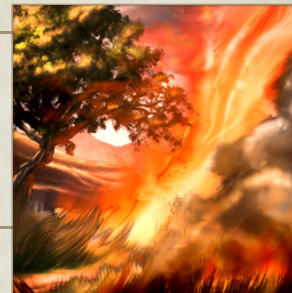
Requires

 Third Book of the Magi


FLAME WAVE 40 MANA

Tactical - Damage

Brings forth a wave of flame that causes 4 (+2 per fire shard) fire damage to all enemy units.



Requires

 Book of Flames


FROZEN BONES 200 MANA

Strategic - City Curse

Target city is crippled with an unnatural coldness slowing stationed units and reducing their Initiative by 3.



Requires

 Book of Frost

## OTHER SPELLS


### GIFT OF IRON 45 MANA

Tactical - Unit Enchantment

All allied units have their Cutting and Pierce Defense raised by 5 (+2 per earth shard).



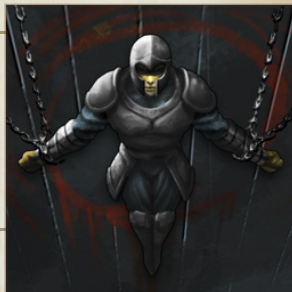
Requires

 Book of Stones


### GRAVESEAL 40 MANA

Tactical - Unit Curse

Target unit suffers critical hits from all attacks unless he resists.



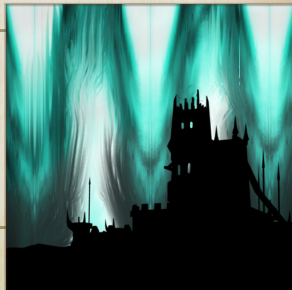
Requires

 Death Worship


### INCINERATE CITY 200 MANA

Strategic - City Curse

Random Fire Storms plague the city weakening stationed units (-1 Hit Point per unit). Additional casts will increase the effect.



Requires

 Book of Flames


### INFECTION 8 MANA

Tactical - Unit Curse

Each turn negative spells affecting target unit spread to all other enemy units.



Requires

 Death Worship


### MANA BLAST 30 MANA

Tactical - Damage

A blast of arcane energy that does damage equal to one tenth the players stored mana. If the victim resists that damage is halved.



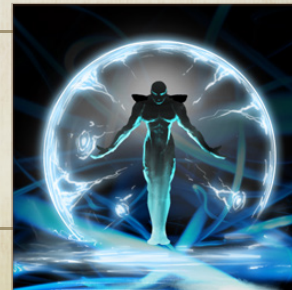
Requires

 Quest Unlock


### MANA SHIELD 60 MANA

Strategic - Unit Enchantment

Damage taken by the target is ignored. Instead mana is lost from the mana pool.



Requires

 Quest Unlock



# OTHER SPELLS

**MEDITATION** 0 MANA

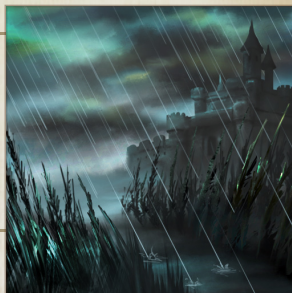
Strategic - City Enchantment  
+1 Mana per Essence in the enchanted city.



Requires  
Automatically Unlocked

**NATURE'S BOUNTY** 25 MANA

Strategic - City Enchantment  
+1 Grain in the enchanted city.



Requires  
Sorcery

**OBSCURING FOG** 12 MANA

Tactical - Unit Enchantment  
Summons a fog that blurs your units and improves their Dodge by 3 (+1 per water shard) and an additional 3 (+1 per air shard) vs missile attacks.



Requires  
Book of Winds

**PARAGON** 90 MANA

Strategic - Unit Enchantment  
Casting Sovereign suffers a permanent -5 to Hit Points. Target friendly champion gains a level.



Requires  
Automatically Unlocked

**PROTECTION FROM COLD** 30 MANA

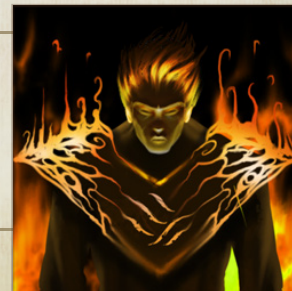
Tactical - Unit Enchantment  
All allied units gain 50% Cold Resistance.



Requires  
Book of Frost

**PROTECTION FROM FIRE** 30 MANA

Tactical - Unit Enchantment  
All allied units gain 50% Fire Resistance.



Requires  
Book of Flames

## OTHER SPELLS


### PULL OF THE EARTH 18 MANA

Tactical - Curse

Units within range are knocked prone unless they resist.



Requires

 Third Book of the Magi


### RECRUIT BANDIT 0 MANA

Tactical - Charm

Convert a Bandit to your cause for 25 Gildar.



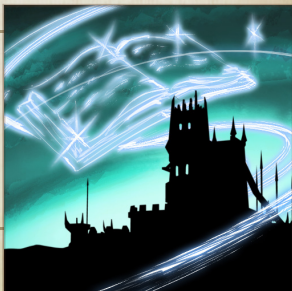
Requires

 Bandit Lord


### REVELATION 80 MANA

Strategic - City Enchantment

Produces +1 Research per Essence in the enchanted city.



Requires

 Arcane Mastery


### SHADOW WORLD 100 MANA

Strategic - World

Opens up a rift to a shadow plane, spawning creatures of shadow for the duration of the spell's upkeep. These shadow creatures will attack anything in their way. If the upkeep is broken, the rift closes



Requires

 Quest Unlock

### SILVER TONGUE 0 MANA

Tactical - Charm

Convert a trained unit to your cause, unless they resist.

Costs 30 Influence to cast.



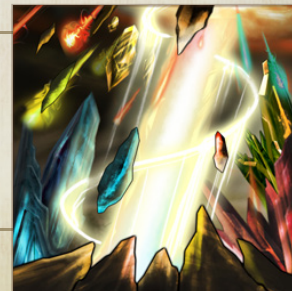
Requires

 Diplomat


### SPELL OF MAKING 500 MANA

Strategic - World

This spell places the full power of magic at your disposal, allowing none to challenge your sovereignty.



Requires

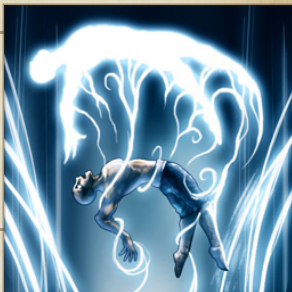
 Book of Mastery

## OTHER SPELLS

### STEAL SPIRIT 20 MANA

Strategic - Unit Enchantment

Steal a spell trait from an allied champion. Target is killed, however.



Requires

⚡ Automatically Unlocked

### SUMMON ABOMINATION 30 MANA

Strategic - Summon

Summons a level 5 Abomination.



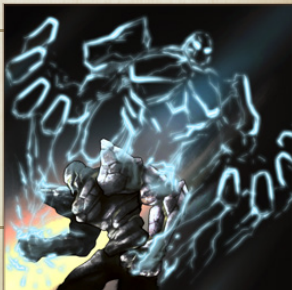
Requires

🎲 Random Event

### SUMMONER'S BOON 30 MANA

Strategic - Unit Enchantment

Summoned units get a 50% boost to attack.



Requires

🍷 Goodie Hut

### SUMMON FAMILIAR 30 MANA

Strategic - Summon

Summon a Familiar. Doing so requires the caster to permanently forfeit 1 Hit Point. Familiars can cast all the spells your sovereign can. Kingdom Only.



Requires

👑 Heroes

### SUMMON IMP 30 MANA

Strategic - Summon

Summon an Imp. Doing so requires the caster to permanently forfeit 1 Hit Point. Imps can cast any spell your sovereign can.

Empire Only.



Requires

👑 Heroes

### SUMMON SHADOW WARG 30 MANA

Strategic/Tactical - Summon

Summons a level 1 Shadow Warg.

If cast in Tactical, summon will only remain until the end of combat.



Requires

👑 Summoner

## OTHER SPELLS


SUMMON TITAN'S IMP 30 MANA

Strategic - Summon

Summons a level 8 Imp of the Titans.



Requires

 Random Event


TAME 30 MANA

Tactical - Charm

Take control of the targeted Beast, unless it resists.



Requires

 Beastlord


TIRELESS MARCH 8 MANA

Strategic - Unit Enchantment

Increases the movement of the target's army by 1.



Requires

 Ereog's Journals

TOUCH OF DARKNESS 25 MANA

Strategic - Unit Enchantment

Demons whisper to anyone willing to listen. Doing so will improve the casters spell mastery, at the cost of a portion of his sanity (+3 spell mastery, -3 hit points).



Requires

 Rituals


VATULA'S DRAGONSLAYER 30 MANA

Tactical - Damage

Kills target dragon.



Requires

 Quest Unlock


CONFUSION 30 MANA

Tactical - Curse

All enemies have a 50% chance to swing at a random unit in melee instead of their target, unless they resist.



Requires

 Random Event