



4th Cycle: Maelstrom



ALAMAZE is a strategic fantasy game that won Best Play-By-Mail Game of the Year (1988) at Origins and Gen-Con.

This consolidated rulebook pertains to the *4th Cycle: Maelstrom* version of Alamaze. If you are participating in a *3rd Cycle: The Choosing* game, please refer to that manual.

Alamaze is a turn-based strategy game that features more than 100 distinct commands covering the aspects of ruling a kingdom in a fantasy realm. There are commands for military engagements between kingdoms, wizards to cast a myriad of magical spells, political figures to assume control of another's region, an array of magical artifacts to assist efforts, and a streamlined economic system to manage the necessary details of ruling a kingdom.

With the advent of the *4th Cycle: Maelstrom* in 2019, then further enhanced in 2022, Alamaze now consists of 32 fantasy kingdoms, 130 magical spells, 102 military units, 67 artifact encounters, and a rare resource called Mithril. The map consists of 13 different regions, each providing special considerations for your kingdom during gameplay.

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Introduction

This document explains the general rules and features of Alamaze's game play. These include the broad concepts of the political, military, economic, covert, magical, and player interaction of Alamaze.

The Commands section presents the numerous orders available for the game. Special features or abilities that are specific for kingdoms are given in their respective kingdom setups when the game begins. Each kingdom command is explained as to its purpose, sequence of execution, resource cost, and any particulars that may be necessary when considering to issue the order.

The Online Order Entry and Verification Website. While there is a learning curve to fully understand Alamaze's gameplay, a helpful validation tool is available on the order entry website to assist the players: <http://fallofromegame.com/alamazeorders/login.php>. This is where players may login and issue their actions for a given turn.

Forum Website. Players typically communicate with each other and sign up for games on the forum: <https://www.kingdomsofarcana.net/forum/index.php>.

Valhalla Website. When a game is finished, statistical data associated with the game is saved in our Valhalla record system. This information for both 3rd and 4th Cycle Alamaze games may be accessed at: <http://fallofromegame.com/alamazeorders/valhalla.html>.

Help Guides. Alamaze has several useful documents to assist players located on our Help Guides page: <http://fallofromegame.com/alamazeorders/helpguides.html>.

Maelstrom MMXXII Release Highlights

Here are some of the highlights of the latest Summer 2022 release (refer to each section for greater detail):

New Kingdoms:

- Alchemist
- Deathknights
- Elementalist
- Fairy Folk
- Forgotten
- Free Traders
- Giants
- Lycans

New Trait: Evil

New Resource: Mithril

New Feature: Immortality

New Brigades:

- Beholder {5 eye beam attacks}
- Chimera {3-headed attack}
- Cockatrices {gaze petrifies}
- Elementals {air, earth, fire, water}
- Giant Eagles & Rocs {may carry other troops to fly}
- Hell Hounds {breathes fire}
- Iron Golem {toughest defense in game, breathes poisonous gas}
- Mummies {infects opposing forces with mummy rot}
- Pit Fiend {immolates as wall of fire}
- Unicorns {protection vs. magical attacks}
- + others

New Feature: Craft Magic Items (thru wizard spell # 525)

- *Quality: Fine*
 - Cloak of Disguise
 - Ring of Protection
 - Rod of Fire
 - Scroll of Minor Healing
 - Smoke Mojo
 - Wand of Lightning
- *Quality: Excellent*
 - Crystal of Seeing
 - Guardian Talisman
 - Scroll of Major Healing
 - Scroll of Purification
- *Quality: Superior*
 - Plow of the Prophet
 - Scroll of Defense
 - Scroll of Escape
 - Scroll of Insect Swarm
- *Quality: Special*
 - Scroll of Fabrication

- Scroll of Immortality
- Scroll of Pot Luck

New Naval Fleet Enhancements

- Greek Fire
- Ramming Head
- Cannons
- Reinforced Hulls
- Admiral Maneuvers
- Spyglass

New Spells:

- # 79 – Power Word Stun
- # 80 – Ice Torrent
- # 81 – Chain Lightning
- # 82 – Prismatic Rays
- # 83 – Incendiary Cloud
- # 84 – Disintegrate
- # 85 – Arcane Disjunction
- # 88 – Instant Phantasmal Force
- # 525 – Create Magical Item
- # 658 – Summon Leviathan
- # 825 – Simulacrum
- # 866 – Summon Mummy
- # 867 – Summon Iron Golem
- # 868 – Summon Air Elementals
- # 869 – Summon Earth Elementals
- # 872 – Summon Fire Elementals
- # 873 – Summon Water Elementals
- # 890 – Summon Monster I (Troglydyte)
- # 891 – Summon Monster II (Gnoll)
- # 892 – Summon Monster III (Owlbear)
- # 893 – Summon Monster IV (Gargoyle)
- # 894 – Summon Monster V (Manticore)
- # 895 – Summon Monster VI (Ettin)
- # 896 – Summon Monster VII (Umber Hulk)
- # 897 – Summon Monster VIII (Gelatinous Cube)
- # 898 – Summon Monster IX (Shambling Mound)
- # 985 – Revelation

New Kingdom Report Cosmetic Changes

- Added high-quality images throughout the report to improve its appearance
- Moved Seapower from the Military area to its own section
- Divided Section IV into two separate sections for Magic and Covert

How To Play

Objective of the Game. Since Alamaze is a strategy fantasy game, the ultimate objective is to conquer enough of regions on the map to win the game. A typical game lasts 20-30 turns, though the maximum is 40 turns. Kingdoms gain control of regions by conquering their population centers (cities, towns, villages).

Population centers may be acquired either by military means (groups with troops that attack or lay siege to the popcenter), or by political means (moving an emissary like a Duke or Baron to the popcenter to usurp control).

Defeat other kingdoms by conquering all of their population centers until they have none remaining and/or capturing all of their political emissaries. Most of the time though, kingdoms will be overcome prior to that by wiping out their military forces on the battlefield.

Victory. When a kingdom has control of enough regions to win the game (five to win as Rex), the player just needs to issue a Rex Victory command (Order #996) for the game to end in their favor.

In some games where there is stiff competition among the players, no kingdom will be able to satisfy the Rex Victory condition by the game's end (40 turns). In such scenarios, the kingdom with the most status points at the end will be declared as the winner by Lion's Share Victory.

When a game ends, the game's statistics will be recorded on our server and available to view at the Valhalla website (listed in the Introduction above).

Dismissal. Players who have missed issuing commands for their kingdom for three consecutive turns will be automatically dismissed from the game. Their kingdom will remain on "standby mode" for three additional turns before the kingdom is completely eliminated from play.

Sequence of Events. All actions are executed in their numerical ordered sequence. Before a turn is processed, commands from every kingdom are organized by their order number, and actions with the same order number are randomly shuffled.

Per Turn Command Limit. The limit on the number of orders that a kingdom may issue per turn is determined by the kingdom's influence plus two (2) in most cases. So, a ruler with a 12 influence may issue up to 14 commands per turn. This may vary with certain kingdoms or game variants. Unused commands do not carry over to the next turn.

Order Entry Website

Enter Commands. When a game begins, login to the order entry website (listed in the Introduction section above). Enter orders and verify their accuracy as often as desired (some players do so after each order is given). You will be advised if there are any problems or errors that may result from your entered actions.

Save Orders. After entering and validating your actions for the upcoming turn, be certain to press the Save Orders button for them to be saved on our server.

Load Orders. Players may reload their kingdom's actions at any time by pressing the Load Orders button on the Home page. Make as many corrections as necessary but don't forget to save before logging off.

Ready Button. When satisfied with your actions for the upcoming turn, press the Ready button to indicate that they are ready to be processed. When all of the players have indicated that they are ready, the turn will be executed within a few minutes. Check the email address that is associated with your Alamaze account to receive the new kingdom turn report and map snapshot files. [Note: these files are also accessible online from the Home page, just click on the appropriate link towards the bottom of the page]

Logoff. Players may logoff our system by simply closing the web browser. Players will need to logoff before entering actions for another turn since our login procedural process looks up the necessary information for the next turn. Please do **NOT** bookmark any web pages after the login page, otherwise your browser will not load our website properly for the next turn.

Game Queue. Players may sign up for additional games at the Game Queue page. The Game Queue is accessible by clicking on the link at the top left of the Home page (as shown here):



Tutorial

It is recommended to play the Alamaze Tutorial to learn the basic commands and to become familiar with the order entry website. Players may sign up for a tutorial game simply by logging into our order entry system and they will be automatically redirected to the Game Queue page. The tutorial consists of a limited number of commands to simplify the introduction to the game. The tutorial runs for a total of 7 turns.

Players may wish to review the Alamaze Training Videos for further information. These are accessible from the Help Guides page listed in the Introduction section above. Special thanks to Strylian for making these videos.

Quick Start Guide (Sample Turn 1 Actions)

Some suggestions to consider for your first turn are:

1. Have your king (or queen) Enamor Regional Reactions (Order #470) in the region where your capital is located. This is perhaps, the most significant action that a player needs to do in order to be successful politically in the region. Having friendly reactions is typically needed to assist your efforts in gaining control of the region.
2. Move your top two or three emissaries (Order #350) to the major city within the region, if one exists. If your initial region does not have a major city, then the region contains a minor city that is hidden from view that must be found first. On turn 2, have the higher-ranking emissary Rebel (Order #320) and the lower-ranking emissary Usurp (Order #330). If you moved a third emissary there, issue Stir Unrest (Order #315) to make the other two that much easier. If you think a neighboring kingdom may sleep your emissaries on turn 2, have one or more of your wizards cast Ward (Spell #301) on your emissaries on turn 2 to protect them.
3. Transfer a leader or low-level wizard, like an adept, to an inactive group to enable all 4+ groups to move and explore the map in your initial region. Groups have 20 movement points to expend (unless you force march which is 25 points), and patrols with only leaders/wizards may move 25 points. You may issue either the general move (Order #720) to cover the most ground, or issue the move-search (Order #725) and stop at the first population center encountered. Stopping at a popcenter has the advantage of militarily conquering the popcenter the following turn. Keep in mind that your military group should have a combat value at least twice the defense value of the popcenter in question before attacking to ensure success.
4. If your kingdom starts with a level 4+ agent, have them search for population centers (Order #976) in a four-area pattern. You may consider raising the level of another agent or two to be 4th level (Order #500) for this purpose.

5. With your wizards, decide to either raise their levels (Order #799/800), cast eagle familiar (Spell #887) to cover a four-area pattern, cast raven familiar (Spell #888) to recon a single map area (like the major city), or create gold (Spell #209).
6. Issue kingdom customization (Order #993) and select what benefits that you wish to purchase with your 10 points. Even though, you have turns 1-3 to make this decision, a popular item to select on the first turn is +1 influence, which will help improve your emissaries' chances with the city.
7. If you are interested in acquiring magical artifacts then search for unusual encounters with a level 4+ agent (Order #978) or advanced search (Order #979). You may divine artifacts with a high priestess (Orders #790, 795), though you may need a wizard to teleport your group to reach a distant location (Spells #836, 850-853). Also, consider moving your groups to a map area without a population center, you may get lucky and find one there.
8. If another kingdom approaches your region in a hostile manner, consider brokering a peace treaty with them by communicating via email or on the Alamaze forum. If there's no interest and you are playing a military-style kingdom, consider issuing an intercept (Order #732) with your most powerful group to eliminate the threat. Beforehand, you may want to move your groups to the same location and combine all of your troops into one group (Order #740). Just keep in mind that a group can only have a maximum of three leaders and three wizards, so you may need to transfer troops (Order #700) instead of the combine order.
9. Later in the game, if you have to defend your region against political attacks, consider having your ruler denigrate their reactions in your region (Order #475). Also, you may want to have an emissary at every population center to issue status quo (Order #310) to further suppress their efforts. Against a military kingdom, consider building fortifications (Order #609). Also, you may want to build up your own forces by recruiting human troops from population centers (Order #560) as well as recruiting companions from the wild (Order #565). Not to mention using your wizards to summon specialized troops (Spells #860-899). When you are ready for battle, issue your group to intercept them (Order #732), or just wait for them at your capital. If you are playing a wizard-style kingdom, consider raising a wizard high enough to cast dome of invulnerability (Spell #135) to repel their attack. To weaken them, cast a regional spell like blinding light (Spell #782) or better, demonic visions (Spell #783). For combat, consider casting summon death (Spell #99) to inflict losses and impose a 15% penalty before battle.

Alamaze may seem complex at first but it will get easier. People don't become experts at playing Chess the first time that they play it. Good luck and have fun!

Game Variants

Steel

10- or 12-player, 40 turns, single player victory

Primeval

5-player, 24 turns, single player victory

Magic-Alliance

12-player, 4 teams of 3 kingdoms, team victory, each player plays 1 kingdom

Confederation

6-player, 2 kingdoms, team victory, each player plays 2 kingdoms

Confluence, Duel, Slugfest, Titan, Warlord

3rd Cycle game variants (see 3rd Cycle documentation for more info)

Option: Exploratory

No divinations for population center locations, group locations, and/or unusual encounters by High Priestesses, Consuls (Ancient Ones kingdom), or wizards before turn 4

Option: Extra Orders

+4 orders above influence (normally, just +2)

Option: Pagan

No divinations for population center locations, group locations, and/or unusual encounters by High Priestesses, Consuls (Ancient Ones kingdom), or wizards for entire game, 50 turns max

Option: Random Cities

1 city per region, random location

Special Option: Ice Age

- Winter season is always present throughout the entire game (the entire map experiences winter).
- The **Ice Age** option may be applied on any map (including Centauria).
- Terrain movement costs are **x1.25** current value (turn 0 kingdom setups will display an additional **Ice Age** column rate).
- All water areas will be completely frozen over. No ships may move which will nullify merchant trading, sea patrols, and troop transport. All groups may move on frozen

water as if on land (use order #720/725). Teleport spells will be allowed to land on frozen water areas. Groups with flying artifacts (Pegasus, Red Bats, Green Dragons) will be allowed to land on frozen water.

- Dragons may land on frozen water so they may attack popcenter's or investigate encounters which was previously denied them.
- Group vs group combat on frozen water areas will be fought as a normal land battle (fleets are not involved).
- Groups may intercept and pursue other groups over frozen water.
- Fire-oriented spells have **x1.5** damage during **Ice Age** epochs. This will boost the following: **Firestrike** (Spell #103), **Wall of Flame** (Spell #98), **Meteor Strike** (Spell #155), and **Avenging Angel** (Order #86, divine fire portion of this priestess spell). So, a Level 2 Firestrike would do 4,200 damage (rather than 2,800).
- The banned list of spells during an **Ice Age** are: Summon Kraken (#659), Storm At Sea (#660), Dispel Storm At Sea (#661), Ship of Mist (#708).
- The banned list of orders during an **Ice Age** are: Sea Patrol (#705), Sea Group Moves (#710/715), Sea Trade Mission (#711), Increase Seapower (#748), Create Elite Ship (#749), Sabotage Seapower (#935).
- For Early Strategic Objectives, if you select the objective D4 (total 7+ fleets in each of 2+ seas) you will not be able to achieve your ESO in the game.
- Scrap Seapower (order #245) is still permitted since some kingdoms were designed to be balanced with other kingdoms regarding number/quality of fleets as a factor (though their purpose during an **Ice Age** will be only to scrap for the extra gold).
- Phoenix brigades (fire creatures that only the Black/Red Dragon kingdoms may summon) are able to heal 10% attrition (normally 5%).
- Due to the inclement weather, all figure movements (emissary, agent, priestess) ranges are reduced by 2. So, if your kingdom can move an agent 7 areas, that gets reduced to 5 areas. This movement penalty does **NOT** apply for artifacts that affect figure movement (e.g., Onyx Amulet, Red Elk Mount).
- All kingdoms will receive an extra 25,000 food on turn 0 as the liege releases his last reserves for the upcoming deep winter.
- Special kingdom locations (Druid's Grove, Dragon's Lair, etc.) are magical places that are not affected by the harsh winter conditions (full production).

Early Game Considerations

Before diving into the rules of Alamaze, there are some early strategic considerations that are important for novice players to be aware of before their campaign begins.

Kingdom Customization

Commands

Order #993 – Kingdom Customization

Kingdom customization is only allowed during turns 1-3 where the player may choose certain items to custom-tailor their kingdom at the start of the contest. Some items are unique and may only be attained through customization, so consider wisely. This order may only be issued once in the game.

Every player is allowed **10 points** to customize their kingdom.

The “G” codes below are group-related and will be awarded to the kingdom’s first group, if possible. If there’s no room then the next group will be selected to receive the item.

CODE	POINTS	ITEM	EFFECT
C1	3	Cloak of Disguise	100% Undetected Emissary Movement
C2	2	Red Elk Mount	Move Emissary/Agent (10 area range)
C3	1	8,000 Gold	Code may be selected up to 5 times (max 40,000 gold)
C4	2	Smoke Mojo	50% Saving Throws (to prevent assassination/kidnapping, avoid capture when population center falls, displays the keyword SAVES under emissary/agent when equipped)
C5	3	New Governor	Provincial Governor joins kingdom
C6	2	Scrying Mirror	Recon any map area (no range limit)
C7	2	+1 Influence	Raises Influence by 1 point
C8	4	New Baron	Baron joins kingdom
C9	3	Amulet of Protection	-20% Assassinations/-50% Sleep
C10	4	Onyx Amulet	Emissary/Agent may demonic gate (pass through any group blocking population center, 7 area range)
C11	3	Guardian Talisman	Ward spell (constant effect)

C12	2	Glyph of Protection	Kingdom's capital +7,000 defense, glyph remains throughout entire game
C17	1	Raise Ambassador to Governor	Ambassador becomes Provincial Governor
C18	1	Raise Agent L2 to L4	Raises level 2 Agent to level 4
C19	2	New Bazaar	Kingdom's capital gains a Bazaar
C20	2	New Temple	Kingdom's capital gains a Temple
C21	1	New Agent L2	Level 2 Agent joins kingdom
C22	7	New Prince	Prince joins kingdom
G1	2	Champion Stallions	+7 Movement points for patrol-sized groups, +5 to group morale
G2	2	Valyrian Steel	+12 point strength value for investigating Unusual Encounters
G3	2	Knowledge Totem	Level 4 Recon of group's location (automatically done)
G5	2	Kingdom Brigade (Non-Flying, Green)	Receive a Kingdom-named brigade of Green experience (non-flying)
G6	2	Renowned Standard	Valor spell as Power-2 wizard (+10% morale) during combat (automatic)
G7	2	Whowie Totem	+2 Movement points (20 base movement becomes 22 total points)
G8	3	New Adept	Adept-level Wizard joins group
G9	1	New Captain	Captain joins group
G10	3	Wizard Pwr-1 to Pwr-2	Raises Wizard from Power-1 to Power-2
G11	3	Black Owl Totem	Level 10 Recon of any map location (5 area range)
G12	2	Kingdom Brigade (Upgrade)	Upgrades Kingdom-named brigade from Regular to Veteran experience
M1	2	Foreknowledge (Excellent, Random)	Location of Excellent-classed Artifact (random region)
M2	2	Fleet Quality (All Seas +2)	+2 Naval Quality (All Seas)
M3	2	Foreknowledge (Fine, Capital)	Location of Fine-classed Artifact (capital region)

Default Selection. A player who does not make a selection on turns 1-3, or who makes an invalid selection on the last turn, will be assigned the default which is:

- 45,000 gold (which is more than a player may choose if specified)

- +1 Influence
- Scrying Mirror (recon any map area, no range limit)

Early Strategic Objective (ESO)

Commands

Order #991 – Set ESO Conditions

Order #992 – Receive ESO Awards

The Early Strategic Objective (ESO) is a rewarding element of Alamaze that requires significant planning to achieve and some effort to accomplish within the given time frame. The objectives (goals to attain) are assigned by the player on turns 1-3. If the objectives are met, its awards may be granted to the kingdom on turns 10-15. ESO is only valid during those turns, and no other, throughout the entire campaign.

Achieving the ESO can be an important accomplishment for each kingdom, raising its strategic profile and its chances for ultimate victory. There are two ESO levels: Lesser and Greater.

Lesser ESO's, consisting of 3 award points, are easier to attain with fewer objectives to accomplish, but the award for completing a Lesser ESO is limited. Greater ESO's, consisting of 5 award points, require greater effort to accomplish, but the award is better.

When assigning the objectives to attain ESO on turns 1-3, select one from each category. One of the selections **must** be Territorial in nature. Lesser ESO requires 3 points worth of objectives. Greater ESO requires 5 points of goals to achieve.

The Objectives:

CODE	POINTS	QUALITY	CATEGORY
Territorial			
T1	2	Major	Control a region
T2	2	Major	Substantial & Significant in regions
T3	2	Major	Two cities in 2 different regions
T4	1	Minor	Substantial in a region
T5	1	Minor	Significant in 2 regions
Political			
P1	2	Major	Influence of 17+ & 2 Princes (not Demon Princes)
P2	2	Major	High Council & Tolerant or better in 6 regions

P3	1	Minor	High Council & Influence 15+
P4	1	Minor	Friendly reactions in 3 regions
P5	1	Minor	3 Emissaries at Duke+ (not Demon Prince/Consul)
Adventure			
A1	2	Major	Recover 4 Artifacts from Unusual Encounters
A2	2	Major	7 Prisoners
A3	1	Minor	Control 2 Artifacts
A4	1	Minor	4 Prisoners
A5	1	Minor	Warlord
Development			
D1	2	Major	3 or more Level 10+ Agents or Fanatics
D2	2	Major	3 or more Power-5+ Wizards
D3	1	Minor	3 or more Marshals
D4	1	Minor	Total 7+ Fleets in each of 2+ Seas
D5	1	Minor	Popcenter with > 35,000 defense or gold production
D6	1	Minor	3 or more Level 7+ Agents or Fanatics
D7	1	Minor	3 or more Power-4+ Wizards
D8	1	Minor	6 or more Generals or higher-ranking leaders

Default Selection. A player who does not make a selection on turns 1-3, or who makes an invalid selection on the last turn, will be assigned the default which is:

- T1: 2 points, Major quality, Control a region
- P5: 1 point, Minor quality, 3 Emissaries at Duke+ level, excluding Demon Prince and Ancient Ones Consul

Since 3 points are specified for the default ESO, successful accomplishment will result in the Lesser ESO award.

The Awards:

If the ESO goals are achieved, on turns 10-15, the player may issue Receive ESO Awards (Order #992) to collect the Lesser (3 points) or Greater (5 points) award.

An award code below may be selected up to **twice** if desired:

CODE	POINTS	AWARD
B1	1	Kingdom-named brigade (not Giant or Red Dragon, see B2)
C1	1	General
G1	1	20,000 gold
I1	1	Point of Influence
L4	1	Level 4 Agent
N1	1	Baron
W1	1	Adept
B2	2	Giant or Red Dragon brigade
C2	2	Marshal
L7	2	Level 7 Agent
N2	2	Duke
W2	2	Power-1 Wizard
S1	3	Demon Prince (Demon Prince kingdom only)
S2	3	Consul (Ancient Ones kingdom only)
W3	3	Power-2 Wizard



Sage Advice

Even though it is not necessary to customize your kingdom, or to select what ESO to choose in the game, personalizing your kingdom may help you succeed in the contest.

For kingdom customization, try to select items that will prove to be the most beneficial for the type of kingdom that you are playing. For military-style kingdoms (e.g., Dwarves, Sacred Order), you may want to enhance the brigades in your groups to focus on your kingdom strengths. For wizard-style kingdoms (e.g., Druid, Sorcerer), picking up a new Adept that can advance into being a powerful wizard will certainly strengthen your position among others.

For what ESO options to consider, the decision will be more difficult since you are estimating what you may achieve later in the game, around turns 10-15. Anything may happen during the first 10 turns, which may help or prevent you from achieving your ESO. It may be wise to start off with a 3-point Lesser ESO until you've played a few games before trying the more rewarding 5-point ESO. Getting some kind of award with 3 points is better than none at all!

Sequence of Events

Commands are executed according to the Sequence of Events schedule. The following is the general sequencing of executing various commands, although there are exceptions.

SEQUENCE OF EVENTS	
1.	Add/Drop Standing Orders
2.	Group to Group Encounters
3.	Group to Population Center Actions
4.	Production
5.	Trading
6.	Receive Scheduled Troop Reinforcements
7.	Group Consumption
8.	Political Emissary Activities
9.	King's Actions
10.	High Council Actions
11.	Improve Population Center Capabilities
12.	Split/Move/Combine Groups & Naval Actions
13.	High Priestess Activities
14.	Perform Magical Research (Wizard Activities)
15.	Determine Regional Control
16.	Agent Activities
17.	Victory Check
18.	Food Spoilage

One notable result of the Sequence of Events is that population centers gained through battle provide their production **on the same turn** (e.g., may use the additional food/gold for the current turn's actions). Population centers gained through political emissaries will provide their production beginning **on the following turn** since political actions occur after the production stage.



Sage Advice

The sequence of execution is important in some situations when arranging your orders. For example, kingdoms receive troop reinforcements before group consumption, so planning is necessary to feed and pay the extra troops that turn. Pay attention to order numbers and when they execute during a turn.

Standing Orders

Commands

Order #50 – Cancel Standing Order

Order #60 – Create Standing Order

Players are able to issue certain orders that the action will be automatically repeated every turn until canceled by the player. These are referred to as Standing Orders.

Repeating standing orders that are executed on subsequent turns, do not count towards the order limitation imposed by the level of the king's influence. They are essentially “free” actions to be conducted every turn for the kingdom.

Each kingdom may issue three standing orders. An additional two standing orders may be issued for each region that the kingdom has under control. So, a kingdom in control of two regions may issue up to seven standing orders. When regional control is lost, the appropriate number of standing orders will be requested to be removed the following turn.

On the Alamaze Order Entry Website, indicate an action should become a standing order by clicking on the checkbox to the right of the directive as:

The screenshot shows the 'Military Actions' section of the Alamaze Order Entry Website. On the left, there are links for 'Attack Group', 'Attack/Parley/Siege Popcenter', 'Intercept Group', and 'Pursue Group'. Below these is a 'Helpful Hints' button and a section titled 'Attack When Confident' with a general rule. The main area is a table with columns: ID, Name, Size, Area, Action, and S.O. (Standing Order). The table lists three actions for the 1st, 2nd, and 3rd Dark Elven groups. The first action, '121 - Entrenchment', has its 'S.O.' checkbox checked, indicated by a red arrow. The other two actions, 'No Action', have their 'S.O.' checkboxes unchecked.

ID	Name	Size	Area	Action	S.O.
1DA	1ST DARK ELVEN	ARMY GROUP	CW	121 - Entrenchment	<input checked="" type="checkbox"/>
2DA	2ND DARK ELVEN	BRIGADE	NP	No Action	<input type="checkbox"/>
3DA	3RD DARK ELVEN	PATROL	EV	No Action	<input type="checkbox"/>

To remove the standing order (for the current turn), simply uncheck the box. To cancel an existing standing order from a previous turn, issue Order #50, and the standing order will be removed from the kingdom.



Sage Advice

Standing orders help in the management of conserving orders throughout the course of the campaign. Consider the following:

A useful standing order is Merchant Trading Vessel (Order #711). Merchant ships generate gold every turn if the naval fleet is not doing something else like transporting troops across water areas, or out on sea patrol. Keep them sailing with a standing order every turn.

A low-level wizard casting Create Gold (Spell #209). Though, be careful in your planning in that this order executes fairly early in the turn (at #209 level), so if the wizard is needed to do something else later, this standing order would have to be cancelled (which consumes an extra order that turn to cancel). Order execution is important to consider when planning and arranging standing orders for future turns.

Issuing Increase Influence (#480) every turn. Regardless of which style of a kingdom is being played (e.g., military-focused, wizardry magic, political emissaries, etc.), having a 20 Influence for your kingdom is quite useful at all times.

Build up an Agent on Training (Order #500). Takes a while to get them up to 10+ levels, so use a standing order to take care of it.

Later in the game, having a high-level agent continuously performing Guard (Order #53) or Counter-Espionage (Order #54). Never know when one of your emissaries will be kidnapped, so having an agent or fanatic on guard duty every turn helps relax the nerves.

Agent (or a Palantir artifact) on reconnaissance (Order #970, or #972 for Palantir) on a neighboring kingdom's capital location. Always nice to get up-to-date information before launching an attack against another kingdom, and the capital is the busiest of them all.

Population Centers

Commands

Spell #130 – Ward Population Center

Spell #135 – Dome of Invulnerability

Spell #136 – Dispel Dome of Invulnerability

Spell #155 – Meteor Strike

Spell #171 – Diplomacy

Order #240 – Tax Popcenter

Order #600 – Improve Popcenter

Spell #601 – Strengthen Walls

Order #609 – Construct Fortifications

Spell #610 – Raise Census

Order #611 – Construct Building

Spell #751 – Unveil Population Centers

Spell #784 – Plague (Regional Effect)

Spell #788 – Raise Regional Census (Regional Effect)

The term "population center" (PC) refers collectively to cities (major and minor), towns, and villages. These account for virtually all the revenue and food production in Alamaze. Each has a certain civilian population, capacity for defense, and level of food and gold production. In addition, population centers serve as the base of operations for political emissaries, agents, fanatics, and the high priestess. A kingdom without any population centers is eliminated unless it has established a Sanctuary (Order #455).

Production. Production levels and defensive capacity may be raised by the controlling king by issuing the appropriate order to do so (and paying the resource cost). A king's military must be fed and paid each month (game turn) in order to preserve their capacity for combat. Most political and covert commands require gold. Magical research for wizards may be very expensive gold-wise. Unused food and gold balances in the treasury carry over to the following turn.

Cities, both major and minor, are the primary source of revenue for a kingdom. Gold revenue produced in a major city is normally about three times greater than that produced in a town. Likewise for its census and defensive capabilities. However, cities are normally net consumers of food rather than producers and have a negative food production value. A kingdom needs numerous towns and villages to produce adequate food. This is especially true to maintain the kingdom's military forces.

Towns are the next best source of gold revenue and they also produce some food. Towns are also useful for conscripting new troops to bolster a kingdom's military force.

Villages are the smallest population centers but are the breadbaskets of Alamaze, accounting for about 75% of the total food production. There are more villages than towns on the map.

The population centers are displayed on the kingdom's map snapshot every turn:

Population Centers

Village

Town

Minor City

Major City

Sanctuary

Capital

Search Result (No PC)

	A	B	C	D	E	F	G
A	SEA OF THE FORGOTTEN						
B							
C				THE CROWN ISLAND			
D							
E							
F							
G							
H							
I	SIROCCO						
J							

Capital. Each kingdom maintains one population center as its capital. The Ruler (King, Queen, Regent) is always located at the capital. The capital is where reinforcements will arrive and where prisoners are held. A capital cannot be usurped (Order# 330), rebelled (Order# 320), or taken control of by means other than military attack. Capitals with a magical Glyph of Concealment (or Secrecy trait) begin with a hidden capital that is difficult to discover.

A capital is unable to relocate to another location if it is under siege. If a capital is conquered by a foreign military force, the next population center that is kingdom-owned with the highest defense rating will be automatically chosen to be the new capital. If no

population centers remain, the kingdom is eliminated from the game unless a sanctuary exists.

Defense. Population centers have two defensive values, representing their strength in the event of attack or siege. The *base defense* is how the population center defends, regardless of which kingdom controls it. The *adjusted defense* modifies the base defense depending upon a number of factors. There is also a random factor of a positive or negative 15% being applied to the defense before battle. A group attacking a population center generally should have **twice** the combat value vs. the population center's defense. This is in part due to the strong missile values that population centers have defending themselves, and the fact that population centers do not retreat.

Loss Divider. All population centers (as well as opposing troops) have a loss divider value for combat. This factor adds an extra level of protection in addition to the defense rating. The average loss divider for a population center is 1.5. There is also a random factor that adjusts the loss divider higher/lower before a given battle to represent the will and determination of the fighting force. In combat terms, the loss divider represents how much damage will be reduced by the attacking force during combat. For example, if a town has a loss divider of 2.0 and the attacking force has a 50,000 missile rating, that amount is divided by the town's 2.0 loss divider and becomes 25,000 damage that is inflicted during the missile stages of combat. **Fortifications** (listed below) will toughen not only the general defense rating of the population center, but also its loss divider value that reduces damage received during battles. The loss divider value has **no relevance** during a siege operation and only the population center's defense value is considered during a siege.

Control. Population centers are either controlled or neutral. As a game begins, over half of all population centers are uncontrolled. Players may gain or lose control of population centers by either military or political means. Neutral population centers are easier to acquire through political means than a controlled one. Military control is determined by the strength of the military group vs. the defense of the population center.

Hidden. Kingdoms that have the Secrecy trait, receive a **Glyph of Concealment** upon the kingdom's capital that remains throughout the course of the campaign. Hidden popcenters will not be discovered when a group travels over them, nor will they be revealed by a High Priestess' divination.

A hidden popcenter may only be discovered if a group ends movement upon it, a Level 4+ agent performing a single recon (Order #970), or by the Ranger's Falconry ability at the highest level. Hidden popcenters will not be revealed by an agent performing Trail Group (Order #691/971) or Search for Popcenters (Order #976).

Also, on the kingdom turn report under Encounters of Note's, if your group lands upon a hidden popcenter, it'll show the popcenter with the word "hidden" to the far right. It doesn't matter what level your group's leaders/wizards are nor any trait/special ability.

A group that is pursued by another group will lose their tail if the targeted group goes to the secluded location of a hidden popcenter. The pursuing group will return to its starting location.

Wizard spells (Ravens, Eagles, Unveil Popcenters, etc.) will not reveal a hidden popcenter with the only exception being the powerful True Seeing (Spell #966) which reveals all, including invisible popcenters. The Locate Character/Group (Spell #855) will fail if the target is located in a hidden popcenter.

Magical artifacts (e.g., Palantirs, Crystals of Seeing, Scrying Mirrors, etc.) will not reveal a hidden popcenter.

A Consul/High Priestess will fail to divine the exact map location of a hidden popcenter with their divination spells. However, their divination will provide an indication that a hidden popcenter exists in the region with a notice of, "something is being obscured by our vision". When you see that additional text to the priestess' divination report, there's a hidden popcenter in the region. If that message repeats, it means that there is another hidden popcenter in the region (e.g., Halfling's two hidden villages).

Buildings

Only one building may be constructed for a given population center in a turn. A new building may be constructed along with improving the population center's statistics with Order #600 on the same turn.

To construct a new building, use Order #611 for one of the following:

- **Apothecary** [10,000 food, only for Alchemist kingdom] required to create Healing Salves, Poison Flasks, Preservation Jugs, and Rejuvenation Creams
- **Bazaar** [10,000 gold, 20,000 food] +25% gold production (one-time boost when built), -10 counter-espionage (penalty), +2 stir unrest (penalty), +10% census, -20% chance popcenter detects emissary entry (50% becomes 30%)
- **Forge** [20,000 gold, 20,000 food, prerequisites: Forum, Bazaar] allows to build improved armor/weapons for groups, use Order #605 [20,000 food, 20,000 gold], **improved armor** provides +25% to group's total defense, **improved weaponry** provides +25% total combat value, forged items remain with group and cannot be traded/transferred nor become spoils of war from being conquered by another group/popcenter, forged items will be lost and unrecoverable when group becomes inactive for any reason

- **Forum** [10,000 gold, 20,000 food, allowed in city/town] +2 status quo, +10% census, may title emissaries (raise rank) at popcenter outside of capital, +0.3 influence
- **Granary** [10,000 gold, 20,000 food, prerequisite: Bazaar] +25% food production (one-time boost when built), +1 status quo
- **Hobbit Inc. Trading Company** [10,000 food, 15,000 gold, Halfling only] At any city or coastal/sea town that is kingdom owned. Once constructed, this building allows our kingdom to trade on the open market at an improved 3:2 exchange rate (normally 3:1). Limits selling on the open market at 100,000 goods maximum. Only one may exist for our kingdom. The Hobbit Inc. Trading Company building will be destroyed if ownership of the pop center is lost by any means (may be rebuilt at another location).
- **Laboratory** [10,000 gold, only for Alchemist kingdom] required to create Explosive Devices, each building generates 100 gunpowder / turn, only one Laboratory per popcenter, if Alchemist loses control of popcenter, the building remains but does not generate gunpowder for other kingdoms
- **Port** [30,000 gold, 60,000 food, prerequisites: Bazaar, Granary, must be coastal city/town] requires coastal popcenter, +50% food and gold production (one-time boost when built), +20% census, allows building fleets above quality 13, +1 influence
- **Secret Passages** [10,000 gold, 20,000 food, prerequisite: regional control of popcenter location] ruler always escapes capture, 90% chance of escape for other figures (50% normally)
- **Temple** [10,000 gold, 20,000 food] hire noble maiden, perform test for the gift (maiden into high priestess), +1 status quo
- **Great Temple** [20,000 gold, 40,000 food, prerequisite: Temple] as Temple benefits, hire noble maiden or high priestess at 50%, high priestess/consul divinations cost 50% (if high priestess/consul is at popcenter), +0.5 influence, +2 status quo, +20% census
- **Thieves Guild** [10,000 gold, 20,000 food, prerequisites: Bazaar] required to train agents past L9 up to kingdom limit, exceed max agent training level by 1, -1,000 gold to agent training cost, +20 pts counter-espionage, if agent based at popcenter fails at mission only loses 3 levels (not 4-6)
- **Watch Towers** [10,000 gold, 20,000 food] L4 intrinsic recon of popcenter

- **Wizard Tower** [20,000 gold, 40,000 food] required for wizard research beyond 5th level, -10% research cost up through 5th level
- **Great Mage Tower** [30,000 gold, 60,000 food, prerequisite: Wizard Tower] as Wizard Tower benefits, the following only applies at tower's location: increases battle/damage spells by +50% so pwr-3 fireball increases from 4,200 damage to 6,300, tower's wizards are protected from other kill wizard spells by -50% reduction, kill wizard spells cast by tower's wizards are at +50% effectiveness, if location also has Secret Passages built then tower's wizards are immune from combat/spell death (not assassinations)

Fortifications

Only one defensive fortification may be constructed for the population center in a turn. A new building (Order #611), popcenter improvement (Order #600), and defensive fortification (Order #609) may be issued in the same turn.

All fortifications are added to the defense of the popcenter and must be overcome during the popcenter battle. Take note that certain fortifications may prevent diplomatic overturn (rebel/usurp/diplomacy spells) and siege attempts by opposing forces.

When constructing a particular fortification, the defense bonus gained by the fortification is a **permanent increase** to the population center's defense rating. Upgrading a fortification to a higher-grade version will replace the former fortification with only the defense bonus carrying forward. So, upgrading a town with a castle (+15,000 defense) to a greater castle (+40,000 defense) will grant a permanent gain of +55,000 to the original population center's defense rating.

To construct new defensive fortifications, use Order #609 for one of the following:

- **Ballista Tower** [2,000 mithril] Only possible from a Scroll of Fabrication, +2,000 defense, removes bonus from flying attackers (e.g., Red Dragon +20% vs popcenters), a brigade of Ogres, Trolls, or Hill Giants (lowest experience) is killed prior to combat due to the tower's extreme missile range
- **Motte and Bailey** [4,000 gold, 8,000 food, prerequisites: must be village] +2,000 defense, +1.8 loss divider, +1 status quo, +10 counter-espionage, +0.1 influence, -500 food/gold production loss
- **Fortress** [30,000 gold, 60,000 food, prerequisites: must be town] +15,000 defense, +2.4 loss divider, +3 status quo, +20 counter-espionage, +20% census, +0.5 influence

- **Citadel** [60,000 gold, 120,000 food, prerequisites: must be city] +30,000 defense, +2.7 loss divider, +3 status quo, +20 counter-espionage, +20% census, +1 influence
- **Castle** [30,000 gold, 60,000 food, prerequisites: must be city or town, replaces fortress/citadel] +15,000 defense, +2.4 loss divider, +4 status quo, +20 counter-espionage, +0.3 influence, -2,000 food/gold production loss
- **Greater Castle** [50,000 gold, 100,000 food, prerequisites: castle, replaces castle] +40,000 defense, +2.7 loss divider, +7 status quo, +30 counter-espionage, +1 influence, -2,000 food/gold production loss
- **Legendary Castle** [100,000 gold, 200,000 food, prerequisites: great castle, replaces greater castle] +100,000 defense, +3.3 loss divider, popcenter cannot be influenced diplomatically (as a capital), +40 counter-espionage, +1 influence, -2,000 food/gold production loss



Sage Advice

Population centers may be located by a number of means:

- Recon single map area by Level 1 agent (Order #970)
- Recon four map areas by Level 4 agent (Order #976)
- Recon four map areas by Level 7 agent (Order #979)
- High Priestess divination of entire region's population centers (Order #750)
- Recon single map area by wizard casting Raven Familiar (Spell #888)
- Recon four map areas by wizard casting Eagle Familiar (Spell #887)
- Wizard divination of entire region's population centers (Spell #751)
- Scry single map area with a Palantir/Scrying Mirror artifact (Order #972)
- Scry single map area with a Black Owl Totem artifact (Order #982)
- Scry three map areas with a Crystal of Seeing (Order #973)
- Ranger kingdom may send a Falcon to recon a single map area (Order #974)
- Group may travel over or stop at popcenter with any movement (Order #710+)

Population centers are the kingdom's breadbasket so take care of them. Bolster the defense of the most important one, the kingdom's capital, with strong fortifications.

Add income-boosting buildings such as Bazaar, Granary, and Port. Keep in mind, the boost in food or gold production is a one-time effect (on the turn the building is built), so you may want to wait a few turns to increase production with Order #600 (which increases food and gold production) before constructing the new building for its one-time bonus.

Perhaps, the most important spell of them all to protect a population center against a military attack is Dome of Invulnerability (Spell #135). Military groups just bounce off the dome and it remains safe. Though, the group may lay siege to it for three turns thereafter, giving you time to launch a counter-attack.

Hidden population centers are somewhat of a hassle to discover (by design) since the normal means of locating popcenters in the region (e.g., High Priestess' divine, agent's 4-area search for popcenters, etc.) fail to detect them. Perhaps, the best way to locate a hidden popcenter is to simply hire a bunch of agents, raise them to Level 4+, and have them search one area at a time with Recon (Order #970) until the entire region is explored. Combine with moving four or more groups to undiscovered map areas would speed up the task of locating the hidden population center. A laborious task, but a necessary one. The Ranger kingdom has another possibility in that they may locate hidden popcenters through their Falconry ability at the highest level.

Production

Commands

Spell #208 – Create Food

Spell #209 – Create Gold

Spell #602 – Fertile Fields

Spell #603 – Hidden Ore

Spell #785 – Famine (Regional Effect)

Spell #786 – Bounty (Regional Effect)

Food and gold are valuable resources and essential for building the kingdom in the game. Gold is required for nearly all orders. Food is primarily used for maintaining the military forces of the kingdom. Production accrues chiefly from population centers (cities, towns, villages), though wizards may cast spells to create more food and gold for the turn.

The kingdom turn report will display the population centers under control and how much food and gold are produced each turn:

Production collected this month [Early Autumn]:

<i>Reg</i>	<i>Area</i>	<i>Name</i>	<i>Type</i>	<i>Base Defense</i>	<i>Adjusted Defense</i>	<i>Census</i>	<i>Food</i>	<i>Gold</i>	<i>Other</i>
10	SB	White Oak	Town	11,902	11,902	34,500	3,910	11,884	Capital
4	OC	Smokey Pass	Town	11,240	11,240	28,359	3,910	8,862	NA
11	UL	Hunter Stream	Village	5,480	5,480	17,842	9,545	2,502	NA
10	YM	Plethoria	Village	3,064	3,064	17,680	7,314	3,409	NA
						98,381	24,679	26,657	

Some kingdoms have the ability that allows them to construct a special location that provides additional food and gold. For example, the Druid kingdom may construct a Druid's Grove that generates an extra 20,000 food per turn.

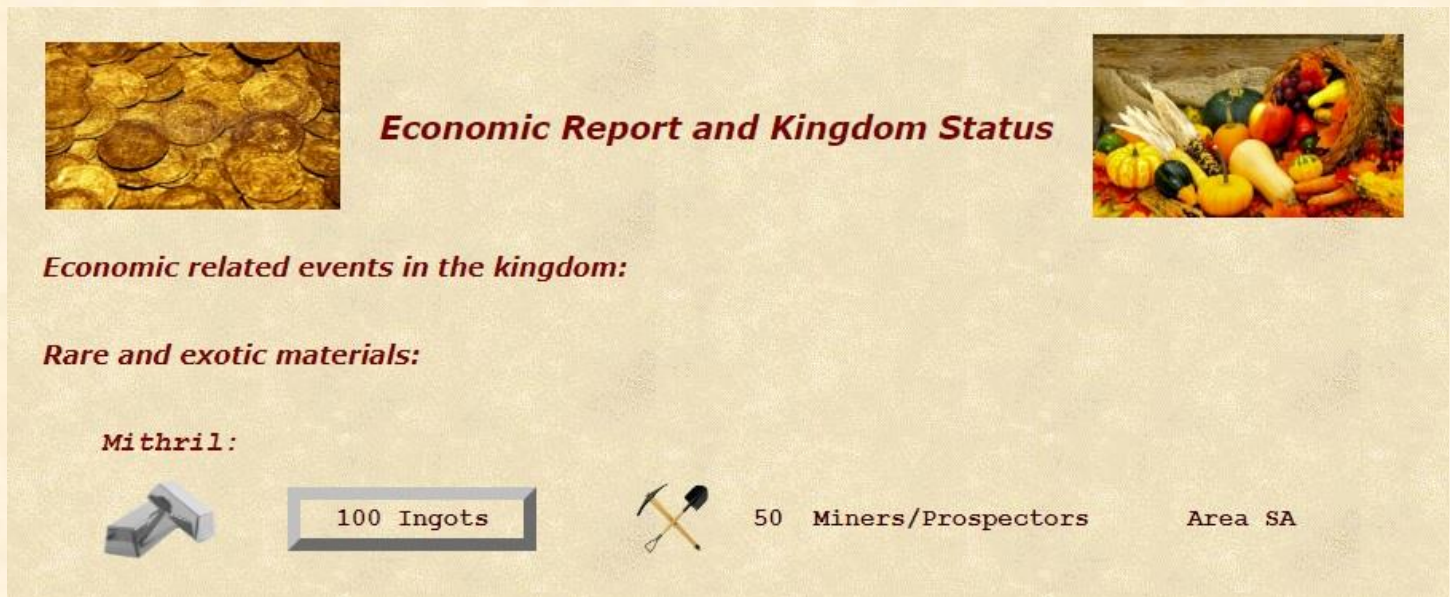
Mithril

The valuable and rare resource called mithril may only be acquired through periodical "gold rush" events that become available throughout the game. Watch for broadcast notices on the kingdom turn report that indicate that a new ore deposit was discovered by human prospectors. The first five turns of the game will be somewhat weighted to trigger such an event, then normal chances for subsequent turns.

Every kingdom will start with at least 100 mithril ingots with the Dwarven kingdom starting with 250 mithril ingots. Every kingdom will also have a number of miners/prospectors that

are necessary to collect the valuable mithril. The more miners that a kingdom has, the more mithril that will be collected during such events.

The amount of mithril is displayed on the kingdom turn report:



Whenever the relevant broadcast message is shown on the kingdom turn report, the miners/prospectors may be moved to the specified map area of the new deposit. Ore deposits may occur anywhere on the map, including water areas and areas with a population center (e.g., deposit was found underneath the population center). A broadcast message will be displayed when the ore deposit is depleted.

Mithril will be collected by the miners and deposited in the kingdom's treasury vault during the food/gold production stage. The amount of mithril collected is determined by the number of the miners/prospectors in the kingdom.

All miners start the game at the capital and may be moved up to 10 areas away with a special movement order, Move Miner (Order #352). During an Ice Age, this range is reduced to 5 areas though double mithril is awarded. Beware, however, traveling across the land may be dangerous for the miner's/pro prospector's health. Alamaze is a perilous realm of warring factions that may pose a threat to their survival (also, a stray Troll may eat them). Additional miners may be acquired through Hire New Emissary (Order #510), and a kingdom may hire as many as desired.

To mine mithril, a kingdom only has to move the miners to the proper location on the map and remain there every turn until the ore deposit is depleted. An appropriate amount of mithril will be automatically awarded to the kingdom during the food/gold production stage.

The benefits of mithril are advantageous since some unique items may only be accessible with mithril. Mithril may be melted down for its magical properties to craft items such as scrolls and artifacts. Under the work of a master craftsman, the material may be refined to enhance the group into making mithril weapons and armor. Mithril may also become a requirement for constructing special high-end buildings and fortifications. Powerful spells that necessitate the mastery of the arcane arts may also require mithril as a spell component. Mithril is a rare and valuable resource. Use it wisely.

The amount of mithril that a kingdom will have at any given moment will be displayed in Section III Economics of the kingdom turn report. The kingdom's miners/prospectors and current map location will also be given. Mithril may be traded between kingdoms and may be stolen through theft, so take certain precautions into consideration regarding this valuable resource.

Relevant orders for mithril:

Order #215 – Unilateral Transfer

Order #216 – Trade Gold For Mithril

Order #217 – Trade Mithril For Gold

Order #352 – Move Miner/Prospector

Order #510 – Hire New Emissary (for more miners)

Spell #525 – Create Magical Item

Order #606 – Equip Mithril Item (only for Dwarven/Elven kingdoms)

Order #965 – Steal Food/Gold/Mithril

Gunpowder. Gunpowder is generated by having a Laboratory (specialized building) constructed at a kingdom-owned popcenter. The greater the number of laboratories in the kingdom, the more gunpowder will be manufactured each turn. Gunpowder is used for crafting Explosive Devices that agents use to increase their damage when sabotaging popcenter defenses. However, gunpowder is only available for the Alchemist kingdom (e.g., Saruman using this explosive to damage Helm's Deep wall).



Sage Advice

Cities have negative food production (to reflect the greater census that resides there), so remedy that problem by issuing Improve Popcenter (Order #600) to turn its food production positive. Wizards casting Fertile Fields (Spell #602) is also valuable in this regard. If you don't correct the negative food value, the penalty becomes magnified during an off-season (see next section).

An interesting tactic that some players have done in the past is to concentrate all their efforts into developing a single population center to its fullest; typically, the kingdom's capital or a major city. It's a risky move since a popcenter may be conquered by an enemy, but by doing so, the production could be raised to being quite astounding over a short

period of time. For example, have five wizards cast Hidden Ore (Spell #603, increases gold production by 2,500 permanently) combined with Improve Popcenter (Order #600, increases gold production by 3,000 permanently), every turn for a gain of 15,500 gold per turn. Do this for several turns, say 5 turns, and that will increase the popcenter's gold production by 77,500. A typical capital has a gold production of about 12,000 plus 77,500 = 89,500. Then build a Bazaar (Order #611) that provides a 25% one-time bonus to gold production and that increases to 111,875. If the popcenter is on the coastline or in the water then a Port may be built as well that provides a +50% bonus resulting in a grand total of 167,812 gold production from a single popcenter! Just be certain to also increase the popcenter's defense to high levels or you'll be doing all of that work for another kingdom to benefit.

The regional spell Bounty (Spell #786) is perhaps one of the most popular spells around since it increases **every** population center's food production in the region. This spell is especially valuable during an **Ice Age** campaign, which has reduced food output.

Mithril could be a game changer if you decide to seriously pursue it in lieu of other activities. If so, hire additional mithril miners with Hire New Emissary (Order #510), as many as you can afford. It should pay off in the long run. Before doing so, look up what items that you can manufacture under Create Magical Item (Spell #525). For Dwarves and Elves who may forge mithril armor/weapons for themselves due to their masterful craftsmanship, it's definitely worth it!

Seasons

Production of food and gold by population centers varies by the particular season of the year, which occurs every three months (turns). So, production may vary from their normal full production values to reduced levels in the Winter or Summer.

SEASON	REGIONS 1-3, 5-7		REGIONS 4, 8-13	
	FOOD	GOLD	FOOD	GOLD
SPRING	100%	100%	100%	100%
SUMMER	100%	100%	25%	50%
AUTUMN	100%	100%	100%	100%
WINTER	25%	50%	100%	100%

Winter Regions: The Crown Islands (1), Darkover (2), The Diamond Coast (3), Triumvia (5), Zanthia (6), Nyvaria (7)

Summer Regions: Krynn (4), The Sword Coast (8), Pelinor (9), Zamora (10), Mythgar (11), The Untamed Lands (12), Stormgate (13)

Since production is limited during the off-season, care should be given when managing the kingdom's resources and not overspend prior to the change in seasons. For example, a common mistake is to recruit additional troops, but ignoring that the season may change the following turn and not having enough of food to maintain the additional troops.

During an **Ice Age** campaign, the entire map is frozen over with an ever-present and never-ending winter throughout the game. Food is scarce making the scenario challenging even for the most experienced players.



Sage Advice

Be aware of the change in seasons with your food/gold production. The upcoming change in season is displayed on your kingdom turn report. Off-seasons are brutal, especially with food. Troops not fed/paid take losses each turn, and attrition builds up further weakening them. Careful planning of your resources with an upcoming off-season is important.

If your region is about to undergo an off-season, consider invading a neighboring region that still has its full production. If so, every popcenter that you conquer would be more valuable than taking over a popcenter in a region that's experiencing an off-season with reduced food/gold production.

Regions

Commands

Order #470 – Enamor Region

Spell #472 – Charm Region

Order #475 – Denigrate Kingdom

Spell #477 – Infuriate Populace

Order #913 – Learn Regional Reaction

The Maelstrom map is divided into 13 regions:

- Region 1 – The Crown Islands
- Region 2 – Darkover
- Region 3 – The Diamond Coast
- Region 4 – Krynn
- Region 5 – Triumvia
- Region 6 – Zanthia
- Region 7 – Nyvaria
- Region 8 – The Sword Coast
- Region 9 – Pellinor
- Region 10 – Zamora
- Region 11 – Mythgar
- Region 12 – The Untamed Lands
- Region 13 – Stormgate

Regional boundaries are shown as dotted lines on the map that is emailed to the players with every turn of the game (map snapshot of the turn's results).

Regional Character. The Maelstrom map is unique from other maps in that every region provides one or more advantages for the kingdom who starts the game in that specific region. Regions also determine which kind of troops may be recruited from the area. The benefits are as follows:

The Capital Regions – Darkover (2), Triumvia (5), Nyvaria (7)

- +1.5 Influence (not for Nyvaria)
- Extra Baron
- Kingdom-named brigade in 1st group as Veterans
- Kingdom's capital upgraded with +3,000 census, defense, food, gold
- Darkover (2) may recruit (from popcenter): Northmen, Paladins/Knights of Styx, Vikings
- Triumvia (5) may recruit (from popcenter): Northmen, Paladins/Knights of Styx, Westmen
- Nyvaria (7) may recruit (from popcenter): Nyvarians, Paladins/Knights of Styx

Regions of the Trading Coasts – The Crown Islands (1), The Diamond Coast (3), The Sword Coast (8), Zamora (10)

- [General for all kingdoms, not specifically granted to a single kingdom when selected as initial region] All popcenters in these regions gain +20% gold above normal
- Fleets in Sea of Forgotten, Endless Sea, Sorrows gain +1 fleets/+1 naval quality
- **The Crown Islands (1)** region: gains Elite ship (random name) for Sea of the Forgotten, Foreknowledge of Quest encounter
- **The Diamond Coast (3)** region: Kingdom receives +20,000 gold in treasury
- **The Sword Coast (8)** region: Kingdom-named brigade in 1st group as Veterans, Foreknowledge of Excellent encounter
- **Zamora (10)** region: gains Elite ship (random name) for The Sorrows, Foreknowledge of Superior encounter
- The Crown Islands (1) may recruit (from popcenter): Northmen, Vikings
- The Diamond Coast (3) may recruit (from popcenter): Northmen, Nyvarians, Vikings
- The Sword Coast (8) may recruit (from popcenter): Mythians, Westmen, Zamorans
- Zamora (10) may recruit (from popcenter): Mythians, Zamorans

The Savage Regions – Zanthia (6), Mythgar (11), The Untamed Lands (12)

- [General for all kingdoms, not specifically granted to a single kingdom when selected as initial region] All mountain popcenters in Zanthia gain +2,000 gold then extra 25% gold/defense. All popcenters in Mythgar gain 1,500 defense. Mythgar has Enigma encounter for a Pwr-2 Wizard. Companion brigades recruited in The Untamed Lands hired at 50% normal cost (both food/gold).
- **Zanthia (6)** region: Companion brigade of highest defense rating available for kingdom in 1st group as Veteran, extra 20,000 gold in treasury, group morale losses due to Suspicious/Hostile are +2 point loss, retreat losses for groups whose kingdom is not in control of the region are x2 due to perilous terrain
- **Mythgar (11)** region: Kingdom-named brigade in 1st group as Regular, companion brigade of highest defense rating available for kingdom in 1st group as Veteran, kingdom's capital defense increased +5,000, group with available slot receives pwr-2 wizard
- **The Untamed Lands (12)** region: Two companion brigades of highest defense rating available for kingdom in 1st group as Regular, gains Black Owl Totem and additional Adept in 1st group
- Zanthia (6) may recruit (from popcenter): Mythians, Westmen
- Mythgar (11) may recruit (from popcenter): Mythians, Zamorans
- The Untamed Lands (12) may recruit (from popcenter): Mythians, Nyvarians, Zamorans

The Free States – Krynn (4), Pellinor (9), Stormgate (13)

- [General for all kingdoms, not specifically granted to a single kingdom when selected as initial region] Stormgate cannot be chosen as starting region however fleets built in Stormgate can be in either The Tempest or Waves of Azure

- **Krynn (4)** region: Two companion brigades of highest defense rating available for kingdom in 1st group as Regular, gains Champion Stallions in its 1st and 2nd group, gains a Whowie Totem in 1st group, two Red Elk Mounts at capital
- **Pellinor (9)** region: +1 Influence, a brigade of Paladins in 1st group as Veteran (Knights of Styx for Evil kingdoms, Wyvern for BL,RD), gains a General in 1st group
- Krynn (4) may recruit (from popcenter): Paladins/Knights of Styx, Westmen
- Pellinor (9) may recruit (from popcenter): Nyvarians, Paladins/Knights of Styx, Zamorans
- Stormgate (13) may recruit (from popcenter): Stormgate Guard

Regional Reaction. Regional reaction level is critical to the success of political measures attempted by a kingdom's emissaries. There are five levels of regional reaction:

- **Loyal** – Highest level of regional reaction that a kingdom may attain. Loyal is only possible if the kingdom has Tight Control in the region (discussed below). Being Loyal makes it tougher for other kingdoms to gain control of the region's popcenters. Groups that end their movement in a region with Loyal reactions receive +3 points of morale.
- **Friendly** – The populace of this region is receptive to most proposals from the kingdom. Kingdom groups in this region gain a slight morale edge (+2 points). A kingdom, which is the enemy of the kingdom controlling the region, cannot become Friendly while the enemy controls the region.
- **Tolerant** – The citizens here regard the kingdom with an open mind, if not an outstretched hand. More challenging to be successful than having Friendly status.
- **Suspicious** – Some acts in the past have damaged the goodwill of the people of this region to the kingdom. Groups with this reaction level receive a -2 point penalty to their morale if the region's controller has the Devout kingdom trait.
- **Hostile** – Numerous significant clashes in ideology and practice have severed the relations of this region to the kingdom. Political actions by the kingdom in the region will meet serious resistance. Groups in a hostile region will lose -3 points of morale unless a Devout kingdom controls it, in which case, they receive -5 point loss.

Regional Influence. A kingdom's percentage control of a region is called its regional influence. The more population centers (cities, towns, villages) that a kingdom controls in the region, the greater is their influence level. There are six levels of regional influence:

- **Tight Control** – Represents 100% control of all the population centers in the region. Allows raising regional reactions to Loyal. Kingdom cannot be denigrated in regions with Tight Control.
- **Control** – Represents 60%-99% control of the region.
- **Substantial** – Represents 36%-59% control of the region.
- **Significant** – Represents 20%-35% control of the region.
- **Minor** – Represents 1%-19% control of the region.
- **Unestablished** – Represents 0% or no population centers under control.

Control. The control of regions is critical to victory and winning the game. When a kingdom gains control of a region, several significant benefits accrue:

- Any population centers which are neutral at the time when control of the region is established will raise the banner of the conquering kingdom, thereby adding their food/gold resources to those available to that monarch (and terminating their neutrality).
- The regional reaction level of the region to the controlling king is improved by one level, but cannot be better than Friendly. This means the king's emissaries will find their missions in that region easier to accomplish. Should the region subsequently be lost, the regional reaction will likewise be reduced by one level (e.g., Friendly changes to Tolerant if the region is lost).
- Controlled regions count towards the victory requirements for that kingdom.
- If the player has a Provincial Governor stationed somewhere in the region when control is established, the Governor will increase his rank to Baron (one Governor only). If there are no Provincial Governors but an Ambassador exists, then the Ambassador will advance to the rank of Provincial Governor. Either advancement is automatic and at no cost to the controlling king.
- Regional Support. All popcenters in a region controlled by the regional controller have 10% added to their defense due to logistical support within the region as well as rural militia joining the defense.

Rule of Law. When gaining control of a region, the kingdom must pay a Rule of Law expenditure to maintain its rulership. Rule of Law requires 10% food and 10% gold production of kingdom-controlled popcenters in each region under control (not including

special areas like a Druid's Grove). Paying for the Rule of Law expenditure occurs after the production and trade stages, but before group consumption so manage kingdom resources accordingly. Failure to pay results in loss of regional reaction (even if Tight Control) and depletes the remaining food/gold from your treasury that was less than required for Rule of Law.



Sage Advice

Deciding which region to take when you start a game is important to many players. Take a closer look at the benefits for Regional Character before deciding where to place your kingdom on the map.

Perhaps, the most important action to take politically is to have Friendly regional relations by issuing Enamor Region (Order #470). Anything else in regional reactions will be a struggle. Hamper other kingdoms from politically invading your region with Denigrate Kingdom (Order #475).

Controlling regions is, of course, the main objective of the game. Lots of benefits and worth it every time when you conquer another region. Control five regions and you win as Rex!

King's Influence

Commands

Spell #370 – Reveal King's Influence

Spell #381 – Conjure Scandal

Spell #386 – Curse

Order #480 – Increase Influence

Spell #481 – Conjure Prestige

Spell #482 – Enhance King's Aura

Order #483 – Entertain the Court

Order #490 – Sell Influence

Order #914 – Learn King's Influence

Every Ruler (King, Queen, Regent, Consul) carries a certain level of political influence, relative to other kings. This influence is **NOT** to be confused with regional influence, which is the percentage of controlling all of the popcenters in a given region.

A Ruler's political influence level will rise and fall during the course of the game. The Ruler's political influence ranges from a minimum of 8 to a maximum of 25. However, raising influence above 20 to reach the maximum of 25 is only possible through special means. Such as, conquering a region that adds a point each time, being on the High Council and voting to increase one's influence level, or by a wizard casting certain spells.

The Ruler's influence level determines the maximum number of commands that the player is able to issue every turn, which is the influence (rounded down) +2. For example, if a Ruler's influence is 15, the player may issue up to 17 orders on the next turn.

The Ruler may undertake certain activities which will increase (or lower) the influence, and some campaign results will also affect the influence level. For example, when a King gains control of a region, or assumes a position in the High Council, his influence increases by one level. Likewise, if he loses a region or his seat on the High Council, his influence decreases by one. If a kingdom's capital is lost, the King will suffer a loss of one level of influence.

The influence level is of major significance in determining the success of a kingdom's emissary activities because the emissary's power, and so his chance of success, is based on the kingdom's influence. The kingdom's influence will never be less than 8. There are certain activities, like selling influence and bestowing a title, that will not be allowed if that action would result in lowering a King's influence below 8. However, a Ruler with minimum influence may hire new emissaries without further reducing his influence.



Sage Advice

Raise your king's influence to 20 with Increase Influence (Order #480). You'll need it to issue orders to all of your emissaries, groups, agents, wizards, etc., especially in the latter stages of the game. The easiest way of raising a 20 influence to the max 25 is by wizards casting Conjure Prestige (Spell #481) and Enhance King's Aura (Spell #482) as well as having your Fool Entertain the Court (Order #483).

Political Emissaries

Commands

Spell #301 – Ward

Spell #305 – Sleep

Spell #308 – Augment Title

Order #310 – Maintain Status Quo

Order #315 – Stir Unrest

Order #320 – Rebel Popcenter

Order #330 – Usurp Popcenter

Spell #349 – Conceal Emissary

Order #350 – Move Emissary (also Agent, High Priestess)

Order #355 – Relocate Capital

Order #385 – Escape From Prison

Order #430 – Execute Hostages

Order #440 – Declare Ally/Enemy

Order #455 – Create Sanctuary

Order #495 – Alternate Capital

Order #510 – Hire New Figure (Emissary, Agent, Noble Maiden)

Political emissaries are powerful nobles of the kingdom who actively pursue numerous objectives. They may only be located in population centers (never in the wild, which is an area without a population center). They perform missions in the current population center that they are located within.

The most common activities of emissaries are to Rebel Popcenter (Order #320) that pops a population center neutral and easier to gain control, Usurp Popcenter (Order #330) that claims the popcenter, and Status Quo (Order #310) which makes the popcenter more difficult for foreign emissaries to wrest control.

Sole Action. An emissary may undertake only one mission (ordered action) per turn.

Movement. Political figures (not the King/Queen/Regent) may be issued Move Emissary (Order #350) to relocate to another population center within their movement range, the default of which is **7 map areas**. This range may be increased by traits such as Riders (8 areas) and Flight (9 areas), or by artifacts like Red Elk Mount (10 areas).

Emissaries, including Agents and High Priestesses, may only move to and reside within a population center. If attempt is made to move to a non-population center map area, the figure will return to its starting location.

Since a Ruler always resides at the capital, moving a Ruler (King/Queen/Regent) to another population center counts as actually moving the capital with Relocate Capital (Order #355).

Keep in mind that the presence of a non-allied group (except patrols, ambushing, or invisible groups) at the destination population center will prevent the relocation effort of the figure, and the figure will return to its starting location.

An emissary attempting to relocate out of a population center while an enemy group is laying siege to it, assumes a 30% risk of being captured by soldiers of the sieging group. The risk is 50% if the siege is by a kingdom with the Siege Engineering trait.

Ruler. The Ruler (King, Queen, Regent, Consul) is a very special type of emissary. Although the ruler may not undertake the missions of political emissaries such as rebelling or usurping a popcenter, there are other commands that only the ruler may perform.

Actions such as to Enamor Regional Reactions (Order #470) that improves the chances of success with all political actions. Denigrate Regional Reactions (Order #475) that lowers another kingdom's regional reactions making it more difficult for them to conduct political actions. Increase Influence (Order #480) that adds one to the kingdom's influence.

Other commands such as Declare Enemy/Ally (Order #440), do not count as the sole order for the ruler, allowing the ruler to be given another order in the turn.

Fool. The Fool is a very limited emissary with only a single purpose: to increase the King's Influence. A Fool is always located at the capital (cannot relocate) and may only be issued a single command: Entertain the Court (Order #483). If successful, the Fool will raise influence from 0.1 to 0.3 points. If the Fool is captured, allegiance changes to the capturing kingdom (not become a prisoner). A Fool may only be hired if a kingdom has no existing Fool at the capital, but with the possible captures from military conquests, a kingdom may have more than one Fool. A Fool may not become Regent upon succession.

Rank. Emissaries have titles which indicate their respective power and cost to the kingdom of utilizing them. The costs are not for payment of the emissary alone, but for maintenance of his staff, bodyguards, cost of circulating propaganda, etc.

- The *rank* represents the value and effectiveness of the emissary to perform political actions.
- The *power* of an emissary is dependent on the king's influence (described above) and their rank. This power is expressed as a percentage of the king's influence.
- The *gold cost* is incurred whenever the emissary is ordered to perform an action, but not when the emissary is idle.

RANK	POWER	GOLD COST
Prince	80%	6,000
Duke	70%	5,000
Count	60%	4,000
Baron	50%	3,000
Provincial Governor	30%	2,000
Ambassador	20%	1,000
Fool	N/A	N/A

The power rating is of great importance in determining the opportunity for success in political missions. Some missions are always successful to the extent of the emissary's power, such as maintaining the status quo at a popcenter.

Other major factors in determining the success or failure of a political emissary include the regional reaction, the size of the population center (city/town/village; cities are more difficult to acquire), and the population center's ownership status (if another kingdom controls it, or if the popcenter is neutral).

There is a player's aid on our Help Guides page which estimates the chances of success in a political mission to Incite Rebellion (Order #320), or Usurp Control (Order #330) that considers a number of factors. Use this tool as a guide if needed.

Prisoners. Political emissaries that fail badly in an attempt to gain control, or cause rebellion, in a population center may be incarcerated by the guards (even in neutral population centers). For example, if a Provincial Governor attempted to gain control of a neutral city in a Hostile region, he would likely be incarcerated. If the population center was instead a town, he may not be arrested, but would in all likelihood, fail in his efforts. On the other hand, if the regional reaction was Friendly, or if the emissary was of higher ranking, the attempt may be successful.

Political emissaries who are incarcerated are prisoners and are unavailable to receive further orders until they are rescued or ransomed back. Political emissaries are also susceptible to capture when a non-allied kingdom group conquers the population center. There is normally a 50% chance of capture in such cases.

Royal Succession (Regent)

In the unfortunate event of the demise or capture of a Ruler, a royal successor will be named to assume control of the kingdom. The highest-ranking political emissary in the kingdom will be named Regent and relocate to the capital (distance not relevant and at no cost). The Regent will act in all matters as the Ruler formally did. Whenever a Regent

assumes control of the kingdom, influence will be reduced that is somewhat proportional to the emissary's former rank.

For example, a kingdom with a Prince or Princess that becomes Regent may suffer only a single point of influence loss, but without one, the loss may be three. The resulting influence level will be no less than eight. In the event a Regent was named due to the capture of a King, and the King is subsequently returned, the Regent will resume his former rank, and the King may recover some of the influence that was lost.

Immortality

Only rulers and special figures (Kings, Queens, Regents, Consuls, Demon Princes) may become Immortal. Some kingdoms are naturally immortal and start the game as the undying eternal (e.g., Fairy Queen). Rulers of other kingdoms may only become Immortal by reading a magical *Scroll of Immortality* (c.f. Spell #525 Create Magic Item).

An Immortal figure is designated with a special indicator on the kingdom turn report:

<div><i>Activities of the Royal Court</i></div>		
<i>Title</i>	<i>Name</i>	<i>Base & Mission</i>
King	Ebanon	The Demon Princes Town at SA in Zamora. Awaiting further orders.
Demon Prince	Asmodeus ETERNAL	The Demon Princes Town at SA in Zamora. In a howling storm summoned skeletons.
Demon Princess	Bahgtru ETERNAL	The Demon Princes Town at SA in Zamora. In a howling storm summoned skeletons.
Demon Prince	Levistus ETERNAL	The Demon Princes Town at WI in Zamora. Cast a powerful sleep spell.
Prince	Gynor Rono	The Demon Princes Town at SA in Zamora. Awaiting further orders.
Prince	Rom Agaton	The Demon Princes Town at SA in Zamora. Awaiting further orders.

The powers of Immortals are:

- Immortality provides the primary benefit of being immune to agent assassinations.

- An Immortal may be kidnapped, though they cannot be executed as a prisoner. Any escape attempt by an Immortal is always successful, due to a guard being infatuated by the legendary figure.
- An Immortal knows when another kingdom has attempted to enamor a region that he is substantial or better.
- An Immortal knows who sent a raven, agent recon, or scry (artifact or falconry) to a kingdom-controlled pop center.
- An Immortal's majestic presence allows wizards in their kingdoms to exceed their max assured limit by two levels.
- An Immortal has a higher chance of escaping capture by an opposing military group when their capital falls (similar to a Secret Passages building effect).

Item Indicators

A special indicator may be shown near a figure's name on the kingdom turn report if it has ownership of a particular artifact or is under a spell effect:

INDICATOR	EFFECT
Crown	Ruler (King, Queen, Regent, Consul) has Crown of Anzu
Staff	Ruler has Staff of Disdain or Staff of Great Orator
Saves	Figure has Smoke Mojo
Dagger	Agent/Fanatic has Ancient Annihilator, Demon Bane, Demon Death, or Ruler Eliminator
Enchanted Weapon	Agent/Fanatic has Weapon-classed artifact
Boosted	Agent/Fanatic has Ring of Invisibility
Disguised	Figure has Cloak of Disguise
Guarded	Figure has Guardian Talisman
Hidden	Figure has Mist Talisman
Gate	Figure has Onyx Amulet
Mounted	Figure has Red Elk Mount
Protected	Figure has Amulet of Protection or Ring of Protection

Concealed	Figure is affected by a Conceal Emissary spell
Slept	Figure is affected by a Sleep spell
Warded	Figure is affected by a Ward spell
Blessed	Figure is affected by a High Priestess Bless spell

These indicators may help some players know which figure has an appropriate item for their class (e.g., ruler must possess a magical staff to activate its powers). Also, if your agent/fanatic does not have the Enchanted Weapon indicator next to their name, they won't be able to assassinate an undead figure (nazgul, wraith, lich).



Sage Advice

Rebelling a population center is important before attempting an usurp for success. If a high-ranking emissary is used and your influence is great enough, you may want to consider using a single emissary to usurp a popcenter without rebelling it. Check the player aid tool of estimating your chances of success with a single emissary.

To boost your chances of rebelling or usurping a popcenter, consider Stir Unrest (Order #315) with another emissary to aid the effort.

Wizards casting Conceal Emissary (Spell #349) will make your emissaries invisible and undetectable when you move them into enemy popcenters. Always nice to have an unsuspecting and surprise attack against a foe.

To prevent other kingdoms from gaining control of your popcenters, consider casting Sleep (Spell #205), which incapacitates them for the turn. To protect your emissaries from being slept or kidnapped, cast Ward (Spell #301).

Consider issuing Execute Hostages (Order #430) to eliminate prisoners if you are worried that they may escape back to their original kingdoms. Or, set an agent on guard prisoner duty to prevent their escape.

An important order for a player to consider is Sanctuary (Order #455). A sanctuary is a special location on the map for the royals to escape if the kingdom's last population center is conquered by enemy forces (prevents your kingdom from being eliminated in the game).

Agents

Commands

Order # 53 – Guard (Emissary, High Priestess, Agent)
Order # 54 – Counter-Espionage (everything else)
Spell #211 – Dire Wolf Familiar
Order #299 – Guard Prisoners
Order #500 – Train Agent
Order #615 – Poison Food
Order #691 – Trail Group (pre-movement)
Order #692 – Learn Group Morale/Attrition
Spell #887 – Eagle Familiar
Spell #888 – Raven Familiar
Order #900 – Bribe Emissary
Order #910 – Transfer Artifact
Order #930 – Sabotage Popcenter
Spell #933 – Imp Familiar (Level 7 Assassin For Emissary)
Order #935 – Sabotage Seapower
Order #940 – Assassinate Figure
Spell #941 – Summon Demon (Level 14 Assassin For Emissary)
Spell #942 – Summon High Demon (Level 12 Assassin For Emissary/Leader/Wizard)
Order #945 – Assassinate Leader/Wizard
Order #950 – Rescue Hostage
Order #955 – Kidnap Figure
Order #960 – Steal Artifact
Order #965 – Steal Food-Gold-Mithril
Order #970 – Recon Area
Order #971 – Trail Group (post-movement)
Order #975 – Recon Seapower
Order #976 – Search For Popcenters
Order #977 – Search For Groups
Order #978 – Search For Encounters
Order #979 – Advanced Search (Popcenters, Groups, Encounters)

Agents and fanatics share the same types of missions. Fanatics are agents who are more determined to carry out their orders, even if it is at great risk to their personal well-being. In game terms, this means that a fanatic of the same level as an agent will have a 10% greater chance of successfully carrying out a mission, but that comes with a 10% greater chance of being caught.

Mission Cost. It typically costs 500 gold per agent level for a mission.

Sole Action. Each agent may undertake only a single mission per turn as their sole action.

Agent Success Rate. Each agent level implies a 5% chance for success (e.g., Level 4 agent has 20% success). On any given mission, regardless whether it is an offensive or defensive action, there is a **maximum success rate of 97%, and a minimum of 3%.**

Countermeasures. Agents and fanatics are able to perform defensive countermeasures to protect a kingdom's assets from being subject to enemy agents.

To protect your figures (emissary, priestess, agent) from being assassinated, kidnapped, or artifact stolen from the figure, issue **Guard** (Order #53). Guard may protect up to two figures at the same population center. This command affords the defending agent an additional **+20% bonus.**

To protect a population center, group, seapower, artifacts, or greater than two figures at a population center, issue **Counter-Espionage** (Order #54). This affords the defending agent an additional **+5% bonus.**

The success rate for guard is a base 20% plus agent level x 5% that is subtracted from the foreign agent's chances of success. The success rate for counter-espionage is a base 5% plus agent level x 5% that is subtracted from the foreign agent's chances of success.

There is an additional bonus for agents/fanatics who perform missions at their current location, so if performing counter-espionage on the current popcenter where the agent is located, add an additional +10% "home" bonus to his chances of success.

For example, suppose a Level 6 agent is performing countermeasures on a popcenter to protect it from being sabotaged by a Level 10 foreign agent. The foreign agent has a 60% success rate (Level 10 x 5% + 10% base for sabotage missions) – 35% countermeasures (Level 6 x 5% + 5% base for countermeasures) = 25% chance of a successful sabotage.

Countermeasures also factors in the chances of capturing foreign agents. Continuing with the above example, suppose the foreign agent failed with his 25% chance of sabotaging the popcenter. For all failed missions, it is checked if the foreign agent is captured by the guards on duty. [Note: This check is **always** performed, not just when there's an agent performing countermeasures however, having an agent on countermeasures increases the chances of capturing foreign agents.]

The capture rate of a failed sabotage popcenter mission is -30% (20% base capture rate for failed sabotage missions - Level 10 x 5%) + 35% countermeasures (Level 6 x 5% + 5% base for countermeasures) = 5% chance of capturing the foreign agent who failed at his sabotage mission. If no agent was on countermeasures, the chance of capturing the foreign agent would be the minimum 3%.

Countermeasures also carries a chance that the defending agent on counter-espionage duty may die in the effort of protecting the asset, if the foreign agent was successful in his mission. Base chance of a defending agent dying is 20% (30% for fanatics). So, in the above example, if the Level 6 agent failed at preventing the Level 10 foreign agent from successfully sabotaging the popcenter, the defending agent has a 3% chance of dying (20% base death rate for failing to prevent foreign agent in mission – Level 6 x 5% + 5% base for countermeasures) = -15%, or 3% minimum.

Reveal Kingdom. Agents if caught may reveal their kingdom information to the other kingdom, which is contrary to conducting a secretive mission. Fanatics however will never reveal their kingdom if caught (agents reveal information 50% of the time). Agents and fanatics that are not captured on failed missions will escape “underground” and remain at the popcenter instead of relocating to the capital.

Death. Agents above 6th level will not be killed when captured on most missions. Instead, the agent is reduced by 6 levels. However, for the more dangerous missions, such as assassinating a high-ranking Prince or Power-5+ wizard, the agent will be killed due to more stringent measures by the elite guards on hand.

Level. Agents and fanatics undertake various covert missions such as reconnaissance, sabotage, assassinations, kidnappings, etc. Whenever an agent is successful in a mission other than reconnaissance, he will advance one level of experience until he reaches his maximum level. While it is possible that an agent is at risk of being captured/killed more than once a turn (by multiple defending agents on counter-espionage), the issuing agent is only allowed to be raised once in level for a successful covert operation.

Recon. When on a reconnaissance or trail group mission, an agent of higher levels has the advantage of revealing detailed information of a military group:

- An agent/fanatic of level 4 or higher will see through a **Masked** group to reveal its true size when reconning the group
- An agent/fanatic of level 7 or higher will discover a group who is in **Ambush**
- An agent/fanatic of level 10 or higher will detect the presence of an **Invisible** group

Base Success/Capture Rates. Each mission has its own success/failure rate which may differ from the other commands. The following are the success/capture rates for the mission base itself (then add/subtract the agent’s level for the mission). The “danger” column represents whether the mission is considered to be high-risk and dangerous that will cause the agent’s death for failed missions rather than losing 6 levels.

ASSASSINATION			
MISSION	SUCCESS	CAPTURE	DANGER
King/Queen/Regent/ Consul/Demon Prince	-25%	90%	Yes (death if fail)
Prince	-20%	75%	Yes
Duke	-10%	65%	No
Count	-5%	50%	No
Baron	0%	45%	No
Provincial Governor	15%	40%	No
Ambassador	20%	35%	No
Fool	10%	70%	No
High Priestess	0%	70%	No
Noble Maiden	15%	55%	No
Agent	45% - Victim Level x 5%	10% + Victim Level x 5%	No
Fanatic	40% - Victim Level x 5%	5% + Victim Level x 5%	No
Warlord	5%	75%	Yes
Lord Commander	10%	72%	No
Grand Marshal	15%	70%	No
Marshal	15%	65%	No
Commander	20%	60%	No
Major General	20%	55%	No
General	20%	50%	No
Captain Major	30%	45%	No
Captain	30%	40%	No
Centurion	30%	35%	No
Wizard	0% - Wizard Level x 5%	60% + Wizard Level x 5%	Yes (Power-5+)
Adept	5%	45%	No

KIDNAPPING			
MISSION	SUCCESS	CAPTURE	DANGER
King/Queen/Regent/ Consul/Demon Prince	-15%	80%	Yes (death if fail)
Prince	-10%	65%	Yes
Duke	0%	55%	No

Count	5%	40%	No
Baron	10%	35%	No
Provincial Governor	25%	30%	No
Ambassador	30%	25%	No
Fool	15%	60%	No
High Priestess	5%	60%	No
Noble Maiden	20%	50%	No
Agent	55% - Victim Level x 5%	0% + Victim Level x 5%	No
Fanatic	50% - Victim Level x 5%	5% + Victim Level x 5%	No

BRIBERY			
MISSION	SUCCESS	CAPTURE	DANGER
King/Queen/Regent/Consul (+10,000 gold)	10%	50%	No
Demon Prince (+6,000 gold)	10%	45%	No
Prince (+6,000 gold)	10%	45%	No
Duke (+5,000 gold)	10%	40%	No
Count (+4,000 gold)	10%	35%	No
Baron (+3,000 gold)	10%	30%	No
Provincial Governor (+2,000 gold)	10%	25%	No
Ambassador (+1,000 gold)	10%	20%	No

RESCUE HOSTAGE/PRISONER			
MISSION	SUCCESS	CAPTURE	DANGER
Any Figure	15%	5%	No

SABOTAGE			
MISSION	SUCCESS	CAPTURE	DANGER
Food/Gold/Defenses	10%	20%	No

Seapower/Elite Ship	10%	20%	No
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STEAL			
MISSION	SUCCESS	CAPTURE	DANGER
Food/Gold/Mithril	10%	20%	No
Artifact (Kingdom)	-20%	25%	No
Artifact (Wild, Fine)	-30%	35%	No
Artifact (Wild, Excellent)	-45%	50%	No

RECONNAISSANCE			
MISSION	SUCCESS	CAPTURE	DANGER
Any Map Area/Trail Group	90%	-5%	No
Seapower	(Automatic)	N/A	N/A
Search for PC/Group/Encounter	(Automatic)	N/A	N/A



Sage Advice

When attempting to assassinate or kidnap a figure, have one of your wizards cast Sleep (Spell #305) upon them, which adds +15% bonus to the chances of success.

If you need to protect a figure (emissary, priestess, agent) from foreign agents, have a wizard cast Ward (Spell #301), which is -20% from the foreign agent's chances of success. Even better is a High Priestess casting Bless (Order #302), which is -40% from the foreign agent's mission. Also, certain artifacts may afford some protection as well.

Protect the leaders and wizards in your military groups by performing Counter-Espionage (Order #54) on your group. This also provides protection from enemy agents trying to poison your troops' food supply (Order #615).

Fanatics fare better at defensive countermeasures due to their +10% success rate bonus, which gets added onto their chances of preventing/capturing foreign agents.

Consider stationing your agents/fanatics at other kingdom popcenters to keep them from view. If you keep all of your guys at your kingdom-controlled popcenters, your enemy only has to recon them and know where all of your agents are located (and easy prey to sleep/kidnap). Keep your foe guessing for your operations to remain covert if possible. Just be aware of the agent's 7 area range.

A useful agent order is to perform Trail Group (Order #691) on your own group. This will provide a reconnaissance of the destination area wherever you move the group. Very useful to get recon information if another group happened to intercept yours.

If you don't wish to endanger your own agents on certain high-risk missions, have your wizards cast Summon Imp (Spell #933), or one of the Summon Demons (Spells #941, 942) to assassinate others. They're demonic, they'll love it!

If your agents were successful with Kidnap (Order #955), consider having a low-level agent perform Guard Prisoners (Order #299) to prevent those hostages from escaping.

If your kingdom is low in resources (or just wish to level your agent with an easy mission), consider sending an agent to Steal Food-Gold-Mithril (Order #965). Keep in mind that you cannot steal from a human- or neutral-owned population center. Also, it's not a good idea to steal food from a city, which has a negative food balance.

High Priestess

Commands

Order # 86 – Summon Avenging Angel

Order #302 – Bless

Order #509 – Test For The Gift

Order #750 – Divine Popcenters

Order #755 – Divine Seapower

Order #765 – Divine Regional Reactions

Order #775 – Summon Lesser Angel

Order #780 – Convert Agent

Order #790 – Divine Artifact Name

Order #793 – Heal Troops

Order #795 – Divine Artifact Location

Order #857 – Divine Military Groups

The High Priestess is a divine figure. She represents the Ruler's fragile contact with his conception of the powers from beyond. Through utilization of the High Priestess, a King may learn many things which might remain shrouded in mystery without her help.

These include the locations of population centers on the map, foreign groups within a region, artifact locations, and other useful information. She can heal a group's attrition, and for those kingdoms with the Devout trait, also summon angels to her service.

In order to acquire a High Priestess, the following must be accomplished:

1. Build a Temple (Order #611) at a kingdom-controlled city or town
2. Hire a Noble Maiden (Order #510) at that location
3. Issue the Noble Maiden a Test for the Gift (Order #509)

If the Maiden fails her Test, she may attempt again on a subsequent turn. Once successful, the Noble Maiden is transformed into a High Priestess with the full powers of divination.

Performing a divination or other actions takes a toll on the High Priestess' health:

- **Good** – may perform any action, lowers to Weary as a result
- **Weary** – if no action is taken then improves to Good the following turn, if undertaking an action then there is a 50% chance of becoming Exhausted
- **Exhausted** – no action may be performed, health becomes Weary the end of the following turn

If a High Priestesses is captured, allegiance changes to the capturing kingdom (not become a prisoner). A High Priestess may not perform any divinations until turn 4 at the earliest, even for a Devout kingdom that begins with a Temple in place.



Sage Advice

It may be easier and faster to have a High Priestess cast Divine Popcenters (Order #750) rather than have a bunch of agents searching for popcenters in regions.

To protect figures, have a High Priestess cast Bless (Order #302), which is a more powerful version than a wizard's Ward (Spell #301).

To improve food and gold production, have a High Priestess cast Summon Lesser Angel (Order #775), which increases production especially if done multiple times.

The best manner of locating invisible and teleporting groups by high-level wizards of opposing kingdoms is to have a High Priestess cast Divine Military Groups (Order #857) every turn.

Groups

Commands

Spell # 88 – Instant Summon Phantasmal Forces
Spell # 93 – Instant Summon Phantoms
Order #194 – Wintering Group
Order #225 – Do Not Feed
Order #230 – Do Not Pay
Order #235 – Reorganize Troops
Order #238 – Morale Bonus
Order #511 – Hire New Figure (Leader, Wizard)
Order #550 – Train Troops
Order #560 – Recruit Troops (Popcenter)
Order #565 – Recruit Troops (Companion)
Order #605 – Equip Forged Item
Order #699 – Transfer Inactive (pre-movement)
Order #700 – Transfer Troops
Order #701 – Transfer Figures
Order #702 – Transfer Inactive (pre-movement)
Order #710 – Sea Movement
Order #715 – Sea Movement (PC Search)
Spell #718 – Speed
Order #720 – Land Movement
Order #725 – Land Movement (PC Search)
Order #730 – Set Ambush
Order #731 – Pursue Group
Order #732 – Intercept Group
Order #735 – Pursue Group (post-intercept)
Order #740 – Combine Groups
Order #741 – Transfer Troops (post-movement)
Order #742 – Transfer Figures (post-movement)
Order #743 – Transfer Inactive (post-movement)
Order #744 – Combine Groups
Order #745 – Rest Troops
Spell #778 – Protection Vs. Regional Effect
Spell #779 – Dispel Regional Effect
Spell #781 – Cold Darkness (Regional Effect)
Spell #782 – Blinding Light (Regional Effect)
Spell #783 – Demonic Visions (Regional Effect)
Spell #815 – Heal
Spell #821 – Lesser Masking
Spell #822 – Greater Masking
Spell #836 – Teleport Patrol

Spell #843 – Invisible Patrol
Spell #845 – Invisible Brigade
Spell #846 – Invisible Division
Spell #847 – Invisible Army
Spell #850 – Teleport Brigade
Spell #851 – Teleport Division
Spell #852 – Teleport Army
Spell #853 – Teleport Army Group
Spell #858 – Unveil Group Locations
Spell #860 – Summon Minotaurs
Spell #861 – Summon Skeletons
Spell #862 – Summon Ghouls
Spell #863 – Summon Wights
Spell #864 – Summon Specters
Spell #865 – Summon Rock Golems
Spell #866 – Summon Mummies
Spell #867 – Summon Iron Golem
Spell #868 – Summon Air Elemental
Spell #869 – Summon Earth Elemental
Spell #872 – Summon Fire Elemental
Spell #873 – Summon Water Elemental
Spell #875 – Sacrifice
Spell #877 – Transform To Nazgul
Spell #882 – Project Image Of Group
Spell #890 – Summon Monster I (Troglodyte)
Spell #891 – Summon Monster II (Gnoll)
Spell #892 – Summon Monster III (Owlbear)
Spell #893 – Summon Monster IV (Gargoyle)
Spell #894 – Summon Monster V (Manticore)
Spell #895 – Summon Monster VI (Ettin)
Spell #896 – Summon Monster VII (Umber Hulk)
Spell #897 – Summon Monster VIII (Gelatinous Cube)
Spell #898 – Summon Monster IX (Shambling Mound)
Spell #899 – Summon Pit Fiend

Groups represent the military arm of the kingdom. A kingdom typically has four groups available, but certain kingdoms may have more.

Groups are not considered to be within a population center, nor are they protected by a population center's fortifications. Population centers have their own garrisons and defensive measures. The importance of this is that **enemy groups must first defeat the defending group in the area** before they may attempt to conquer the popcenter. If the defending group does not retreat (or is not completely defeated/destroyed in battle),

then the enemy group may not perform an action against the popcenter since it is considered that the defending force had successfully repelled the attack.

For troops, Alamaze has more than 60 different brigade types. Each has a separate combat value for every attack phase of battle, including storming a population center. The composition of a brigade consists of having missile troops (both long- and short-range), cavalry capable of charging, and infantry troops that engage in melee. The composition of a group's forces greatly impacts the battle between two forces.

Size. Typically, when one of your groups encounters another group, the exact number of brigades comprising the foreign group will not be revealed. This represents the fog of war and takes into consideration the commander's desire not to reveal his hand to a potential enemy. Instead, a group's scouts will report the group to be one of the following:

- **Inactive.** An inactive group has no troops, leaders, or wizards. Inactive groups may be activated in the same area of another group. This is achieved by transferring brigades of troops, leaders, and/or wizards to the inactive group. Groups become inactive when all assets they possess are transferred to another group, or if the group is completely destroyed in combat. Inactive groups are always located at the capital, and may become the recipient of troop reinforcements.
- **Patrol.** This is a scout party consisting of at least one leader or wizard and perhaps a dozen warriors. Patrols cannot attack or be attacked by other groups. Patrols may move, combine with other groups, recruit troops, perform reconnaissance, etc., however, patrols are unable to block the movement of non-allied emissaries moving into a popcenter.
- **Brigade.** A group reported as brigade-size may contain one or two brigades of troops. Brigades may be comprised of a number of troops that are dissimilar with other kingdoms. For example, a Red Dragon brigade may only consist of 5 dragons, whereas a Goblin brigade may consist of 3,000 goblins.
- **Division.** A division-sized group will consist of three to five brigades.
- **Army.** An army may be comprised of six to ten brigades.
- **Army Group.** An army group-sized force is greater than ten brigades.

Status. A group's status represents a possible condition that should be considered:

- **Normal.** A group with a normal status represents that there are no special considerations associated with the group.

- **Masked.** A masked group may disguise its size from others by employing magic or some other means to prevent awareness. Preventing another kingdom from knowing relevant information about the combat forces may be useful in battle. Groups that are masked will not display its size, leaders, or wizards to other kingdoms (only the group ID and location is known). Masked groups may be revealed however, by a level 4+ agent on recon.
- **Ambushing.** An ambushing group is completely hidden from view from another kingdom. Groups with 5 brigades or less may lie in wait to ambush an unsuspecting foreign group. Ambushing groups may be detected by a level 7+ agent on recon.
- **Invisible.** An invisible group is completely hidden from another kingdom. Invisibility status is achieved through a wizard spell or at a popcenter with a Glyph of Concealment (bestows invisibility). Invisible groups may be detected by a level 10+ agent (deduced from troop debris and other indications in the area). Warlords and Power-5+ wizards will automatically detect a "shimmering" if an invisible group is in their area, but will not be able to identify the specific group or its contents.

An important advantage of a group being in ambush or invisible is that a surprise attack may be performed upon a foreign group without their knowledge. Surprise attacks inflict greater damage in combat. However, being in ambush or invisible does **NOT** guarantee that a surprise attack is inevitable since it would be unknown if the other player became aware of the hidden group by some means (e.g., True Seeing spell or by a High Priestess' divination of the group's location).

Movement

Groups have 20 movement points to expend (unless forced march which is 25 points), and patrols with only leaders/wizards may move 25 points. Movement points are consumed each time an area is entered, in amounts dependent on terrain as described on the movement capabilities chart. The cost for terrain is listed on the kingdom setup that players receive when the game starts.

Movement points cannot be "saved" nor transferred to another group. Each group may be given only one movement order per turn. Movement must be from an area to an adjacent area. Groups may move from area to adjacent area until their movement allowance is exhausted. Groups can move vertically, horizontally, or diagonally on the map.

Players should realize that although groups may end their movement in the same area as a population center (and they need to do so in order to attack it, recruit from it, and perform other functions), they never end their turn inside the "walls" of the population

center itself. So, a population center's fortifications provide **no benefit** for reducing damage received by their groups in combat.

Forced March. A group with morale of at least 100 may be ordered to forced march. Through forced marching, a group may expend up to 25 movement points, rather than the normal limitation of 20. Forced marching will lower the group's morale by 7 points. Also, forced marching will automatically occur if a group is ordered to move upon the map that would cause it to exceed its 20-point standard capability. The group will complete the movement to the specified destination as a forced march. Groups with morale below 100 may not force march.

Population Center Detection. On the kingdom turn report, a group will automatically report any population centers that it passed during movement. Players have the option of selecting a movement order that orders the group to stop movement in an area with a population center.

Intercept. A group may intercept (Order #732) another group if it is within range of the kingdom's intercept radius (listed on the kingdom setup). The average intercept radius is 3 map areas. This order is useful for defending one's region from invading forces. Patrol-sized groups may only intercept other patrols. Ambushing or invisible groups will not be intercepted by another group.

Sea Travel. In order to execute movement over water, a sea traveling order must be issued to the group which alerts the kingdom's navy to transport the group with its fleets. If the sea movement order is not used, the group will end its movement in the last area entered before a sea area is encountered. Leaving a sea area (at the start of a movement) also requires a sea movement order even though the final destination may be a land area.

The player must have sufficient seapower (number of fleets must equal or exceed the number of brigades in group) in the particular sea to be crossed to facilitate the transport. The fleets may be used **any number of times** by one or more groups on the same turn as long as the number of fleets meets or exceeds the number of brigades in the group.

The exception to the requirement of using a sea movement order whenever traveling across water areas are for groups with the flying ability (e.g., Dragons, Fairy Folk, others). Groups with flight may travel over sea areas and should use normal land movement orders, not sea movement orders. They do not require ships and will not be interdicted by sea patrols.

Flying. Flying troops may be available for a kingdom through the Recruit Companions (Order #565), or by magical summoning (Spells #860-899). All flying groups, either as natural flyers like Dragons or groups enhanced with special brigades/artifacts that bestow flying capabilities, are considered flying at all times. When specifying the group's

movement, all terrain costs are calculated as normally in your movement order (including when flying over water areas).

However, flying groups whether they are all-natural flyers (e.g., all brigades of Griffons) or non-natural flyers (ground-based troops that gain flying by acquiring an artifact or by recruiting Giant Eagles) are checked throughout the turn if their situation changes.

Flying status may be lost if the group no longer meets certain criteria such as losing division-sized status required by certain artifacts due to transferring troops between groups, combining groups together, or gaining additional troops through battle as what may occur with special troops like Zombies that eat the dead and grow in number. Or, Lycanthrope that spreads among the injured on the battlefield and the group acquires new Lycan brigades. Another possibility to consider is if the group will receive troop reinforcements, which occurs at certain intervals throughout the game. So, even though a ground-based, non-natural flying group may start the turn as a flyer, its status may change throughout the course of the game.

Natural flyers are: Black/Red Dragons, Great Bats, Phoenixes, Specters, and Wyverns, as well as the new troop types of Air Elementals, Beholders, Chimeras, Cockatrices, Fairy Folk, Gargoyles, Giant Eagles, Griffons, Manticores, Mephits, Pixies, Rocs, and Sprites. Giant Eagles and Rocs are the only natural flyers capable of bestowing flight to ground-based troops. Artifacts that are capable of bestowing flight to others are: Great Red Bats of the Lost Caves, Green Dragon Mates, and the Last Herd of Winged Stallions.

If a group consists of only natural-flyers or ground-based troops that become capable of flying, the following flight bonuses apply:

- +20% attack bonus vs popcenters (i.e., fly over walls)
- Immunity to Earthquake, Flash Flood, and Wall of Flame spells
- Patrol-sized groups have 32 (rather than 20) movement points
- May fly over water without a naval fleet being involved (may finish movement upon a water area)
- Automatically performs a reconnaissance of the group's location as a level 1 agent
- A flying group may not be Flanked in battle (a special attack maneuver that certain kingdoms may perform)

Recruiting

A kingdom may strengthen and increase their military forces by recruiting additional troops. This may be accomplished by recruiting from population centers or in the “wild” (which is a map area without a popcenter). Wizards provide a third manner of summoning troops with their magical spells.

Recruiting Human Troops from Popcenters. A kingdom is capable of recruiting human troops from population centers under their kingdom’s control if the popcenter has at least a 13,000 census. The available human troops that may be recruited varies by region on the map. The kingdom setup file, that players receive when the game starts, displays which human recruits are possible by region. [Note: Black Dragon and Red Dragon kingdoms are not permitted to recruit humans from population centers; they instead recruit Wyverns from the wild]

If a group is located at an appropriate kingdom-owned population center (city or town, not village), issue Order #560 to recruit a brigade of the specified troop type. Additional brigades may be recruited with each order issued; however, a third brigade recruited will cause the population center to rebel and become neutral (no longer kingdom-owned).

Recruited human troops begin at the Green experience level (described below). Green brigades may be trained at a kingdom-owned population center with Order #550 to raise their level to be Regular experience.

Every time a brigade of troops is recruited at a population center, it has the effect of lowering the popcenter’s census by 3,000. If the census is reduced below the 13,000 threshold, no further recruiting is possible at that location.

Troops may be recruited into any group, including an inactive group (always at capital), if the popcenter’s census allows it.

Recruiting Companion Troops from the Wild. Companions are troops that may be recruited from the wild (no popcenter at the map area). Unlike recruiting human troops from a population center, all kingdoms may only recruit a max of 3 brigades of Companion troops per turn. The kingdom setup report lists which Companions are possible for the kingdom, and in what terrain. The group must be in the appropriate terrain listed for that given Companion, or the recruiting effort will fail.

Wizard Summoning Troops from the Wild. Summoning troops from the wild are a specialty that may only be attained by a wizard of the appropriate level in successfully casting the summoning spell. The types of summoned creatures vary widely in nature; from feeble Skeletons to majestic Iron Golems.

Reinforcements. Reinforcements are additional kingdom-named brigades that arrive at the kingdom's capital every 5-turns (turns 5, 10, 15, etc.). A group must be located at the kingdom's capital in order to receive the scheduled reinforcements (may be an Inactive group), or the additional troops are lost. The number of reinforcements received at each interval is listed on the kingdom setup. Reinforcements require food and gold on the turns that they arrive, so plan accordingly.

Brigade Experience. Every brigade in a group has its own experience level, which determines the level of effectiveness of the troops in battle. Brigades gain experience by successfully defeating opponents, either conquering population centers or another kingdom's forces. Certain military-style traits may improve the chances of increasing the troop's experience in battle.

LEVEL	EFFECT
Elite	Fights at 175% combat value
Veteran	Fights at 125% combat value
Regular	Fights at 100% combat value
Green	Fights at 75% combat value

Green recruits may be trained at a kingdom-owned popcenter through Train Recruits (Order #550), in which they achieve Regular status and improved effectiveness in battle.

Terrain Effects. The terrain on the map where combat takes place is a factor in battle. Certain troop compositions have a reduced effect during combat. When groups attack population centers, the terrain is ignored. Instead, the effectiveness of the group is shown on the Population Center row of the table below.

TERRAIN	INFANTRY	CAVALRY	ARCHERS
Plains	100%	100%	100%
Forest	100%	50%	50%
Mountain	100%	25%	50%
Desert	100%	100%	100%
Marsh	100%	50%	100%
Population Center	100%	50%	100%
Sea	* Dependent on Seapower Fleets/Quality, Not Troops		

Leaders. All armies of times classic and fantastic have their celebrated heroes. Such are the group leaders in Alamaze. Their presence along the battle lines strengthens the mettle of the troops and extracts more from them than they would otherwise deliver. A group may have a maximum of three leaders. There are multiple levels of leadership in the game, representing successively greater heights of heroism.

LEADER	COMBAT EFFECT
Warlord	Adds 25% to group value
Lord Commander	Adds 17% to group value
Grand Marshal	Adds 16% to group value
Marshal	Adds 15% to group value
Commander	Adds 12% to group value
Major General	Adds 11% to group value
General	Adds 10% to group value
Captain Major	Adds 7% to group value
Captain	Adds 6% to group value
Centurion	Adds 5% to group value

Warlords, the highest level, are somewhat rare in Alamaze. Warlords have special abilities that activate in certain circumstances that is beneficial to the group. Warlords may detect the presence of an invisible or ambushing group, but not fully identify the composition of the hidden group. Warlords also may prevent the effects of certain spells such as Chaos (causes confusion during battle and prevents groups from effectively withdrawing resulting in receiving greater damage). Warlords are similar in heroic stature to an Alexander, Achilles, or another figure of historic legend.

Leaders advance in level by gaining experience from participating in combat, either against another group, a popcenter, or battling a guardian from an unusual encounter. A Captain who earns a promotion would become a Captain Major, and if promoted again, becomes a General.

Each group may have up to three leaders, and their combat bonuses are cumulative. Leaders will perish if a group is destroyed. A leader at the level of Captain generally has the same chance of being slain in combat as the group sustains in casualties. So, if a group sustained 25% losses, a Captain would have approximately 25% chance of death.

Whenever a leader falls in combat, a new leader may emerge during the course of the battle, if the group has fewer than three leaders.

Undead. Not only are leaders vulnerable to dying from battle (vs. groups, popcenters, investigate unusual encounters), but they may also be killed through agent assassinations. However, an undead leader as a **nazgul** is immune from dying in such cases. Evil kingdoms have access to convert their leaders into becoming undead with Transform To Nazgul (Spell #877). Opposing wizards casting the Kill Leader/Wizard (Spell #96) may kill an undead figure. Agents with a weapon-classed artifact (e.g., Sword of Alvinitar) are able to assassinate undead figures.

Morale. Each group has a morale level. Morale reflects the spirit of the troops, which is affected by their experience and the quality of their provisions (a group that is not fed will suffer a 10% loss of morale, and a group that is not paid will suffer a 6% loss of morale). Morale is expressed as a percentage to the total combat value of the group. A group ending its turn in a Hostile region will suffer a 3% morale loss. In a Friendly or Loyal region, the group gains 2% in morale. Group morale needs to be at or above 100% in order for the group to be able to force march on the map (allows up to 25 movement points rather than the standard 20 points). Maximum morale is 160.

Attrition. Attrition represents a loss or weakened state of a brigade of troops. Each brigade has its own attrition value. When combat losses are suffered in battle which are not sufficient to completely eliminate the brigade, its attrition value is changed to reflect the casualties. Most troop types also suffer attrition when not fed or paid each turn. When attrition reaches a certain threshold (say, 70%), the brigade is eliminated from the group. Like morale, attrition is a modifier to the group's overall combat effectiveness.

Loss Divider. All brigades within a group have their own respective defense rating (or loss divider) for combat. The loss divider value ranges widely depending upon the strength and composition of the particular troop type (e.g., dragons and armored knights have higher defense ratings than troglodytes and skeletons). There is also a random factor that adjusts the loss divider higher/lower before a given battle to represent the will and determination of the fighting force. In combat terms, the loss divider represents how much damage will be reduced by the attacking force during combat. For example, if a brigade of knights has a loss divider of 2.0 and the attacking force has a 50,000 missile rating, that amount is divided by the brigade's 2.0 loss divider and becomes 25,000 damage that is inflicted during the missile stages of combat. The loss divider value has **no relevance** during a siege operation and only the group's overall combat value is considered during a siege.

Wizards. Wizards often have a significant or decisive impact on the course of a battle by exercising their arcane powers. Even though spell lists for kingdoms vary widely in nature, a wizard may only cast a single spell per turn. The presence of a Power-3+ wizard in a group, bestows an **inherit benefit** during combat. Each Power-3 wizard produces a 50% reduced Lightning Strike and Shield spell effect. This is automatic and in addition to any spells that a wizard may cast. Like leaders, wizards run the risk of being killed during the

course of battle, or at the hands of an assassin, though this may be avoided if the wizard became a **wraith or lich** (immune to dying from battles). There can be no more than three wizards in a group.

Artifacts. Groups may contain artifacts that may aid them in battle. The weapon-classed category of artifacts is the most useful to a group, though any artifact may be carried by the group. There is risk however, in that if the group carrying artifacts is destroyed in battle (i.e., no troops, leaders, or wizards left after combat), any and all artifacts in possession of the defeated group will become “spoils of war” to the conquering group, regarding their transfer of ownership.



Sage Advice

Before recruiting additional troops, make a plan regarding several turns worth of food and gold consumption, which occurs every turn to maintain your forces. Don't overrecruit unless you are expecting heavy losses from a tough battle coming up on a subsequent turn.

Patrols (groups with just leaders/wizards, no troops) may safely travel across the realm without being intercepted by opposing groups with troops that wish to do battle with them. Patrols may force march without penalty (have 25 movement points rather than 20) so use them to explore the map, especially in the early going. Patrols may also travel across the sea without a sea-patrol interdicting them.

A valuable tactic to consider is to move a patrol-sized group to an opposing population center and on the following turn, have a wizard cast Instant Summon Phantasmal Forces/Phantoms (Spells #88, 93) to be able to attack the popcenter. Or, to cast spells like Meteor Strike (Spell #155), which requires a brigade of troops before casting the spell. Since the phantasmal forces/phantom troops are only temporary, no need to worry about paying the maintenance cost every turn thereafter. At the end of the turn, the group reverts back into being a patrol without any troops.

For a normal group with troops, consider Pursue Group (Orders #731, 735) to continue harassing a foreign group to attack them again on the following turn. Performing pursue is better than intercept because intercept causes a morale loss on your end, while pursue causes damage on the foreign group. Just keep in mind that terrain movement costs are considered with pursue, so if your kingdom has lousy movement rates, issue an intercept order instead.

For kingdoms that are magically-inclined, teleporting invisible groups are a very effective strategy to employ against others. In some cases, you may be able to take control of a region before the enemy may issue a counter-attack. Combine such efforts with moving

invisible emissaries from Conceal Emissary (Spell #349) to completely surprise an unsuspecting foe with a devastating attack plan.

Protect smaller-sized groups (e.g., a patrol-sized group that remains at a popcenter to raise wizard levels) by Set Ambush (Order #730) which makes them invisible to other groups.

The combat value of a group's military force may be substantially increased by a number of factors in addition to the troops' general composition. Brigade morale (up to 160%), leader bonuses (Warlords' provide +25%), troop experience (Expert provides 175%), are all factors in improving the fighting ability of a given brigade. So, beware that a group consisting of only "weak" troops like troglodytes or gnolls may actually be quite strong if they have high morale, high-ranking leaders, high-brigade-experience levels, and high-level wizards casting devastating spells.

Combat

Commands

Spell # 73 – Self Invisible
Spell # 75 – Lightning Attack
Spell # 77 – Dispel Magic
Spell # 79 – Power Word Stun
Spell # 80 – Ice Torrent
Spell # 81 – Chain Lightning
Spell # 82 – Prismatic Rays
Spell # 83 – Incendiary Cloud
Spell # 84 – Disintegrate
Spell # 85 – Arcane Disjunction
Spell # 87 – Destroy Undead
Spell # 89 – Wind Storm
Spell # 90 – Flash Flood
Spell # 94 – Protect Heroes And Wizards
Spell # 95 – Stun Leader
Spell # 96 – Kill Leader/Wizard
Spell # 97 – Crack The Sky
Spell # 98 – Wall Of Flame
Spell # 99 – Summon Death
Spell #100 – Shield
Spell #101 – Guarded Attack
Spell #103 – Firestrike
Spell #104 – Command Tornado
Spell #105 – Earthquake
Spell #106 – Chaos
Spell #107 – Fear
Spell #108 – Valor
Spell #109 – Ancient Intervention
Order #110 – Attack Group
Order #111 – Attack Group (Delayed)
Spell #112 – Raise Zombies
Order #118 – Evasion
Order #120 – Defend
Order #121 – Entrenchment
Order #150 – Attack Popcenter
Order #160 – Plunder Popcenter
Order #170 – Parley Popcenter
Order #180 – Threaten Popcenter
Order #190 – Siege Popcenter

Combat is initiated between two groups, or by a sea patrol order. Sea patrol will not be addressed in this section of the rules, which deals only with group related combat. Combat can be either group vs. group, or group vs. population center.

Population centers never attack, they may only defend against attack. Each population center has a defensive value associated with it. This defensive value represents a combination of fortifications and the defending garrison. In group terms, a population center's defensive value should be treated as the equivalent of as veteran troops of medium infantry. In other words, with no other modifiers in effect, a group consisting of a value of 2,000 would retreat (or be destroyed) before they were able to overtake a population center with a 2,000 defensive value.

However, not all population centers with equal defensive values are the same. There is a random "combat readiness" factor that contributes to the battle. Also, a population center's entire defensive value must be overcome, they do not retreat. This is an important distinction to keep in mind and why a general rule of thumb is a group should have at least **twice its combat value vs. pc's** over the popcenter's defensive value. Successful conquest of population centers typically causes a permanent loss of up to 10% of its defense, production, and population values.

A kingdom's capital defends itself at an extreme level of combat readiness, which is reflected in having a higher defensive rating (takes less damage from attackers). An attacking group should consider having extra forces present before conquering a kingdom's capital.

Groups may not use Defend (Order #120) and attack a population center in the same turn. A group which has chosen to defend a position is not in position to attack a population center. Groups which have retreated from group vs. group combat (which occurs before group vs. popcenter battles) **are not able to engage** against population centers, or to investigate unusual sightings. It is assumed that in the act of retreating, the group was forced to give up its position needed to engage in these activities.

Group Defending Population Center. If a foreign group exists at the population center, it must be defeated, destroyed (no troops left), or forced to retreat from battle, in order for the attacker to continue onward to the population center. This also applies for attempts to parley, threaten, diplomacy (spell), or siege the popcenter.

Special Notes Regarding Groups Defending Population Centers: The defending group must be of the same kingdom as the ownership of the popcenter, a group from another kingdom may assist in protecting the popcenter but the special rule of preventing the attack won't apply. One or more foreign groups (from multiple kingdoms) may be used to destroy the popcenter's defending groups. The group to attack the popcenter does not have to be the one that forced all defending groups to withdraw. An ambushing/invisible defending group will not block a popcenter from being attacked. A Wall of Flame (Spell #98) will cause a

group to retreat from battle if it was not issued an attack order at TAC 3. If an Ancient Ones Intervention (Spell #109) is successful in preventing combat, it will block a popcenter from being attacked since both groups are considered to have retreated from battle.

Retreat. When a group is issued an attack or defend order, the severity of the attack and the extent to which casualties are accepted before ordering a retreat, may be given before battle. If the group receives casualties that meet or exceed the specified tolerated risk level, a retreat will be performed to withdraw from battle. Expect additional losses during the retreat maneuver.

Surprised. A group which is attacked and has itself not ordered an attack or defense against the attacking group is considered to be surprised, and fights at 70% effectiveness. Also, its leaders are only 50% effective in providing their combat bonuses and loss prevention if surprised. An unexpecting group may be surprised by an ambushing group or, in particular, an invisible group.

Consecutive Battles. Each battle that a group engages in lowers its ability to meet its next opponent due to organizational losses and positional changes. In game terms, this means that the group's combat value from each previous battle lowers the next battle by 15%.

Coordinating Attacks With Multiple Groups. Each group that attacks does so independently of all other groups which may be involved in the fray. There is an option to select a Delayed Attack (Order #111), to allow better planning as to the execution of a coordinated attack by two or more groups of the same kingdom. Or, several allied kingdoms using multiple groups against a single opposing group.

This option facilitates the military feint maneuver, and allows a kingdom with two groups in the area to operate a rear-guard action, by having one group attack and the second retreat using the Organized Withdrawal (TAC 1) tactical selection. A group which uses the withdrawal tactical selection may retreat before combat is initiated if its would-be attacker has already been engaged in battle once before during that turn.

These possibilities may expand the player's tactical considerations when ordering attacks and organizing groups together. Remember however that each attack is independent of the others: it is possible that a single attack by one large group would succeed where two attacks by smaller groups would fail. A group may only attack the same group once in a turn.

Special Maneuver: Evasion. Certain kingdoms have a special ability, usually in a single terrain, called Evasion (Order #118), which allows them to avoid combat entirely. The Elves in the Forest and the Dwarves in the Mountains are two examples.

Special Maneuver: Entrenchment. A special maneuver is available to all kingdoms called Entrenchment (Order #121). This can be useful if the player suspects an ambushing or invisible group that hasn't identified may be in the same area of the group. The entrenchment group does not have to specify which enemy group to defend against; the entrenchment works against all groups for the turn. However, the entrenched group fights at only 90% effectiveness.

Special Maneuver (Innate): Summer Attack. This is an innate attack which means it is automatically performed if the conditions are met for certain kingdoms. Group vs. group attack ability. Group must attack (not defend). May only be done in regions affected by the season, so during the Summer season, only permitted in regions 4 and 8-13 (except during an Ice Age where no region experiences summer). Happens automatically if kingdom, region, and season qualifies (no special order needed). Attacking with this innate ability automatically grants +20% to both attack and defense values and causes Fear (-10% morale for battle) to enemy if our kingdom attacks at a TAC 2+. Can stack with Flanking or Night Attack.

Special Maneuver (Innate): Winter Attack. This is an innate attack which means it is automatically performed if the conditions are met for certain kingdoms. Group vs. group attack ability. Group must attack (not defend). May only be done in regions affected by the season, so during the Winter season, only permitted in regions 1-3 and 5-7 (except during an Ice Age where all regions are valid). Happens automatically if kingdom, region, and season qualifies (no special order needed). Attacking with this innate ability automatically grants +20% to both attack and defense values and causes Fear (-10% morale for battle) to enemy if our kingdom attacks at a TAC 2+. Can stack with Flanking or Night Attack.

Tactical Maneuver Selections (TAC)

The following are the possible tactical maneuvers (or TAC) for **attacking** a population center or another group:

- **Probing Attack (TAC 1).** Initiate combat, conduct an immediate retreat if significant resistance is encountered. The default retreat is sounded after 15% casualties are sustained.
- **Standard Battle Plan (TAC 2).** The group will make a good effort to defeat its enemy, retreating only if casualties become high, around 33%.
- **Determined Attack (TAC 3).** The group will use all available means to win the battle, retreating only when losses become excessive, at 55%.

- **Flanking Attack (TAC 4).** This maneuver is available to kingdoms with the Riders or Flight trait, and to some kingdoms with special brigade types. Flanking causes the charge combat phase of battle to be at 175%. Enemy losses in retreat are 3x.
- **Night Attack (TAC 5).** This special maneuver is only available to a few kingdoms, but only if the opponent does not issue an attack order with TAC 2 or higher. Special instructions are given on the kingdom's setup who have this ability.
- **Barrage Attack (TAC 6).** This special maneuver is available to kingdoms with the Siege Engineering trait, and at least one Veteran War Machine brigade. The attacking group with Barrage gets 150% in both long- and short- range missile phases.
- **Stomp Attack (TAC 8).** This special maneuver is only available to the Giant kingdom and causes a stun on opposing forces the equivalent of a Chaos spell.

A group **defending** against a possible attack (Order #120) has the following tactical maneuver possibilities:

- **Organized Withdrawal (TAC 1).** The group will retreat fairly quickly after battle is initiated, and will hold position only if it appears the attacker is about to break off. Minor casualties of 15% or less.
- **Stand And Defend (TAC 2).** The group will assume a good defensive posture and attempt to hold its ground. Only if casualties run high will a retreat be ordered around 30%.
- **Hold At All Costs (TAC 3).** Retreat only if it appears the group is about to be routed. Expect considerable casualties of around 50%.
- **Fight To The Last (TAC 7).** This is only available to a few kingdoms, generally those with both the Stalwart trait and veteran brigades. Assigning this tactical selection also increases the defense of the group by about 15%. Retreat will not occur until 90% of casualties are sustained.

Combat Stages

Alamaze's combat system is a sophisticated system involving many factors perhaps, more than players may realize. Numerous battlefield factors are considered between the two adversaries throughout the battle and various calculations are incorporated into separate stages of combat.

Troop composition is **very important** since it determines how much damage is inflicted by the troops during each combat stage. The greater damage that your force inflicts upon the other the earlier in the contest, the weaker that force becomes in inflicting damage upon your group during subsequent combat stages. **TAC selection** determines how much damage the force is willing to take before withdrawing from the conflict.

Every combat stage checks for the chances of retreat for both sides based on the amount of damage received according to their specified TAC selection (e.g., TAC 1 withdraws when receiving 15% or greater damage during any combat stage).

The **defense rating** (loss divider) of the troops determines how much damage is prevented during the combat stages. Defense ratings may be further increased by the quality of its group leaders, as well as any defense-related wizard spells such as Shield (Spell #100).

Group vs. Group Battles. Groups may attack and defend against each other in numerous ways, including coordinating attacks among multiple groups.

The following are the various stages regarding group vs. group combat:

- Pre-Combat Stage. This stage occurs before combat takes place and incorporates numerous factors such as kingdom traits, special brigade abilities, wizard spells (fear, valor, shield, etc.), weapon-classed artifacts, TAC selection, declared enemy status, and any other considerations before commencing the battle.
- Long-Range Missile Stage. This stage inflicts damage based on the long-range missile (archer) combat values of both forces upon each other. Retreat threshold is checked if either group should withdraw from the battle.
- Short-Range Missile Stage. This stage inflicts damage based on the short-range missile (archer) combat values of both forces. Retreat threshold is checked if either group should withdraw from the battle.
- Magic (Phase I) Stage. This stage is the initial phase of wizards' casting combat spells that inflict damage upon opposing forces. Only 70% of the spell damage is actually inflicted upon the forces during this initial Phase I stage. Retreat threshold is checked for both groups to withdraw.
- Weapon Artifact Stage. This stage factors in damage-dealing weapon-classed artifacts such as the Rod of Fire (Power-2 Firestrike), or Wand of Lightning (Power-2 Lightning Strike). Most weapon-classed artifacts however are percentage-based boosts to the group's overall combat value such as the Sword of Alvinitar (+15% combat value), which are more valuable since they contribute to every combat stage

during a battle. This particular stage only considers damage-dealing artifacts that inflict damage upon the opposing force with spell-like effects. Retreat threshold is checked for both groups to withdraw.

- Charge (Phase I) Stage. This stage inflicts damage based on the charge (cavalry) combat values of both forces. Only 70% of the damage is inflicted upon both forces during this initial Phase I stage. Retreat threshold is checked if either group should withdraw from the battle.
- Charge (Phase II) Stage. This stage is the secondary phase of the charge (cavalry) combat stage of the battle. The remaining 30% of charge damage is inflicted during this Phase II stage. Retreat threshold is checked if either group should withdraw from the battle.
- Magic (Phase II) Stage. This stage is the secondary phase of wizards' casting combat spells that inflict damage upon opposing forces. The remaining 30% of the spell damage is inflicted during this Phase II stage. Retreat threshold is checked for both groups to withdraw.
- Melee (Phase I) Stage. This stage inflicts damage based on the melee (infantry) combat values of both forces. Only 40% of the damage is inflicted upon both forces during this initial Phase I stage. Retreat threshold is checked if either group should withdraw from the battle.
- Melee (Phase II) Stage. This stage is the secondary phase of the melee (infantry) combat stage of the battle. The remaining 60% of melee damage is inflicted during this Phase II stage. Retreat threshold is checked if either group should withdraw from the battle.
- Combined (Phase I) Stage. This stage inflicts damage based on the combined (missile, charge, melee) combat values of both forces. Only 50% of the damage is inflicted upon both forces during this initial Phase I stage. Retreat threshold is checked if either group should withdraw from the battle.
- Combined (Phase II) Stage. This stage is the secondary phase of the combined combat stage of the battle. This final segment of the battle incorporates 60% of the combined force combat value during the Phase II stage. So, the total from both stages are 110% of the group's combined combat value. Retreat threshold is checked if either group should withdraw from the battle.

If the battle goes through all of its stages and if neither group reached their retreat threshold (based on TAC selection), it is possible that both forces will withdraw from battle. In such scenarios, the group that received the fewest casualties will be declared as the "victor" of the battle.

Group vs. Population Center Battles. Combat involving population centers are handled differently than group vs. group contests. Popcenter battles primarily consist of a missile, magic, and multiple storm phases. The latter represents multiple waves of attacks upon the popcenter (e.g., “storming” a castle).

An **important** difference in population center battles is that the popcenter never retreats in battle. Only the attacking group is checked if it reaches its retreat threshold. To conquer a population center, the attacking group needs to remain on the battlefield until it defeats the entire popcenter’s combat value.

Population centers have higher missile ratings that inflict significant damage early in the battle. Attacking forces need to be strong enough to absorb the initial volley to continue in the contest. Also, kingdom capitals fight at elevated levels compared to other population centers.

Defense ratings of population centers are considerably higher with fortifications present, such as Citadels and Castles, that contribute significantly towards preventing damage from the attacking force.

The following are the various stages regarding group vs. population center combat:

- Pre-Combat Stage. This stage occurs before combat takes place and incorporates numerous factors such as kingdom traits, special brigade abilities, wizard spells (fear, valor, shield, etc.), weapon-classed artifacts, TAC selection, declared enemy status, and any other considerations before commencing the battle.
- Long-Range Missile Stage. This stage inflicts damage based on the long-range missile (archer) combat values of both forces upon each other. During this stage, damage from the popcenter to the group is at 50% of the popcenter’s combat value. Retreat threshold is checked if the attacking group should withdraw from the battle.
- Magic Stage. This stage consists of the attacking force’s combat spells that inflict damage upon the popcenter’s defenses. Since popcenters don’t have wizards defending their locations, retreat threshold is not checked for the attacking group to withdraw during this stage.
- Weapon Artifact Stage. This stage factors in damage-dealing weapon-classed artifacts such as the Rod of Fire (Power-2 Firestrike), or Wand of Lightning (Power-2 Lightning Strike). Most weapon-classed artifacts however are percentage-based boosts to the group’s overall combat value such as the Sword of Alvinitar (+15% combat value), which are more valuable since they contribute to every combat stage during a battle. This particular stage only considers damage-dealing artifacts that inflict damage upon the opposing force with spell-like effects. Since popcenters don’t

have artifacts to defend their locations, retreat threshold is not checked for the attacking group to withdraw during this stage.

- Short-Range Missile Stage. This stage inflicts damage based on the short-range missile (archer) combat values of both forces. During this stage, damage from the popcenter to the group is at 75% of the popcenter's combat value. Retreat threshold is checked if either group should withdraw from the battle.
- Storm (Phase I-XII) Stage. This stage of the battle consists of 12 waves, or storm surges of combat, of the attacking group conducting upon the population center. The attacking group's full storm combat value and 35% of the popcenter's defense value are considered in the calculations. Retreat threshold is checked if the attacking group should withdraw from battle.

The contest is over when either the attacking group withdraws from battle, or the population center's entire defense value is overcome by the attacker.

Siege

If a group is not strong enough to conquer a population center outright, it may attempt to lay siege. In order to conquer a population center through siege, the group must successfully execute the siege order for **three consecutive turns** without moving from the location (any move order will break the siege). Kingdoms with the Siege Engineering trait may siege a town in just two turns however.

In order to successfully execute a siege, the group must possess a combat value vs. greater than the defensive value of the population center. If, in any turn of the siege, this rating falls below the defensive value, the siege is broken. Only a single group from any kingdom may assume a siege position during the three-turn duration since only one group may lay siege to a population center.

If the population center under siege is controlled by another kingdom, the controlling Ruler may increase the popcenter's defense in an effort to break the siege. This may be done with Improve Popcenter (Order #600). Also, Construct Fortifications (Order #609) may increase defenses enough to break the siege. If wizards are available, defenses may be improved with Strengthen Walls (Spell #601).

To counter the increase of defenses, the popcenter may be weakened with agents performing Sabotage Popcenter (Order #930), or by wizards casting Meteor Strike (Spell #155). Actually, if enough damage is caused by multiple Meteor Strikes and the defense reaches 0 or less, the population center will be destroyed and removed from play; similar to the military command Plunder Popcenter (Order #160).

If a sieging group is attacked by a relieving force and retreats from group-to-group combat, the siege is broken.

A population center under siege will produce only 50% of its normal monthly production for that season when under the first turn of siege. For the second turn, no food or gold production will accrue. In the third turn, if the siege effort remained successful, the population center will be conquered by the sieging force.



Sage Advice

Selecting which TAC to use is important for battles. If your troop composition consists primarily as archers, consider TAC 1 to inflict their damage during the early stages of combat and then quickly withdraw to avoid taking casualties. If your group consists mainly as infantry troops, consider TAC 3 to stay in the battle long enough for the melee stage to inflict their damage upon opposing forces. Against popcenters, it's usually a good idea to issue TAC 3 to stay on the battlefield long enough for your storm surges to overcome the popcenter's defenses.

When considering to attack another group or popcenter, try to have at least twice the opposing force's combat value to ensure a certain degree of success. If your group retreats from battle, substantial damage will be inflicted if you "lost" the contest and you may lose valuable troops from the withdraw.

A common mistake by players is that a group with troops at the same location as a population center is considered to be its defender and must be defeated (destroyed/retreat) before the attacker may engage with the popcenter. If you don't attack the group and cause it to retreat, you won't be able to attack the popcenter.

In popcenter battles, the initial missile phase is quite devastating to attacking forces, so consider having a wizard cast Wind Storm (Spell #89) to dampen that damage.

Against opposing groups with strong charge values (e.g., Sacred Order's mounted knights), consider having a wizard cast Flash Flood (Spell #90) to reduce that damage.

Declaring a kingdom your enemy before engaging in any battles in the campaign affords your groups an extra 5% combat bonus!

Even though you may use any group to attack, using your 1st group will afford an extra 5% bonus since it is considered to be your banner carrier.

When laying siege to a popcenter, remember not to move your group even if ends up back at the popcenter's location. Any attempt of movement will break the siege and you will have to start over again.

Perhaps, the best defensive spell to cast is Shield (Spell #100) which reduces damage not only for your troops, but also, reduces the death rates of your leaders and wizards who are not immune from death.

If you are playing an Evil kingdom and your leaders/wizards are dying in battle, consider transforming them into undead: Nazgul for leaders, Wraiths or Liches for wizards. They will be immune from dying for all battles, including when fighting guardians in unusual encounters for magical artifacts.

Having multiple weapon artifacts stack their effects during battle. So, having a Sword of Alvinitar (+15% bonus) with a Morning Star of Torag (+15% bonus) along with Narsil, Flame of the West (+25% bonus) all stack for a combined bonus of +55% to your group's combat value.

Magic

Commands (other spells listed where appropriate)

Spell # 71 – Instant Self Teleport

Order #511 – Hire New Figure (Adept)

Spell #525 – Create Magical Item

Spell #796 – Learn Artifact Power

Spell #799 – Magic Research

Spell #800 – Rite Of The Magi

Spell #825 – Simulacrum

Spell #830 – Teleport Self

Spell #870 – Wraith Form

Spell #871 – Transform To Lich

Spell #966 – True Seeing

Spell #985 – Revelation

Magical Prowess. [The following is also listed under the Kingdom Trait section] The chart below specifies the assured power level that a wizard may be raised with 100% success. Leveling a wizard past the assured level is at a reduced chance (e.g., 50% success for the first level beyond assured limit, 25% success for two levels beyond, etc.). Research Cost is the amount of gold that is needed to raise a wizard level (e.g., research cost of 10,000 to raise a power-3 to power-4 would cost 40,000 gold). The various power levels represent the number of wizards that are allocated to a kingdom when the game starts. The final column indicates the success rate of an adept attempting to become a power-1 wizard.

Magical Prowess Level	Assured Level	Research Cost	Pwr-3	Pwr-2	Pwr-1	Adept	Rite of Magi
Supremacy	9	7,000	1	3	1	1	100%
Mastery	7	8,000		2	2	1	90%
Advantage	7	9,000		2	1	2	80%
Standard	6	10,000		1	2	1	70%
Substandard	6	11,000			2	2	60%
Disadvantage	5	12,000			2	2	50%
Nonmagical	5	13,000			1	3	40%

Plateau levels have additional cost:

At 3rd level: +10,000 gold

At 5th level: +30,000 gold

At 7th level: +60,000 gold

A kingdom with a Magical Prowess of *Standard* (10,000 gold per level), to raise a 4th level wizard to reach 5th level would incur: 50,000 base + 30,000 plateau = 80,000 gold.

Increasing Wizard Level. To increase the level of an adept, issue the Rite of the Magi (Spell #800). If successful, the adept becomes a power-1 wizard. To raise a wizard thereafter, issue Magic Research (Spell #799). A group may be at any map area for Rite of the Magi, however the group must be located at a kingdom-controlled popcenter for wizards to be issued Magic Research. To become 6+ level, a Wizard's Tower must be constructed at the kingdom-controlled popcenter.

Exceeding Maximum Assured Level. A player may elect to have a wizard attempt to research a power level which exceeds the stated limit. This is a risky endeavor wherein the research cost is incurred and the wizard may or may not advance to a level above the kingdom's potential (50% chance for first level beyond the assured limit, chances halved each time thereafter).

Sole Action. Wizards may only cast a single spell per turn.

Intrinsic Spells. When a wizard reaches higher levels, certain spells may become intrinsic in the sense that they are automatically cast for the wizard. No action is needed to trigger their effects.

Presence. For power-3+ wizards, an intrinsic presence benefit occurs during battles. The combat effect is the equivalent to a half-strength Lightning Strike and Shield spell. This is automatic and in addition to any spells that a wizard may cast during the battle. If a group contains three power-3+ wizards, all three provide presence effects against opposing groups.

Singular Spells. In some spell descriptions (typically combat spells), it may list the spell as a singular spell effect. This means that only one of those spells may be cast against another group or popcenter in the same turn. For example, a group with three wizards may not cast three Earthquake spells against the same target. However, one wizard may cast an Earthquake against an opposing group, and have another wizard cast a second Earthquake against a popcenter; for two different battles that turn.

Death. Wizards may die in combat against opposing groups, attacking a population center, or investigating unusual encounters. Wizards may also die from agent assassinations as well.

Undead. Evil kingdoms have access to certain spells that other kingdoms do not, some of which convert a normal leader/wizard into becoming undead (i.e., immune to dying from combat or agent assassinations). Leaders may become **nazgul** with the Transform To Nazgul (Spell #877). Wizards may become a **wraith** with Wraith Form (Spell #870), or the more powerful **lich** with Transform To Lich (Spell #871). Becoming undead makes the figure immune to dying from combat, unusual encounters, and agent assassinations. However, opposing wizards casting the Kill Leader/Wizard (Spell #96) may still kill an

undead figure. Also, agents with a weapon-classed artifact (e.g., Sword of Alvinitar) are able to assassinate undead figures.

Additional Wizards. If luck has gone badly for the kingdom and there are fewer than 4 wizards across all of its groups, starting from turn 10, new adepts may be created with Hire New Figure (Order #511).

Combat Spell Effectiveness. The damage from combat spells such as Lightning Attack (Spell #75), Earthquake (Spell #105), etc. are reduced by **one half** of the opposing group's defense rating (or loss divider). So, if a group's overall defensive rating is 5.0, the spell's damage is only reduced by 2.5 (not the full value of 5.0 as troops must overcome). This is also true for artifacts that simulate spell-like effects like the Rod of Fire or Wand of Lightning. However, the Orb of Anti-Magic artifact will reduce combat spell damage appropriately as well as the kingdom traits Stalwart and Magic Resistance (Battle). Casting a Shield (Spell #100) will have ½ effect to reduce spell damage, but will have full effectiveness in reducing damage caused by troop vs. troop combat.

Defensive Magic. There are several countermeasures to defend against an opposing wizard's magic with defensive magic.

To protect the King, Queen, or Regent from being negatively affected by an enemy's spells, cast Ward (Spell #301). This will prevent spells such as Sleep (Spell #305), Conjure Scandal (Spell #381), and Curse (Spell #386).

In combat, cast the general purpose Dispel Magic (Spell #77) to counter a number of offensive spells. One of the primary advantages of the Dispel Magic spell is that you may have additional groups of Patrol-size that may assist in dispelling the foreign wizards' spells, without the risk of being attacked themselves (since Patrol-sized groups don't engage in battle). So, it is possible to dispel all of the opposing group's combat spells before the battle takes place.

To protect against an opposing wizard's Kill Leader/Wizard (Spell #96), cast Protect Heroes and Wizards (Spell #94), which is a more assured manner of protecting your figures. This is especially true if you are uncertain of the success of your Dispel Magic against the other wizard (since a dispel is based on the comparison of the two wizard levels).

To counter a regional spell like Cold Darkness (Spell #781) or Demonic Visions (Spell #783) that damages a group, cast Protection Vs. Regional Effect (Spell #778) which protects the group itself. Or, for high-level wizards, consider casting Dispel Regional Effect (Spell #779) that if successful, will protect all of your groups including the entire region from being affected by the offending spell. The Dispel Regional Effect is also used for countering land-based regional spells like Plague (Spell #784), or Famine (Spell #785).

To protect a population center from a Meteor Strike (Spell #155), cast one or more Ward Population Center (Spell #130), each Ward protects against one Meteor Strike. This is important against several Meteor Strikes being cast since if the combined spell damage causes the defense of the popcenter to reach 0 or less, the population center will be destroyed and removed from play; similar to the military command Plunder Popcenter (Order #160).

To protect the kingdom's capital or another population center from being conquered, cast Dome of Invulnerability (Spell #135) that repels a military attack, or counter it with a Dispel Dome of Invulnerability (Spell #136). A popcenter protected with a dome may still be conquered by siege, but that's three turns of remaining in one place for the opposing group, and slows them down for you to make a counter-attack against them.

To prevent an invasion by sea, consider casting Storm At Sea (Spell #660), which prevents all naval activity including military groups crossing over. An active storm also prevents flying troops such as dragons from crossing over the water due to the strong hurricane-force winds. To counter a storm, cast Dispel Storm At Sea (Spell #661), or for a single group, cast Ship of Mist (Spell #708). Or, if you prefer, instead of preventing travel across the sea, consider destroying the enemy fleets by casting Summon Kraken (Spell #659), or the more powerful Summon Leviathan (Spell #658).

Craft Magical Items. For all kingdoms, wizards of 5th level or higher have the ability to create their own magical items with Create Magical Item (Spell #525).

All items crafted through this spell require mithril as a necessary ingredient for bestowing the item with its magical properties. Artifacts created are permanent items that last the rest of the campaign. Scrolls are temporary, one-use, items that have immediate effect when crafted (execute at the Order #525 level).

The magical items that are possible with this spell, and of their requirements are as follows:

Quality: Fine

- *Cloak of Disguise* (Undetectable Move For Emissary) – requires 800 mithril
- *Ring of Protection* (-20% Assassination/-50% Sleep) – requires 1,000 mithril
- *Rod of Fire* (Level 2 Firestrike) – requires 1,000 mithril
- *Scroll of Minor Healing* (5% Heal All Troops) – requires 250 mithril, reduces attrition -5 pts on all brigades in group
- *Smoke Mojo* (Saving Throws For Emissary From Dying) – requires 1,000 mithril

- *Wand of Lightning* (Level 2 Lightning Attack) – requires 1,000 mithril

Quality: Excellent

- *Crystal of Seeing* (Scry 3 Areas) – requires 2,000 mithril
- *Guardian Talisman* (Constant Ward For Emissary) – requires 2,000 mithril
- *Scroll of Major Healing* (15% Heal All Troops) - requires 700 mithril, reduces attrition -15 pts on all brigades in group
- *Scroll of Purification* (No Food Spoilage) – requires 500 mithril, 0% food spoilage that turn

Quality: Superior

- *Plow of the Prophet* (2x Food Production At Popcenter) – requires 3,500 mithril
- *Scroll of Defense* (+5,000 Defense At Popcenter) – requires 1,500 mithril, adds to popcenter defense of group location
- *Scroll of Escape* (Wizard Avoids All Assassins) – requires 1,500 mithril, casting wizard immune to all assassination attempts that turn
- *Scroll of Insect Swarm* (Regional Spell Damages Food Production) – requires 1,200 mithril, causes permanent -10% food production in all pop centers of group's location/region

Quality: Special

- *Scroll of Fabrication* (Ballista Tower Fortification) – requires 2,000 mithril, constructs Ballista Tower to popcenter of group location, Ballista Tower benefits: +2,000 defense, removes bonus from flying attackers (e.g., Red Dragon +20% vs popcenter), and a brigade of Ogres, Trolls, or Hill Giants (lowest experience) is killed prior to combat due to the tower's extreme missile range
- *Scroll of Immortality* (King, Queen, Regent Only) – requires 5,000 mithril, ruler becomes Immortal and is permanently immune to death
- *Scroll of Pot Luck* (Random) – requires 500 mithril, random chance of receiving something beneficial (25% for 20,000 gold, 25% for 40,000 food, 25% for 1,500 mithril, 25% for +1 influence)



Sage Advice

To prevent dying in battles, have your wizard cast either Self Invisible (Spell #73), or Guarded Attack (Spell #101). Or, become an undead wizard (wraith, lich).

To protect against an opposing wizard's Kill Leader/Wizard (Spell #96), cast Protect Heroes and Wizards (Spell #94).

To become immune from agent assassinations (first successful assassination attempt), cast Simulacrum (Spell #825).

If an opposing group has higher-level wizards that may cast Dispel Magic (Spell #77) nullifying your combat spells, consider casting Lightning Attack (Spell #75), which is the only combat spell not affected by a Dispel Magic (triggers before the dispel).

To defend a group in battle, consider casting Shield (Spell #100) that reduces the total amount of damage received during battle (which also reduces the chances of leader/wizard death). Against an opposing group with strong leadership (e.g., three Warlords that provide an enormous 75% bonus), consider casting Stun Leader (Spell #95), or the more powerful Power Word Stun (Spell #79).

To protect against an opposing group with several weapon artifacts (whose combat bonuses stack with each other), consider casting Arcane Disjunction (Spell #85) that nullifies their effectiveness, but also disables your own group's magical artifacts.

To discourage a foreign army from invading your region, consider casting a regional spell like Demonic Visions (Spell #783), which damages groups by -20% a turn. One may not think that's a lot of damage, but consider several turns worth of that damage against a 100,000 combat-valued group: (turn 1): 80,000, (turn 2): 64,000, (turn 3): 51,200, (turn 4): 40,960. There's a 25% chance of the group avoiding the regional spell, and wizards that may protect the group with defensive magic (described above), but against a pure military-style kingdom like the Red Dragon which may have low-level wizards at hand, several turns worth of taking damage from a regional spell could be devastating.

Perhaps, the most powerful spell to cast against opposing military groups is Summon Death (Spell #99) that eliminates 2-4 brigades and imposes a 15% penalty before battle. Since Summon Death is a singular spell, only one may be cast by a group against another group, so spread your wizards across your four groups so that each of your groups may cast death against the foe. Doing so would result in inflicting 8-16 brigade loss plus 60% morale loss for the surviving troops before battle commences.

Creating multiple Rods of Fire and Wands of Lightning with the Create Magical Item (Spell #525) for your group may be more useful than one might expect. The reason is that

having multiple wizard-like artifacts like three Rods of Fire (Level 2 Firestrike) and two Wands of Lightning (Level 2 Lightning Strike) will all stack for a devastating magical attack that is only reduced at $\frac{1}{2}$ the opposing group's defensive rating (loss divider). Even better is the fact that these wizard-like artifacts trigger for **every** battle that may occur during the turn. A wizard may only cast a single spell against a single target for the turn, which is not very helpful if multiple groups are attacking your group. These wizard-like artifacts trigger in all battles throughout the turn, whether against multiple groups and/or popcenters, as long as your group has a power-2+ wizard to wield the artifact(s).

Seapower

Commands

Order #245 – Sell Fleets
Order #630 – Sea Enhancements
Spell #658 – Summon Leviathan
Spell #659 – Summon Kraken
Spell #660 – Storm At Sea
Spell #661 – Dispel Storm At Sea
Order #705 – Sea Patrol
Spell #708 – Ship Of Mist
Order #711 – Merchant Trading Vessel
Order #748 – Increase Seapower
Order #749 – Create Elite Ship

The Maelstrom map contains 5 seas:

- Sea of the Forgotten
- The Endless Sea
- The Tempest
- Waves of Azure
- The Sorrows

Each sea has its own navy or seapower that is independent from the navies in the other seas. The seapower in any given sea may be improved upon in order to strengthen its battle readiness and usefulness for the kingdom.

Fleets. The maximum number of naval fleets in a given sea is 12. The fleets in a kingdom's navy are used for three different purposes: (1) transport troops across water, (2) patrol the seas to battle fleets from other kingdoms, and (3) conduct merchant trading missions.

Fleets are necessary to transport troops across water areas. In order to execute movement over water, a sea traveling order must be issued to the group which alerts the kingdom's navy to transport the group with its fleets. The player must have sufficient seapower (number of fleets must equal or exceed the number of brigades in group) in the particular sea to be crossed to facilitate the transport. The seapower in a given sea may be used **any number of times** by one or more groups on the same turn as long as the number of fleets meets or exceeds the number of brigades in the group.

Quality. The naval quality rating ranges from 4.0 to 16.0. This value represents the combat readiness and effectiveness of the navy to do battle with other fleets.

Sea Patrols. Sea patrols have a 60% chance to interdict a group or non-allied sea patrol that travels across the sea through one of the specified areas given in the sea patrol order. If the kingdom on sea patrol has the Seafaring trait, it becomes 80%. Two kingdoms both on sea patrol involving any same area have a 90% chance of engaging in a sea battle. If two kingdoms, both with the Seafaring trait are on patrol, they will engage 100% of the time. If the fleet encounters another fleet on sea patrol which it outnumbers by a 3-to-1 or greater margin, the battle will be fought and the larger fleet will remain on sea patrol, rather than returning to its port.

Troops aboard the transport fleet have **no effect** on the combat. Only quantity of ships, naval quality, and group leaders impact naval engagements. A fleet transporting troops which sustains losses to its fleet will also suffer losses to the troops, and possibly figures, in proportion to fleet losses (e.g., 2 fleets loss may cause a 2 brigade loss in the transporting group).

Merchant Trading. Fleets not used for transporting troops or sea patrol duties may be utilized to facilitate trading with local merchants and their exchange of valuable goods. Issue the directive Merchant Trading Vessels (Order #711) to initiate the mission. Doing so will be beneficial for the kingdom since it awards 1,500 gold per fleet for the turn. Keep in mind that the gold is granted at the execution of the #711 order number, so the gold will not be available to spend earlier in the turn. Merchant vessels may be subject to non-allied sea patrols and if interdicted (and loses the sea battle), it does not complete its trade mission.

Elite Ship. A kingdom may construct an elite custom cutter (ship) to transport its Patrol-sized military groups in that sea. The ship is of advanced technology and so, expensive. Such equipped patrols will not be interdicted by sea patrol. They evade combat if ended movement in the same area as a patrolling navy. The elite ship may be sabotaged, however, in which case its protections cease (and it is destroyed) until a replacement elite ship in that sea is built. A kingdom may have only one elite ship per sea. Players are asked to name their elite ship when constructing it. The elite ship may transport multiple patrols in the same turn.

Improve Seapower. The seapower in a given sea may be improved upon regarding the number of fleets as well as their quality rating. This may be accomplished through Increase Seapower (Order #748).

Enhancements. The seapower in a given sea may be equipped with special abilities and gear to facilitate its usefulness in battle. Once purchased, the sea enhancement remains throughout the game. The High Priestess' Divine Seapower (Order #755), agent's Recon Seapower (Order #975), and the wizard's powerful Revelation (Spell #985) will display the seapower enhancements on the respective report.

Enhancement	Bonus	Cost
Greek Fire	+10% attack	15,000 gold
Ramming Head	+5% attack	8,000 gold
Cannons	+20% attack	35,000 gold
Reinforced Hulls	+10% defense	12,000 gold
Admiral Maneuvers	+25% defense	40,000 gold
Spyglass	+10% intercept	3,000 gold



Sage Advice

For solitary groups with weak navies, have a wizard cast Ship of Mist (Spell #708) to travel across water areas. Your group will be safe from sea patrols.

If you have a wizard of high enough level, casting Storm At Sea (Spell #660) prevents all movement across the water. Or, destroy enemy ships with Summon Kraken (Spell #659), or the more powerful Summon Leviathan (Spell #658).

With the Increase Seapower (Order #748) directive, it is possible to increase the number of fleets and lower the naval quality rating at the same time, if desired. This strategy may be used if the intent is to only utilize the fleet in that particular sea for merchant trading missions, since increasing both fleets and quality may become too expensive for the kingdom. The gold awarded for merchant trading missions only considers the number of fleets per sea, not their quality, so you're wasting good gold if you increase quality along with the fleets.

Trading

Commands

Order #200 – Open Market
Order #201 – Trade Food For Gold
Order #202 – Trade Gold For Food
Order #203 – Trade Hostage For Gold
Order #204 – Trade Gold For Hostage
Order #205 – Trade Artifact For Gold
Order #206 – Trade Gold For Artifact
Order #215 – Unilateral Transfer (Gift)
Order #216 – Trade Mithril For Gold
Order #217 – Trade Gold For Mithril
Order #411 – Sell High Council Seat
Order #412 – Purchase High Council Seat

Players may trade with each other a number of goods: food, gold, mithril, artifacts, or hostages. The players themselves determine the terms of their trade through prior communication, usually on the Alamaze forum.

There are two types of trading:

- A bilateral trade will be successfully completed if both kingdoms submit the corresponding trade with each other. For example, if two kingdoms wish to exchange food and gold with each other, one kingdom needs to issue Order #201 while the other issues Order #202.
- A unilateral trade, where a single kingdom sends another their goods as a gift, the trade transaction is conducted through Order #215. A gift (unilateral transfer) may only be made to a kingdom that the gifting kingdom has previously declared an ally.

Trades involving large amounts of a commodity (15,000+ units) will be disclosed on the kingdom turn report for all players to be aware of the transaction (e.g., "The Elves traded unknown amounts of gold to the Sorcerer for a large supply of food"). This is to alert other kingdoms of a possible collaboration between two unsuspecting kingdoms in the game.

The only trade allowed between declared enemies (either kingdom has declared the other an enemy) is payment of ransom for the return of a hostage. Declared enemies may not trade gold for food, mithril, artifacts, or high council seats.

The maximum trade amount of any commodity between kingdoms is 100,000 per turn.



The minimum amount of gold for trading artifacts is 10,000 gold.



Sage Advice

The Open Market (Order #200) is a popular way of selling excess food for gold. Food spoilage occurs at the end of the turn that could have been exchanged into gold.

Skeletons In The Closet

Commands

Order #380 – Reveal Skeleton

Order #900 – Agent Bribe

Most rulers throughout history have suffered the consequences of some dark secret being discovered and exposed to the public. The results of this exposure have varied in degree from passing embarrassment to decapitation. This element is presented in Alamaze as Skeletons in the Closet.

Most kingdoms have three Skeletons in the Closet assigned to them at the beginning of the game, but some kingdoms with the Devout trait have only two. A few kingdoms such as the Ancient Ones and Demon Princes have the advantage of not having any skeletons. Each skeleton represents some act or behavior, which if made known to the public at large, would result in a decline of the King's influence (-2 for a major skeleton, -1 for a minor skeleton). Major skeletons may also lower regional reactions in several regions.

Skeletons are attained by bribing an **inactive** (no action taken that turn) political emissary of the given kingdom. Any activity by the targeted emissary, will prevent a successful bribe, which needs to be done secretly between the two parties. There is a percentage chance of a political emissary knowing a skeleton based upon the emissary's power rating (e.g., a Baron has 50% chance of knowing a Skeleton In The Closet).



Sage Advice

As mentioned above, you can bribe an inactive emissary for a skeleton, but an even easier way is to collect a skeleton from a prisoner.

Only political emissaries are knowledgeable of skeletons, so don't try to bribe an agent or high priestess, or the task will fail.

If the targeted emissary to bribe has a Conceal Emissary (Spell #349) active for them, the agent conducting the bribe has to be at least 10th level for the transaction to take place.

Some beginner players think that having a wizard cast Sleep (Spell #305) upon an emissary would improve their chances of getting a skeleton, but a sleeping emissary won't say a thing...

You may wait until collecting several skeletons before releasing all of them together on the same turn for a major punch in the gut against your enemy.

High Council

Commands

Order #210 – Bid For Open Seat

Order #400 – Vote On Issue

Order #410 – Bid For Next Issue

Order #411 – Sell Council Seat

Order #412 – Purchase Council Seat

The realm of Alamaze has accepted the authority of a High Council whose decree supersedes the commands of any given kingdom. The council was established wherein five reigning monarchs would determine realm-wide policy.

The following represents the possible issues that members on the High Council may address during the course of the campaign:

- Commend or condemn a specified king for his actions at large. This has the effect of raising or lowering the specified king's influence by one.
- Endorse or degrade a particular king's actions in a particular region. This has the effect of raising or lowering the king's regional reaction by one.
- Elect to increase food production by 1,000 units and lower gold production by 1,000 units for cities, towns, or villages throughout Alamaze.
- Elect to increase gold production by 1,000 and decrease food production by 1,000 for cities, towns, or villages throughout Alamaze.
- Vote to expel a member on the High Council for acts contrary to the civil intent of the High Council.

Each turn, members of the High Council may bid to bring an issue before the council. The minimum bid is 500 gold. The highest bidder pays for the right to name the next issue from those available. The losing bids do not pay.

When becoming a member on the High Council, the kingdom's influence increases by 1 point. This increase may rise above the standard 20 influence limit, but no higher than the maximum of 25 influence.

Each bidder, in addition to selecting the specifics of his choice, also elects whether to call for a secret or open ballot. If there is an open ballot, all kingdoms will be made aware how each High Council member voted (or abstained). If the choice is for secret ballot, only the

result of success or failure will be disclosed. In either case, all kingdoms will be appraised of what the issue was voted upon each turn.

When a chair on the High Council is vacant, all kingdoms will be made aware of the vacancy. This may occur if either the High Council removes one of its own (expels the monarch), a Skeleton In The Closet was revealed concerning one of the council members, or a wizard cast Conjure Scandal (Spell #381) upon the Ruler. In such a case, all other kingdoms (except for the departing council member) may bid to attain the vacant chair on the High Council the following turn.



Sage Advice

If you are a member on the High Council and just made an enemy, consider trading your seat to another kingdom for some extra gold. It's always better making a profit than losing your seat for nothing due to a scandal being cast or from the release of a skeleton.

Unusual Encounters

Commands

Spell #101 – Guarded Attack

Spell #132 – Light Of The Evening Star

Spell #133 – Bridge Of Mist

Spell #138 – Mirror Image

Order #139 – Wizard Assist Encounter

Order #140 – Investigate Encounter

Unusual Encounters are special locations on the map that upon their successful resolution may grant the kingdom a magical artifact, an important figure to join the kingdom, or award gold.

Many unusual encounters are protected by a guardian that must be defeated before reaching the treasure. Group strength is determined by the leader ranks involved, wizard levels, certain weapon artifacts, and tactical selection.

To explore an unusual encounter, issue Investigate Encounter (Order #140) with one of the following tactical selections:

- **Probing Attack (TAC 1)** – safest route to prevent leader/wizard deaths, but also the weakest approach to an encounter (group strength is at -25% penalty)
- **Standard Attack (TAC 2)** – middle of the ground approach to encounters, normal group strength, and normal death rate for leaders/wizards
- **Determined Attack (TAC 3)** – most aggressive approach to encounters, group strength at +25%, but also higher chances for leader/wizard deaths

Success and failure in resolving the encounter is also a factor in the chances of a leader/wizard dying from an encounter. Successful resolution reduces deaths by 25%, failure increases it by 25%. Undead figures (achieved through wizard spells) for a leader (nazgul) or wizard (wraith/lich) are immune from dying in an encounter.

Any group may investigate an encounter though only the leaders are automatically included in the adventure. To involve wizards, they must be given a specific command as the following:

- **Wizard Assist Encounter** (Order #139) – Wizard participates in encounter and his full level is calculated in the group's strength value however, the wizard is at risk of dying. This option is preferred if the wizard is immune from death (wraith/lich).

- **Mirror Image** (Spell #138) – Wizard contributes his full level to the encounter, while being only at 1/3rd the risk of death.
- **Guarded Attack** (Spell #101) – Wizard participates in encounter and is immune from dying, though wizard level is halved.
- **Light Of The Evening Star** (Spell #132) – Required to access Excellent class encounters. This spell may be intrinsic and automatically cast if the wizard is of proper level. Otherwise, for lower-level wizards, this spell will allow the wizard to participate in the encounter at full level and at the normal risk of death.
- **Bridge Of Mist** (Spell #133) – Required to access Superior class encounters. This spell may be intrinsic and automatically cast if the wizard is of proper level. Otherwise, for lower-level wizards, this spell will allow the wizard to participate in the encounter at full level and at the normal risk of death.

Unusual encounters are randomly placed on the map and must be discovered prior to their investigation. They may be located by:

- Agents of any level performing a Recon Area (Order #970), though only a single map area is covered
- Agents of 4+ level conducting a Search For Encounters (Order #978), covers 4 map areas
- Agents of 7+ level being issued Advanced Search (Order #979), covers 4 map areas and includes reconnaissance of any popcenters and groups along with encounters
- Wizards casting Raven Familiar (Spell #888), though only a single map area
- Wizards casting Eagle Familiar (Spell #887), covers 4 map areas
- High Priestesses divining artifact names (for artifact shortname), then the artifact's location on the map
- Groups simply ending movement upon them through sheer luck, useful if all four groups are available for assisting in the efforts (4 areas covered per turn)

The categories of encounters:

- **Enigma** – Easiest encounter to resolve, does not involve combat but rather success is decided by TAC selection, no risk of leader/wizard death
- **Fine** – Somewhat more difficult encounter to resolve, battle with the guardian is necessary to gain treasure

- **Excellent** – More difficult encounter level that requires a wizard to cast Light of the Evening Star or Bridge of Mist for group to access encounter (may be intrinsically cast)
- **Superior** – Very difficult encounter that requires a wizard to cast Bridge of Mist to investigate
- **Quest** – Most difficult of all encounters, very deadly, use caution, must have the corresponding Key to access encounter, location of Key will be given upon initial investigation (no combat), if group has possession of the corresponding Key, access will be granted and battle ensues, Quest treasures are the most powerful artifacts in the campaign

When unusual encounters are discovered, they will be displayed on the kingdom's map snapshot that turn:





Sage Advice

If your wizards are undead (wraith/lich), they may investigate the encounter without fear of dying, so issue them Wizard Assist Encounter (Order #139) for each of them. They'll contribute their full wizard level and you'll still be able to cast a spell for something else that turn like teleport group to another encounter area.

For some Enigma encounters, you will need to experiment which TAC will be successful. It is recommended to start off with TAC 2 and read the text results carefully. If it indicates that your response was too aggressive or such, try a lower TAC 1.

To investigate Excellent or Superior encounters, you will need a wizard to cast Light of the Evening Star (for Excellent) or Bridge of Mist (for Excellent or Superior), but doing so, leaves the wizard vulnerable to death. You could always wait until a wizard is high enough in level for those "access" spells to become intrinsic. Check your kingdom setup file. Then you may investigate the encounter with the wizard casting a more protective spell for himself.

Kingdoms

Alchemist



Kingdom Motto: Mix It Up, Chemistry Is Toxic

Leader Title: Lead Researcher

From Your Prime Minister: Experimenting with chemical compounds enables us to develop unique items to aid us against others. Our ability to transmute certain resources into gold may provide the necessary funds to develop certain aspects of our kingdom. Gunpowder, a rare and valuable resource, is only available to our kingdom and

may be used to manufacture unique items. All things considered, Lead Researcher, your opportunity for great glory is inevitable.

Special Rules for the Experimental Studies of the Alchemist Kingdom:

- Our kingdom has access to the full set of **Summon Monster I-IX** spells. These creatures are of standard caliber without any special abilities, though they are quite useful in combat.
- Only the Alchemist has access to the rare and valuable commodity, Gunpowder, which may be used to manufacture Explosive Devices and Fireworks
- **Explosive Devices** are used in combination with the Agent Sabotage Popcenter (Order #930), may use any number of explosive devices (specify quantity in last column), each device inflicts an additional 1,000 damage to popcenter defense, if saboteur is caught/killed, any explosive devices in possession will be returned to capital
- Special Order: **Fireworks** (Order #746, 150 gunpowder, only for Alchemist), increases group morale 8 pts, up to 120 morale, may occur at any map location with popcenter or in the wild, acts as a rest for the group (may not move or engage in other activity, group needs to be fed and paid, etc.)
- Special Order: **Create Alchemist Item** (Order #585, only for Alchemist).
 - **Explosive Device** (250 gunpowder), inflicts additional 1,000 popcenter defense damage, use with Agent Sabotage Popcenter (Order #930)
 - **Healing Salve** (5,000 food, 5,000 gold), removes attrition for all brigades in group by 5%

- **Poison Flask** (1,000 food, 1,000 gold), damages another kingdom's food supply by additional 10%, use with Agent Poison Food (Order #615) which does 20% food damage normally with each poison flask adding +10%
- **Preservation Jug** (5,000 food, 5,000 gold), prevents all food spoilage that turn
- **Rejuvenation Cream** (1,000 food, 1,000 gold), fully restores High Priestess health
- Special Order: **Use Potion** (Order #586, only for Alchemist): Use this order to activate a potion's effects. For Healing Salve, specify group to heal their attrition. For Rejuvenation Cream, specify High Priestess name to restore her to full health. For Preservation Jug, no further information is needed to prevent food spoilage that turn. For Explosive Device and Poison Flask, these two items are automatically incorporated in the respective Agent Orders (#930 Sabotage Popcenter Defenses or #615 Poison Food Supply).
- Special Order: **Transmute Rare Element** (Order #212, only for Alchemist), convert mithril into gold (50:1), convert gunpowder into gold (20:1), reported under Trade And Other Sources
- Special building: **Apothecary** (10,000 food, only for Alchemist), necessary to create Healing Salve, Poison Flask, Preservation Jug, and Rejuvenation Cream
- Special building: **Laboratory** (10,000 gold, only for Alchemist), necessary to create Explosive Device, each building generates 100 gunpowder / turn, only one Laboratory per popcenter, if Alchemist loses control of popcenter, the building remains but does not generate gunpowder for other kingdoms
- Special Order: **Equip Advanced Item (Muskets)** (Order #607, 500 mithril), muskets are an advanced weapon group attachment similar to forged improved weapons and cannot be traded. The muskets provide an extra 20% leader/wizard death effect during group combat. Equip muskets to group at kingdom-owned popcenter with forge. Group must have one or more brigades in group. Group must already be equipped with improved weapons or mithril weapons from forge (Order #605). Only able to equip improved weapons, mithril weapons, or advanced weapons to a group once on the same turn.
- Alchemists may acquire Greek Fire (Seapower enhancement) at half cost
- Wizard capitals start with a significant boost to their defense than normal

Traits: Forethought

Kingdom Brigade Description: A balanced brigade, not heavily armed or armored. A good allotment of short bowmen, medium infantry equipped with spears and leather protection that have been trained to charge, a company of light horse. All in all, the Alchemist brigades would be considered average, and the kingdom is best served by adding its wide assortment of available Companions as well as summoned brigades.

Companions: Rohirrim, Swampmen, Uak Hai, Wildlings

Terrain Adeptness: Standard

Magical Prowess: Supremacy (Tier 1 of 7)

Spells Available Earlier than Prowess Base: Create Gold, Strengthen Walls, Summon Iron Golem

Amazons



Kingdom Motto: The Lioness Hunts the Prey

Leader Title: Holy Mother

From Your High Councilor: We Amazons are not an ancient people, but established our kingdom by defeating the Westmen dynasty centuries ago. While we retain our wild ways including hunting from horseback, we have adapted the characteristics of other civilizations including a stable political system. Our belief in our gods is paramount, as is the training of our all women army. We do retain the services of various male Companion units, civilized and otherwise, and are entitled under treaty to recruit brigades from towns and cities we control in times of need. Our

Secrecy grants us a hidden capital, that may be in any terrain. We have mastery in the plains, and stand alone in that regard: those abilities will be important to our success, Holy Mother.

Special Rules for the Realm of the Amazon Matriarchy Kingdom:

- **Flanking Tactic** (use TAC 4). Group vs. group attack that requires the Riders Trait, a Marshal or better in the group (not stunned), and can only be done in Plains or Desert terrain. Cannot be used against a group with flying or a kingdom with the Riders Trait (reverts to Standard Battle Plan). Cannot be used against an enemy group with a Warlord who is healthy (not stunned). Charge phase combat value for the flanking force is at 175%. Enemy losses in retreat are x3. Changes enemy's Organized Withdrawal to Stand And Defend. Own group retreat as Standard Battle Plan. If Flanking group retreats, its own losses in retreat are 2x.
- **Summer Attack.** Group vs. group attack ability. Group must attack (not defend). May only be done in regions affected by the season, so during the Summer season, only permitted in regions 4 and 8-13 (except during an Ice Age where no region experiences summer). Happens automatically if kingdom, region, and season qualifies (no special order needed). Attacking with this innate ability automatically grants +20% to both attack and defense values and causes Fear (-10% morale for battle) to enemy if our kingdom attacks at a TAC 2+. Can stack with Flanking or Night Attack.
- Our population centers located in the plains generate +20% food production due to our hunting prowess.

- Special Order: **Equip Advanced Item (Matriarchal Spears)** (Order #607, 500 mithril), matriarchal spears are an advanced weapon group attachment similar to forged improved weapons and cannot be traded. The spears provide an extra 20% leader/wizard death effect during group combat. Equip spears to group at kingdom-owned popcenter with forge. Group must have one or more brigades in group. Group must already be equipped with improved weapons or mithril weapons from forge (Order #605). Only able to equip improved weapons, mithril weapons, or advanced weapons to a group once on the same turn.
- Our Capital begins with a Temple constructed by our forbearers.

Traits: Adventurers, Archers, Devout, Foreknowledge (Bow of Heracles, Last Herd of Winged Stallions), Healing, Military Tradition, Riders, Secretive, Trackers

Kingdom Brigade Description: Exclusively female warriors, primarily light cavalry, carrying bow and spear, accompanied by fleet footed light infantry. Well trained and extremely adept in the plains. Exceptionally deadly in the plains.

Companions: Apes, Hill Giants, Mammoths, Wildlings, Zealots

Terrain Adeptness: Mastery in the Plains

Magical Prowess: Standard (Tier 4 of 7)

Spells Available Earlier than Prowess Base: Eagle Familiar, Dispel Dome of Invulnerability, Dire Wolf Familiar, Healing

Ancient Ones



Kingdom Motto: We Alone, Are Pure

Leader Title: Great Archon

From Your Prime Minister: Great Archon of The Ancient Ones, you face a number of challenges, and will be called upon to exhibit some of the craftiest, most subtle, yet strategically decisive plans of any kingdom. Perhaps more than any other kingdom, you can use your many special abilities to aid your allies and create unique difficulties for your adversaries. Though your political power and special abilities are great, you should not risk becoming the enemy of too many kings.

Special Rules for the Secret Servants of the Ancient Ones Kingdom:

- The Ancient Ones have no King or Queen, per se. Rather, each of our very special emissaries called Consuls carries the full power of a ruler, plus many other special capabilities. Each Consul may be issued any political sole order for a ruler.
- Consuls will be captured upon the military conquest of the pop center that they are located only 25% (rather than 50%) of the time.
- **Consul Enamor Region** (Order #465, 8,000 gold). This special ability allows the Consul to enamor the regional reactions of any kingdom, not just the Ancient Ones, in a specified region at half the normal cost. However, the chances of success are only 76% rather than the normal 100% chance of a normally priced enamor.
- **Consul Denigrate Region** (Order #478, 6,000 gold). This special ability allows the Consul to denigrate the regional reactions of a kingdom in a specified region at a discounted rate than the normal cost. The chances of success are the same as the normal denigration rules, or 35%, whichever is greater.
- To bestow a title upon one of our political emissaries (Order #390 Bestow Title), the Consul must be present at our kingdom's capital.
- A Consul may relocate themselves to another population center (Order #350 Move Emissary) at a reduced cost of 2,000 gold.
- Consuls may undertake nearly all of the High Priestess orders available, but not those that require the Devout trait as a prerequisite like the Summon Angels spells.

The cost of using the Consul for a High Priestess specific order is the same as that for the High Priestess (typically, 7,000 gold).

- Whenever a Noble Maiden is hired by another kingdom, our kingdom receives 2,000 gold.
- **Sleep** (Order #306, 0 gold). Consuls may cast sleep upon other emissaries, priestesses, or agents with 70% effectiveness. The sleep will incapacitate the target (unable to carry out their directive for the turn). Keep in mind that there are protective magics and artifacts that may prevent the target from being slept. This ability counts as their sole action for the turn.
- Our Consuls are immune to being slept, whether it's from a special ability or by a wizard's magical spell.
- There are no Skeletons in the Closet for the Ancient Ones.
- All three of our Consuls start the game as being Immortal.

Traits: Acuity, Charisma, Devout, Foreknowledge (Altar of the Holy Ancients, + random), Forethought, Healing, Magic Immunity (Death), Magic Resistance (Sleep), Oratory, Secretive, Stalwart

Kingdom Brigade Description: A well-equipped infantry force complimented by medium and elite cavalry, as well as a company of bowmen and expert archers.

Companions: Chameleons, Great Bats, Mammoths, Scorpions

Terrain Adeptness: Advantage in Desert

Magical Prowess: Advantage (Tier 3 of 7)

Spells Available Earlier than Prowess Base: Augment Title, Conjure Scandal, Heal, Unveil Population Centers, Ward Popcenter. Unique only for our kingdom: Ancient Intervention

Atlanteans



Kingdom Motto: Deep Blue Water, Bright Blue Sky

Leader Title: Emperor

From Your High Councilor: While we were mere legends and myths to the people of the Second Cycle, Alamaze will tremble as they realize Atlanteans are indeed real, and powerful. We will gain dominance perhaps first at sea, and then at land. Our initial strengths are important and defensively we are neigh impregnable, with a hidden capital, likely at sea, while our powerful navy with Mastery at sea will slice apart any foes attempting to discover it. As might our ability to Summon a Kraken when our wizards rise in power. We have a strong noble court from our Feudal society. We can retain powerful

companions if desired in our land campaigns. We are a balanced, powerful kingdom, Emperor, to be feared at sea. You might consider diplomatic arrangements to acquire sea ports in the seas we do not possess them.

Special Rules for the Legendary Civilization of the Atlanteans Kingdom:

- Atlantean capitals start with a minor boost to their defense, census, food, and gold than normal.
- Our primary group begins the game with an additional General.

Traits: Charisma, Feudal, Foreknowledge (random), Forethought, Healing, Industrious, Oratory, Rich, Seafaring, Secretive

Kingdom Brigade Description: A solid, if not spectacular brigade structure, with good armor, well trained archers, and a disciplined, phalanx-like approach to infantry combat.

Companions: Centaurs, Hill Giants, Rohirrim

Terrain Adeptness: Mastery at Sea

Magical Prowess: Standard (Tier 4 of 7)

Spells Available Earlier than Prowess Base: Flash Flood, Storm At Sea, Summon Kraken

Black Dragon



Kingdom Motto: We Own the Sky

Leader Title: Great Khan

From Your Chief Thrall: Great Khan of The Black Dragons, lesser races dread your arrival! Great thanks Oh Kahn for honoring me with the title of being your Chief Thrall and overseeing all your human minions and ensuring they perform their tasks as you demand. Blessed with incredible mobility, a good political corps, and decent magic and agents, the Black Dragons are a balanced kingdom with wings. Your dragons are not a match for the Red Dragons one on one, or brigade for brigade vs. several kingdoms, but your flight ability lets you pick and choose your fights.

Your strategy should be multi-dimensional, perhaps allowing your groups to locate population centers and having emissaries at the ready to move in and usurp control.

Special Rules for the Dark Skies of the Black Dragon Kingdom:

- **Flanking Tactic** (use TAC 4). Group vs. group attack (special exemption for our kingdom, others require the Riders trait), a Marshal or better in the group (not stunned), and can only be done in Plains or Desert terrain. Cannot be used against a group with flying or a kingdom with the Riders Trait (reverts to Standard Battle Plan). Cannot be used against an enemy group with a Warlord who is healthy (not stunned). Charge phase combat value for the flanking force is at 175%. Enemy losses in retreat is x3. Changes enemy's Organized Withdrawal to Stand And Defend. Own group retreat as Standard Battle Plan. If Flanking group retreats, its own losses in retreat are 2x.
- **Phoenix** (Order #565 Recruit Companions) may be recruited at one of the volcano locations on the map (KH, KS, ZV). Phoenix are flying creatures that have regenerative powers. A group that contains a Phoenix brigade may issue their special regenerate order (#236 Regenerate) once per turn. This ability will heal up to 5% attrition (double during an Ice Age).
- **Create Dragon's Lair** (Order #650), specified map area must be a Mountain location without a pop center (pillaged or a magic-destroyed popcenter frees the map area of a popcenter so the area is valid for a lair). May only have one Dragon's Lair on the map. May only issue order on turn 4 or later. A Dragon's Lair produces 20,000 gold each month (does not decrease due to seasonal effects).

- Black Dragons cannot use sea power or buy ships, and therefore cannot use Orders #710 and 715. Use the normal land movement order #720 to cross sea areas. Flying groups may land on water.
- Special Order: **Equip Advanced Item (Poison Tail Stinger)** (Order #607, 500 mithril), poison tail stinger is an advanced weapon group attachment similar to forged improved weapons and cannot be traded. The tail stinger provides an extra 20% leader/wizard death effect during group combat. Equip the stinger to group at kingdom-owned popcenter with forge. Group must have one or more brigades in group. Group must already be equipped with improved weapons or mithril weapons from forge (Order #605). Only able to equip improved weapons, mithril weapons, or advanced weapons to a group once on the same turn.
- Black Dragons capitals start with a significant boost to their defense and gold production than normal.
- Our ruler starts the game as being Immortal.

Traits: Acuity, Evil, Foreknowledge (2 random), Magic Resistance (Death), Magic Resistance (Sleep), Rich, Ruthless, Trackers

Kingdom Brigade Description: Here there be dragons! A Black Dragon brigade has only perhaps a score of Black Dragons, but is powerful and versatile. They spew acid in the missile phases, swoop down with huge claws in the charge phase, throwing victims into the air or crushing them, and then land and attack with jaws and tail in melee phases. Their flight gives them a good advantage attacking population centers as their walls do not provide the same advantages. While Black Dragons are a strong brigade type, they are not a match for the top kingdom brigades such as Red Dragons and the Sacred Order when brigades and other factors are about equal.

Companions: Great Bats, Phoenix, Wyvern

Terrain Adeptness: Flight, Disadvantage in Forest

Magical Prowess: Standard (Tier 4 of 7)

Spells Available Earlier than Prowess Base: Cold Darkness

Cimmerians



Kingdom Motto: To Hear the Lamentations of their Women

Leader Title: King

From your Second in Command: We Cimmerians are proud warriors. We care not much for wizardry, but we are strong, bold, clever, and feared. We have learned more tactics than any kingdom, and can execute them in a variety of terrains and conditions. While our agents are good at their craft, they too are strong. If our personalities are captured, they have a good chance to escape. Our longboats can evade at Sea. If our strategy can match our tactics, we should be able to field a formidable force beginning from the relative security of the Northern Mists.

Special Rules for the Cimmerian Nation from the North Kingdom:

- **Winter Attack.** Group vs. group attack ability. Group must attack (not defend). May only be done in regions affected by the season, so during the Winter season, only permitted in regions 1-3 and 5-7 (except during an Ice Age where all regions are valid). Happens automatically if kingdom, region, and season qualifies (no special order needed). Attacking with this innate ability automatically grants +20% to both attack and defense values and causes Fear (-10% morale for battle) to enemy if our kingdom attacks at a TAC 2+. Can stack with Flanking or Night Attack.
- **Night Attack** (use TAC 5). Group vs. group attack. Requires a Marshal or better (not stunned), 2 or more Veteran or higher kingdom brigades, cannot be done in summer. Causes Fear (-10% morale for enemy in battle), enemy missile phases are at -75%, own missile phases are -33%, enemy leadership values reduced 33%, enemy retreat losses are x2, enemy characters have +10 points to death chance from battle. Retreat as TAC 2. Night attack is not valid against groups that attack our own at TAC 2 or higher (our attack converts to standard battle plan).
- **Fight To The Last Man** (use TAC 7). Defensive group vs. group tactic. Requires Stalwart, no Green brigades, at least two Veteran Kingdom brigades, and a Marshal or higher (not stunned). This is a defensive only tactic (does not initiate combat). Provides an additional +15% to defense over normal defensive bonus, and retreat becomes 90% (which means our troops will continue fighting until nearly completely destroyed).
- Food and gold production at kingdom-owned pop centers are reduced less than for other kingdoms during winter. While other kingdoms receive only 25% food and

50% gold production in winter, the Cimmerians will receive 50% of normal food production and 75% of gold production.

- Special Order: **Equip Advanced Item (Battle Axes)** (Order #607, 500 mithril), battle axes are an advanced weapon group attachment similar to forged improved weapons and cannot be traded. The axes provide an extra 20% leader/wizard death effect during group combat. Equip axes to group at kingdom-owned popcenter with forge. Group must have one or more brigades in group. Group must already be equipped with improved weapons or mithril weapons from forge (Order #605). Only able to equip improved weapons, mithril weapons, or advanced weapons to a group once on the same turn.
- Recruited troops by our kingdom begin as Regular experience instead of Green.
- All brigades in the Cimmerian's first group start the campaign as Veteran experience.

Traits: Acuity, Adventurers, Cunning, Foreknowledge (Great Axe of Hurblind), Heroic, Magic Resistance (Battle), Military Tradition, Ruthless, Seafaring, Stalwart, Trackers

Kingdom Brigade Description: The Cimmerians are powerful warriors, especially when using their special tactics and in their terrains with advantage. They mainly disdain archery as cowardly; they are best moving to engage shouting their war cries. Mainly heavy infantry equipped by individual preference, with some heavy cavalry chargers, mainly from the nobility and bannermen. They hold up well in protracted melees.

Companions: Mammoths, Hill Giants, Wildlings

Terrain Adeptness: Advantage in Mountain, Forest, and Sea

Magical Prowess: Substandard (Tier 5 of 7)

Spells Available Earlier than Prowess Base: Eagle Familiar, Dire Wolf Familiar

Dark Elves



Kingdom Motto: To the Strong, Everything!

Leader Title: Great Emperor

From Your Prime Minister: The Dark Elven Onyx Imperium remains one of the most rigid and enduring feudal societies. Imperial succession, however, is often perilous. The Onyx Imperium is well respected by friends and foes alike for having an array of strengths, including persuasive statesmen, impressive wizards, clever agents and a well-balanced military featuring black mailed and skilled medium cavalry. Our hatred of the pale ones, the High Elves of the so-called Golden Wood, is known to all. Our economy needs shoring up and our military is not among the largest. Both areas likely need to be

addressed in order to expand greatly upon the frontiers of our Imperium. We likely have the greatest number of kingdom traits due to our superior culture.

Special Rules for the Onyx Imperium of the Dark Elves Kingdom:

- Special Order: **Equip Advanced Item (Venomed Blades)** (Order #607, 500 mithril), venomed blades are an advanced weapon group attachment similar to forged improved weapons and cannot be traded. The venomed blades provide an extra 20% leader/wizard death effect during group combat. Equip blades to group at kingdom-owned popcenter with forge. Group must have one or more brigades in group. Group must already be equipped with improved weapons or mithril weapons from forge (Order #605). Only able to equip improved weapons, mithril weapons, or advanced weapons to a group once on the same turn.

Traits: Acuity, Archers, Cunning, Evil, Feudal, Order, Spy Network, Trackers

Kingdom Brigade Description: Known chiefly for their expert archery, the archers and infantry usually wear black leather and black helmets, while the cavalry component wears black ring mail and adorns their mounts with various intimidating headgear.

Companions: Centaurs, Great Bats, Ogres, Orcs, Swampmen, Trolls, Uak Hai, Wood Elves

Terrain Adeptness: Mastery in Forest and Marsh

Magical Prowess: Mastery (Tier 2 of 7)

Spells Available Earlier than Prowess Base: Augment Title, Cold Darkness, Famine, Infuriate Populace, Plague, Summon Death, Summon Specters

Deathknights



Kingdom Motto: All Will Perish

Leader Title: Dark Lord

From Your Prime Minister: The Everlasting Night of the Deathknights is dreadful for all living things. Our military is much respected and feared by all throughout the realm for having an array of strengths amongst its well-balanced military. All will comply with our rule!

Special Rules for the Everlasting Night of the Deathknights Kingdom:

- The Deathknights are a strong military kingdom from the nether regions whose purpose in existence is to destroy all living life. The nefarious nature of the Deathknights vile aura manifests as a continuous **Plague** in regions where a group with at least one brigade of Deathknights resides. The plague wipes out 15% of the population in the entire region, and even depopulates the Deathknights controlled region. The plague is an innate ability and cannot be dispelled or prevented though, the wizard spells Raise Population Census and Raise Regional Census may increase the population levels. The consequence of the ever-present Deathknight plague will inhibit recruiting efforts from pop centers for a number of kingdoms, which establishes a "doomsday clock" scenario if kingdoms ever wish to expand their militaries in that regard. [The plague reduces the region's population levels to a minimum census of 1,000 per pop center]
- The sheer presence of the Deathknights are so vile that a group with at least one Deathknight brigade (not invisible) at another kingdom's capital causes their food stockpile to spoil at three times the normal rate (so 20% food spoilage becomes 60%). Only a Scroll of Purification (Spell #525) or a Preservation Jar (Alchemist only) may prevent this food loss.
- **Hell Hounds** (Order #565 Recruit Companions) are companions that are only available for our kingdom. During combat, Hell Hounds breathe fire upon their foes, which is the equivalent of a pwr-2 Firestrike spell (increased during Ice Age games).
- **Summon Pit Fiend** (unique for our kingdom, see wizard spells). Pit Fiends are flying creatures that are exceptionally strong and have the innate ability to

immolate, which has the damaging effect of a wall of flame spell (25% damage before combat, increased during Ice Age games). If any opposing forces wish to fight a Pit Fiend, they will do so in flames. The demon immolation causes no damage upon the Deathknights forces.

- Special Order: **Muster The Fallen** (Order #564, 5,000 gold). This special ability of the Deathknight kingdom congregates the departed victims that have fallen from the deadly plague and assembles their remains as skeletons to join the group. The number of skeleton brigades' scale as the game progresses (max limit 20 SK brigs per group). On turns 1-10: 2 brigs, turns 11-20: 4 brigs, turns 21-30: 6 brigs, turns 31+: 10 brigs. The group must be located at the capital, though an inactive group may be specified to receive the brigades. This order may only be issued once per turn.
- Deathknight groups receive no morale gain/loss from regional reactions. No morale is gained from resting, nor do they gain morale if given extra food/gold (though loss occurs if not fed/paid). Deathknight groups receive morale gains from conquest only. Morale gained from conquering a pop center or an opposing group is at x1.5, plunder yields x2 (max 18 morale gain).
- High Priestesses enslaved under our control may issue the exclusive **Summon Fallen Angel** (Order #666, 7,000 gold) which is only available for the Deathknights kingdom. The fallen angel appears for the turn summoned and will visit a pop center no more than 8 areas away. The targeted pop center will suffer the vast destruction caused by the fallen angel with its defense, food, gold, and census decreased by 1,000 each. A Ward Population Center spell will successfully prevent the fallen angel from reaching its target (consumes the ward). Several Priestesses may each send fallen angels to inflict greater damage or to overcome multiple wards.
- Special Order: **Torment Prisoner** (Order #620, 6,000 gold), allowed once per turn, acquires a random major/minor skeleton of the prisoner's kingdom. The torture is 100% effective in acquiring such information. The specified prisoner must be a political emissary to reveal a skeleton in the closet, not an agent or other figure.
- Our kingdom has five groups available.

Traits: Acuity, Evil, Foreknowledge (Morgal Blade), Magic Immunity (Death), Military Tradition, Ruthless, Siege Engineering, Stalwart

Kingdom Brigade Description: Known chiefly for their powerful infantry, the troops usually wear black platemail with spiked helmets, while the cavalry component wears black ring mail and adorns their mounts with various articles of decomposing body parts.

Companions: Hell Hounds, War Machines

Terrain Adeptness: Standard

Magical Prowess: Mastery (Tier 2 of 7)

Spells Available Earlier than Prowess Base: Famine, Imp Familiar, Plague, Summon Death.
Unique spells that are only available for our wizards: Summon Pit Fiend

Demon Princes



Kingdom Motto: The Bell Tolls for Thee

Leader Title: Overlord

From Your First Apostle of Hell: Supplanting the Witchlord as the most dreaded adversary imaginable are the Demon Princes. Armed with an array of special powers and carrying the full political weight of a prince, they are indeed formidable in the extreme. However, many kingdoms may unite to squelch your drive to dominance. In addition, most regions begin initially hostile or at best, suspicious. Aside from the numerous wizards, the military is not impressive, but is cheap to maintain. If somehow you could line up allies or win influence on the high council, it will make your task of controlling cities

much easier. Your mortal king must be protected, for his administration will directly affect the power of the Demons themselves.

Special Rules for the Seven Hells of the Demon Princes Kingdom:

- The Demon Princes have many special abilities perhaps, more than any other kingdom. The Demon Princes allow a mortal steward to administer the affairs of the kingdom, who bears the title of King or Queen. This person functions in the same way as other rulers. However, if our ruler is assassinated or kidnapped, and our kingdom does not have a human Prince or Princess to assume command, one of our majestic Demon Princes will be forced to take control of our kingdom. When doing so, all special abilities of being a Demon Prince become inactive. So, it is in our best interests if we enlist a number of human Princes or Princesses to protect our Demonic Princes from such an ordeal.
- The Demon Princes may perform any of the missions for political emissaries exactly as a Prince would, and at the same level of political effectiveness.
- **Gate** (Order #351, 2,000 gold). Demon Princes may relocate into another pop center anywhere on the map. Gating has no range restriction. The Demon Prince will not be blocked by military groups at the pop center when relocating through this manner.
- Demon Princes are not subject to the effects of magical Sleep. This immunity applies for all figures (emissary, priestess, agent) of the Demon Princes kingdom.
- **Sleep** (Order #306, 0 gold). Demon Princes may cast sleep upon other emissaries, priestesses, or agents with 70% effectiveness. The sleep will incapacitate the target

(unable to carry out their directive for the turn). Keep in mind that there are protective magics and artifacts that may prevent the target from being slept. This ability counts as the demon's sole action for the turn.

- Demon Princes will be captured upon the military conquest of the pop center that they are located only 25% (rather than 50%) of the time.
- Demon Princes control people through fear and magic. As such, regional reactions for the Demon Princes is never worse than halfway between Tolerant and Suspicious when they undertake political orders. This benefit is automatic and requires no further action to enable for the Demon Princes.
- The Demon Princes have difficulty raising their influence above a certain level. After their influence reaches 18, subsequent orders to raise influence (Order #480) will have only a 66% chance of succeeding, although gold will still be consumed. On the other hand, their influence will never be reduced below 11, no matter what actions other kingdoms take. As scandal is not relevant to the Demon Princes due to their completely evil nature, they have no Skeletons in the Closet.
- **Regional Submission** (Order #283, 3,000 gold). This ability allows a Demon Prince to temporarily improve the regional reaction of the populace in the region in which he is located by one level. The effect lasts for the current turn only. A further condition for this special ability to be activated is that the Demon Princes must control at least one population center in the region. The regional reaction cannot be improved beyond Friendly. More than one Demon Prince may give this order in the same turn if desired, and if they are in the same region the effects are cumulative.
- **Demonic Denigration** (Order # 273, 3,000 gold). This order is similar to the Regional Submission power, however demonic denigration results in a one turn reduction of the target king's reaction by half a level in the region the Demon Prince is located. The effect lasts for the current turn only. A further condition for this special ability to be activated is that the Demon Princes must control at least one population center in the region. The effects are cumulative if more than one Demon Prince issues the order in the same region, with the same target kingdom. This is known to hinder other kingdom's diplomacy efforts (Orders #170,171) the following turn.
- **Raise Dead** (Order #563, 0 gold). This special ability allows a Demon Prince to summon a brigade of Skeleton troops to join their group. A Demon Prince needs to be located in the same area as the receiving group (or capital if an inactive group will receive the troops). All three (or four) Demon Princes may issue this command to the same group if desired. There are two restrictions: no Skeletons may be summoned prior to turn 4, and the limit on the maximum number of Skeleton brigades per group applies (max 20 per group).

- **Transmute Damned to Zombie** (Order #551, 0 gold). This order will convert a brigade of Damned troops into becoming a brigade of Zombie troops. Zombie brigades created by this order will be of Green experience level, and this order cannot bring the group total to be over 20 Zombie brigades. The advantage of having the more advanced Zombie troops is their special ability to eat the dead on the battlefield, which increases the number of Zombie brigades in the group (up to their maximum). The additional Zombie brigades join the group at no cost and are automatically done by the peculiar nature of the Zombie troops.
- Special Order: **Equip Advanced Item (Voodoo Dolls)** (Order #607, 500 mithril), voodoo dolls are an advanced weapon group attachment similar to forged improved weapons and cannot be traded. The voodoo dolls provide an extra 20% leader/wizard death effect during group combat. Equip voodoo dolls to group at kingdom-owned popcenter with forge (to smelt and extract the magical properties of the mithril). Group must have one or more brigades in group. Group must already be equipped with improved weapons or mithril weapons from forge (Order #605). Only able to equip improved weapons, mithril weapons, or advanced weapons to a group once on the same turn.
- All three of our Demon Princes start the game as being Immortal.

Traits: Evil, Magic Immunity (Sleep), Ruthless, Secretive

Kingdom Brigade Description: Mainly light, slightly crazed troops. They are acceptable in combat and have a surprisingly good charge accompanied by a shriek from hell. Skeleton brigades and other summoned troops may become more important for the military than are kingdom brigades.

Companions: Damned, Ogres, Orcs, Trolls, Uak Hai

Terrain Adeptness: Standard

Magical Prowess: Advantage (Tier 3 of 7)

Spells Available Earlier than Prowess Base: Crack The Sky, Demonic Visions, Dome of Invulnerability, Infuriate Populace, Summon Demon, Summon High Demon, Summon Specters, Transform to Lich

Druid



Kingdom Motto: Nature Always Prevails

Leader Title: Great Druid

From Your First Apprentice: Great Druid, you are supreme in magic, especially natural magic. Our Druids will key our success, but we also have great latitude in the number of Companions that will join our cause that are denizens of the wild lands. Our construction of the Druid's Grove will see to our food supply in most cases. We should take advantage of our early use to gain Eagle and Dire Wolf familiar to both gain intelligence and safeguard our groups. We are not a nautical power. As the leading power in Oakendell, our Mastery in the forest will be most helpful. If we avoid major mistakes early,

we should grow into an important power by midcampaign.

Special Rules for the Domain of the Great Druid Kingdom:

- Our kingdom has access to the full set of **Summon Monster I-IX** spells. These creatures are of standard caliber without any special abilities, though they are quite useful in combat.
- Special Order: **Create Druid's Grove** (Order #650), specified map area must be a Forest location without a pop center (pillaged or a magic-destroyed popcenter frees the map area of a popcenter so the area is valid for a grove). May only have one Druid's Grove on the map. May only issue order on turn 4 or later. A Druid's Grove produces 20,000 food each month (does not decrease due to seasonal effects).
- All Druid controlled pop centers provide an automatic recon of their location as a level 1 agent.

Traits: Healing, Secretive, Trackers

Kingdom Brigade Description: Druid kingdom brigades are not weak, but neither are they strong. They are individual fighters, lightly armored and armed. They have javeliners and slingers for missile troops, as well as a few archers. They often have wild beasts attacking mixed in with their human troops, and this makes them above average in the charge phase. Overall, the Great Druid will make important decisions about what Companion and Recruited brigades to add to the military.

Companions: Apes, Centaurs, Chameleons, Great Bats, Hill Giants, Mammoths, Ogres, Swampmen, Wood Elves

Terrain Adeptness: Mastery in Forest, Advantage in Marsh

Magical Prowess: Supremacy (Tier 1 of 7)

Spells Available Earlier than Prowess Base: Dire Wolf Familiar, Eagle Familiar, Flash Flood, Summon Minotaurs, Wind Storm

Dwarven



Kingdom Motto: Hewn of Stone and Iron

Leader Title: Great King

From Your High Councilor: Great King of The Dwarven Lords of the Talking Mountains, hear my counsel. The Dwarves you rule are the Khazdum Dwarves: the largest, strongest and most intelligent in all the Dwarven line. This is reflected in the special rules for the position. Our people have always understood the importance of gold, and increasing gold supplies means more to us than does the success or failure of any foreign kingdom. Outside of your historically bitter rivalry with the Gnomes, we should have no certain enemies. However, the natural defenses provided by the Talking Mountains could be coveted by any

number of kingdoms uncertain of which direction to expand. Since mobility is not our strength, we must make good use of our emissaries. With favorable terrain, economics, emissaries, and a solid military, we Dwarves are tough foes for any one kingdom.

Special Rules for the Dwarven Lords of the Mountains Kingdom:

- The Dwarves are among the least magical of all the races. This fact also works to their advantage, as they enjoy Resistance to Battle Magic (33% chance of taking no damage).
- **Barrage Tactic** (use TAC 6). May only be used against PC's. Requires Siege Engineering trait, Marshal or higher (not stunned), and a Veteran or higher War Machine brigade. Attacker with Barrage gets 150% in both long and short range missile stages. Retreat as Standard Battle Plan.
- **Fight To The Last Man** (use TAC 7). Defensive group vs. group tactic. Requires Stalwart, no Green brigades, at least two Veteran Kingdom brigades, and a Marshal or higher (not stunned). This is a defensive only tactic (does not initiate combat). Provides an additional +15% to defense over normal defensive bonus, and retreat becomes 90% (which means our troops will continue fighting until nearly completely destroyed).
- Because of our supreme proficiency in the Mountains, our groups can mask the size of their force when ending movement in a Mountain area. This masking occurs automatically, without requiring either a spell or order.
- Special Order: **Evasion** (Order #118). Evade prevents combat with the specified group if in Mountain terrain. Not considered as a retreat for either group and is the

equivalent to a normal defensive order (so cannot attack groups/pop centers/encounters nor rest/set ambush). Evasion is limited to groups of up to 5 brigades.

- Special Order: **Dwarven Defenses** (Order #599). Because of the Dwarves great ability in working with stone, they may use this special order that will increase the defenses of a given Dwarven controlled population center by 4,000 at a cost of 10,000 gold. May only improve a pop center's defense through this order once a turn.
- Whenever a kingdom issues the directive to improve their pop center's defense (Order #600), our kingdom will receive 1,000 gold per increase (per multiple).
- Special Order: **Dwarven Tunnels & Traps** (Order #120, TAC 1), only may be issued in the Mountains. A successful withdraw of the Dwarven group will occur prior to combat unless the opposing group was issued a Determined Attack directive (TAC 3). If so, the opposing group will suffer significantly casualties from numerous Dwarven traps prior to being able to engage the Dwarves.
- **Create Gold Mine** (Order #650), specified map area must be a Mountain location without a pop center (pillaged or a magic-destroyed popcenter frees the map area of a popcenter so the area is valid for a mine). May only have one Gold Mine on the map. May only issue order on turn 4 or later. A Gold Mine produces 20,000 gold each month (does not decrease due to seasonal effects).
- Special Order: **Equip Mithril Item** (Order #606). This order is only available to the Dwarven and Elven kingdoms due to their master skill level and craftsmanship. Group must be located at kingdom-owned popcenter with forge. Group must already be equipped with the improved forged item (armor/weapons) in order to upgrade to their mithril version. Mithril armor provides +50% combat protection. Mithril weapons provides +50% combat effectiveness. Cost for forging either mithril armor or weapons is 1,000 mithril ingots. Group may only be equipped once a turn with forged armor/weapons.
- Special Order: **Equip Advanced Item (Dwarven Hammers)** (Order #607, 500 mithril), dwarven hammers are an advanced weapon group attachment similar to forged improved weapons and cannot be traded. The dwarven hammers provide an extra 20% leader/wizard death effect during group combat. Equip dwarven hammers to group at kingdom-owned popcenter with forge. Group must have one or more brigades in group. Group must already be equipped with improved weapons or mithril weapons from forge (Order #605). Only able to equip improved weapons, mithril weapons, or advanced weapons to a group once on the same turn.
- The Dwarven kingdom receives a 25% discount on paying the resource cost of improving the food/gold/defense of their population centers (Order #600).

- At the start of the game, the Dwarven kingdom receives a higher amount of mithril ingots in their treasury, as well as having a greater number of miners/prospectors than any other kingdom.

Traits: Adventurers, Feudal, Foreknowledge (Axe of Farin), Heroic, Industrious, Magic Immunity (Death), Magic Resistance (Battle), Magic Resistance (Sleep), Military Tradition, Rich, Siege Engineering, Stalwart

Kingdom Brigade Description: Dwarves are stout folk, who are generally considered better than above average in most phases. Their crossbows are good at distance, they are courageous in the charge on foot, and tough in melee. Dwarves are generally wearing armor, and adept with a variety of weapons, although the axe remains the preference for most warriors.

Companions: Hill Giants, Mammoths, Wildlings, War Machines

Terrain Adeptness: Supremacy in Mountains

Magical Prowess: Non-Magical (Tier 7 of 7)

Spells Available Earlier than Prowess Base: Hidden Ore, Shield, Strengthen Walls, Valor

Elven



Kingdom Motto: Freedom, Honor, Justice

Leader Title: Great Lord

From Our Prime Minister: Great Lord of The High Elves of the Golden Woods, hear my counsel. The High Elven kingdom enjoys a balance of strengths, and so is free to pursue a variety of strategies. As is well known, our archers are unsurpassed in skill. As always, our arch enemy remains the Dark Elven Imperium, but there are other forces whose acts are so diametrically opposed to the Elven ways that they too must be held in check. Thus, we cannot stay withdrawn in our Golden Woods, but must involve ourselves in affairs throughout Alamaze to

ensure eventual victory. We must not overestimate our ability to take the control of Oakendell, as there are those with less inviting territories who will covet the apparent sanctuary of this region.

Special Rules for the Evergreen Dominion of the High Elves Kingdom:

- **Giant Eagles** (Order #565 Recruit Companions) are available for our kingdom to transport our troops. These flying and majestic creatures are capable of carrying our forces, up to 5 brigades total (division-sized or less including the Eagles) may be flown.
- Because of our supreme proficiency in the Forest, our groups can mask the size of their force when ending movement in a Forest area. This masking occurs automatically, without requiring either a spell or order.
- Special Order: **Evasion** (Order #118). Evade prevents combat with the specified group if in Mountain terrain. Not considered as a retreat for either group and is the equivalent to a normal defensive order (so cannot attack groups/pop centers/encounters nor rest/set ambush). Evasion is limited to groups of up to 5 brigades.
- Special Order: **Equip Mithril Item** (Order #606). This order is only available to the Dwarven and Elven kingdoms due to their master skill level and craftsmanship. Group must be located at kingdom-owned popcenter with forge. Group must already be equipped with the improved forged item (armor/weapons) in order to upgrade to their mithril version. Mithril armor provides +50% combat protection. Mithril weapons provides +50% combat effectiveness. Cost for forging either mithril armor

or weapons is 1,000 mithril ingots. Group may only be equipped once a turn with forged armor/weapons.

- Special Order: **Equip Advanced Item (Elven Bows)** (Order #607, 500 mithril), elven bows are an advanced weapon group attachment similar to forged improved weapons and cannot be traded. The elven bows provide an extra 20% leader/wizard death effect during group combat. Equip elven bows to group at kingdom-owned popcenter with forge. Group must have one or more brigades in group. Group must already be equipped with improved weapons or mithril weapons from forge (Order #605). Only able to equip improved weapons, mithril weapons, or advanced weapons to a group once on the same turn.
- Our ruler starts the game as being Immortal.

Traits: Acuity, Archers, Charisma, Healing, Magic Resistance (Sleep), Oratory, Spy Network, Trackers

Kingdom Brigade Description: Renowned throughout Alamaze for their marksmanship with Elven bows, they are Riders and are also above average with the charge phase. Well trained and armed infantry is respectable in close combat.

Companions: Centaurs, Giant Eagles, Wood Elves

Terrain Adeptness: Supremacy in Forest, Disadvantage in Marsh

Magical Prowess: Mastery (Tier 2 of 7)

Spells Available Earlier than Prowess Base: Bounty, Invisible Brigade, Unveil Group Location

Elementalist



Kingdom Motto: I Am All

Leader Title: Hierophant Master

From Our Prime Minister: Master of Elements, we are fortunate to have unique access to the Elemental Planes of Existence. Vast knowledge of the elements has provided us with more powerful versions of combat spells that involve the elements. No one is at our level of arcane superiority. The Summoned troops from the various Elemental Planes are unique to our kingdom, and should be utilized to augment our middling kingdom brigades when the economy allows for it. All things considered, Master of the

Elements, your opportunity for control over the realm is imminent.

Special Rules for the Chaotic Planes of the Elementalist Kingdom:

- Our kingdom has access to the full set of **Summon Monster I-IX** spells. These creatures are of standard caliber without any special abilities, though they are quite useful in combat.
- Unique spells that are only available to our wizards: Summon Air Elemental, Summon Earth Elemental, Summon Fire Elemental, Summon Water Elemental.
- Attuned to the Elemental Planes of existence, we have access to unique troops for our kingdom that will enhance our military capabilities.

Air Elementals provide +10% morale bonus when fighting in Plains terrain as well as providing an ever present 10% reduction against enemy missiles (as wind storm).

Earth Elementals provide +10% morale bonus when fighting in Mountainous terrain as well as providing a constant 10% bonus to group defense (as shield).

Fire Elementals provide 10% morale bonus when fighting in Desert terrain and offer a 10% bonus to combat group strength (as valor).

Water Elementals provide a 10% morale bonus when fighting in Marsh terrain as well as provide a 25% reduction against charge attacks (as flash flood).

- Due to being masters of the elements, Elementalist wizards receive a +25% damage bonus to these combat spells: Lightning, Firestrike, Tornado, Earthquake, and Wall of Flame.

- Wizard capitals start with a significant boost to their defense than normal.

Traits: Adventurers

Kingdom Brigade Description: A balanced brigade, not heavily armed or armored. A good allotment of short bowmen, medium infantry equipped with spears and leather protection that have been trained to charge, a company of light horse. All in all, the Elementalist brigades would be considered average, and the kingdom is best served by adding its wide assortment of available Companions as well as summoned brigades.

Companions: Mephits

Terrain Adeptness: Standard

Magical Prowess: Supreme (Tier 1 of 7)

Spells Available Earlier than Prowess Base: Crack The Sky, Flash Flood, Storm at Sea, Wall of Flame, Wind Storm

Fairy Folk



Kingdom Motto: Live Free!

Leader Title: Noble Queen

From Our Prime Minister: Noble Queen of The Fairy Folk of the Forest, hear my counsel. As is well known, our military is not the strongest, or the bravest, however we are great in numbers to overwhelm our foes. Our skill in the arcane arts is well respected among all.

Special Rules for the Encompassing Realm of the Fairy Folk Kingdom:

- Our kingdom has access to the full set of **Summon Monster I-IX** spells. These creatures are of standard caliber without any special abilities, though they are quite useful in combat.
- **Chimera** (Order #565 Recruit Companions) is a mythical creature from the deep forest of the woodland realm. A Chimera is a fierce flying creature that has 3 special attacks (at pwr-2 level): its dragon head breathes fire as a Firestrike (increased during Ice Age games), its lion head roars with a sonic attack that produces a Guarded Attack for the group's highest-level wizard (sonic damage vs opposing groups plus protection for our wizard), its goat head's gaze causes confusion as a Chaos spell. The Chimera is a powerful and ancient creature that is greatly revered by the fairy folk.
- Our reinforcements of Fairy Folk brigades that occurs every five turns are the most plentiful in the realm, and we may further bolster our forces with many brigades of Sprites and Pixies. We may be weak in nature, but we are many in number!
- Because of our supreme proficiency in the Forest, our groups can mask the size of their force when ending movement in a Forest area. This masking occurs automatically, without requiring either a spell or order.
- Special Order: **Evasion** (Order #118). Evade prevents combat with the specified group if in Mountain terrain. Not considered as a retreat for either group and is the equivalent to a normal defensive order (so cannot attack groups/pop

centers/encounters nor rest/set ambush). Evasion is limited to groups of up to 5 brigades.

- Due to a plentiful harvest of gathering of nuts and berries, our kingdom starts with 40,000 extra food in our treasury
- Our fairy queen is an Immortal being

Traits: Healing, Magic Resistance (Sleep), Secretive

Kingdom Brigade Description: Fairy Folk troops are weak in strength and bravery compared to other kingdoms however, they are great in number.

Companions: Centaurs, Chimera, Ents, Pixies, Sprites

Terrain Adeptness: Supremacy in Forest

Magical Prowess: Mastery (Tier 2 of 7)

Spells Available Earlier than Prowess Base: Bounty, Destroy Undead, Fertile Fields, Heal

The Forgotten



Kingdom Motto: All Will Know Us Now

Leader Title: Lord

From Our Prime Minister: The Forgotten are the result of failed wizard experimentation from a time long ago. No one knows how many are their number, but now, they have arisen from obscurity to lay claim to the realm. The Forgotten are not Evil, but many mistaken them as such due to their misshaped and grotesque forms. The Forgotten were ignored by all in the past, but not any longer. We will rule this land that have exiled us.

Special Rules for the Lost Assembly of the Forgotten Kingdom:

- Due to the result of being experimented upon by wizards throughout their lives, the magic prowess of The Forgotten is at the Mastery level, but their spell selection regarding the number of spells normally for the Mastery level are reduced (lack of learning spells due to their remoteness and isolation).
- Our twisted and deformed kind regenerates naturally and we have developed certain immunities and resistances to magical effects (see traits above)
- **Beholder** (Order #565 Recruit Companions) are exclusive for our kingdom. Contrived by the experimentation of a conclave of powerful mages, the Beholder is a deadly flying monstrosity that is feared among all. Beholders have multiple eye attacks (at pwr-2 level): Firestrike, Lightning Attack, Fear, Kill Wizard (random), and Stun Leader (5 total eye attacks). The Beholder's eye attacks do not count towards limiting our wizards on singularity casting rules (e.g., only one Firestrike per target). Beholders are very weak in combat, and have poor defensive values. On turn 20+, the Beholder's eye beams are more powerful (at pwr-5 level). Enlist a Beholder for its multiple eye beams that will rip through opposing forces that dare to confront them.
- Our political emissaries are at a disadvantage from the lack of engaging with others and have a -15% penalty when rebelling/usurping pop centers.
- Due to surviving on their own, our agents get +15% bonus when stealing from others (food/gold/mithril/artifacts)
- **Night Attack** (use TAC 5). Group vs. group attack. Requires a Marshal or better (not stunned), 2 or more Veteran or higher kingdom brigades, cannot be done in summer. Causes Fear (-10% morale for enemy in battle), enemy missile phases are

at -75%, own missile phases are -33%, enemy leadership values reduced 33%, enemy retreat losses are x2, enemy characters have +10 points to death chance from battle. Retreat as TAC 2. Night attack is not valid against groups that attack our own at TAC 2 or higher (our attack converts to standard battle plan).

- Starts with knowledge of all Artifact Keys in the campaign. Keys are necessary to access Quest-level artifacts, the most powerful items in the game.
- Starts with a Beholder in first group.
- The Forgotten have no Skeletons in the Closet.

Traits: Foreknowledge (Key of the Gem), Foreknowledge (Key of the Maker), Foreknowledge (Key of the Slayer), Foreknowledge (Key of the Staff), Healing, Magic Immunity (Death), Magic Immunity (Sleep), Magic Resistance (Battle), Secretive

Kingdom Brigade Description: Solid infantry force, capable military overall.

Companions: Beholder, Chameleons, Swampmen

Terrain Adeptness: Standard

Magical Prowess: Mastery (Tier 2 of 7)

Spells Available Earlier than Prowess Base: Project Image of Group, Simulacrum

Free Traders



Kingdom Motto: We Ship, We Deliver, We Profit

Leader Title: Master Trader

From Our Prime Minister: Sire, let us exploit our vast experience in avoiding foreign entanglements and wars. We have a clear path to becoming an economic power, and our abilities should make it relatively easy to attract allies. We may need to invest in Companions when available and recruited brigades to deter invasion, but that done, kingdoms may seek us out as trading partners. Additionally, we have an impressive array of Traits, more than any other kingdom. Master Trader, we are a different type of kingdom that must use imagination and diplomacy, but we will have a unique experience rising to

power.

Special Rules for the Expanse of the Free Traders Kingdom:

- Due to our vast travel and experience, our kingdom has many traits, more than other kingdoms.
- The Free Traders are pacifists at heart and have the worst starting military and reinforcements. However, this may be improved upon with the use of rare and exotic animals available for our kingdom.
- Our available companions reflect the vast experience that our kingdom has travelling across the realm regarding the exchange and trade of exotic animals. The following, which are available through Order #565 Recruit Companions, are unique and only available for our kingdom.

Cockatrices are flying creatures with a petrifying gaze that increases the risk of death for enemy leaders and wizards (+10 pts for each Cockatrice brigade).

Griffons are strong flying units that provide aerial support for our forces.

Unicorns are a rare and special exotic animal that provides protection against magical attacks (reduces magic damage taken by the percentage of Unicorns in group).

- The Free Traders start as Tolerant in every region (including Stormgate).
- Our kingdom cannot be declared as an enemy.

- Due to our expansive knowledge of the realm, our kingdom gains the Foreknowledge of 5 random artifacts!
- Our merchant trading ships receive +25% more gold per mission.
- Free Traders may create an elite ship on any sea regardless of their pop center ownership relative to the sea (for Order #749, specify any map area for Columns C and D).
- Our seapower experience grants us +1 fleet in every sea.
- Due to our expansive trading, our kingdom initially starts with a large stockpile of food and gold in our treasury.
- Our capital starts with a Bazaar and Forum.

Traits: Adventurers, Charisma, Cunning, Foreknowledge (5 random), Forethought, Healing, Heroic, Industrious, Oratory, Rich, Seafaring, Spy Network, Trick of the Trade

Kingdom Brigade Description: The Free Traders will not conquer Alamaze on the backs of its military. At best, may be considered average on the attack, although they are above average on defense. They have slingers and some short bows, but no horses and they really cannot charge. They are generally under equipped and have no military tradition. Adding recruited brigades and companions will be necessary if the Free Traders wish their military to be effective.

Companions: Apes, Chameleons, Cockatrices, Griffons, Great Bats, Scorpions, Unicorns

Terrain Adeptness: Advantaged in all terrains

Magical Prowess: Advantage (Tier 3 of 7)

Spells Available Earlier than Prowess Base: Conjure Scandal, Diplomacy, Infuriate Populace, Raise Population Center Census

Giants



Kingdom Motto: We Crush!

Leader Title: Great Titan

From Our Prime Minister: Great Titan of The Giants Above the Trembling Ground, hear my counsel. Relative to the other kingdoms, we Giants have grown stronger in the space between the first and second cycles as well as the third. Now we are seen as much more influential. We should be a leading power in the land. Shrewd diplomacy and a sound strategy will be vital to our success. There are no glaring weaknesses to our kingdom, but we must always be wary of spreading ourselves too thinly. Avoiding a protracted early war may be necessary to assure success always endeavor to have lesser brigade types with our Giant brigades to reduce the

likelihood of losing them in battle.

Special Rules for the Giants Above The Trembling Ground Kingdom:

- **Barrage Tactic** (use TAC 6). May only be used against PC's. Requires Siege Engineering trait, Marshal or higher (not stunned), and a Veteran or higher War Machine brigade. Attacker with Barrage gets 150% in both long and short range missile stages. Retreat as Standard Battle Plan.
- **Fight To The Last Man** (use TAC 7). Defensive group vs. group tactic. Requires Stalwart, no Green brigades, at least two Veteran Kingdom brigades, and a Marshal or higher (not stunned). This is a defensive only tactic (does not initiate combat). Provides an additional +15% to defense over normal defensive bonus, and retreat becomes 90% (which means our troops will continue fighting until nearly completely destroyed).
- **Cyclops** (Order #565 Recruit Companions) are only available for our kingdom. Cyclops are fierce in battle and will bolster our forces well. **Rocs** (Order #565 Recruit Companions) are also exclusively for our kingdom. These enormous flying beasts are capable of carrying our hefty Giants and other troops, up to 5 brigades total (division-sized or less including the Roc) may be flown.
- Special Tactical Option: **Stomp** (use TAC 8). May only be used against opposing groups (not pop centers). Unique for our kingdom due to our towering size and girth, this special tactic will cause confusion and disorientation upon opposing forces resulting in chaos (unable to retreat easily, enables greater damage). This battle

tactic resolves as the standard Determined Attack (TAC 3) thereafter. Requires Warlord as our commander.

- We Giants are, of course, extremely powerful beings. When Giants groups parley with population centers, we receive a 10% positive modification, reflecting our intimidating presence.
- In battle, Giants leaders and wizards are 15% less likely to be slain than are those of other kingdoms.
- Special Order: **Equip Advanced Item (Iron Javelins)** (Order #607, 500 mithril), iron javelins are an advanced weapon group attachment similar to forged improved weapons and cannot be traded. The iron javelins provide an extra 20% leader/wizard death effect during group combat. Equip iron javelins to group at kingdom-owned popcenter with forge. Group must have one or more brigades in group. Group must already be equipped with improved weapons or mithril weapons from forge (Order #605). Only able to equip improved weapons, mithril weapons, or advanced weapons to a group once on the same turn.
- Our Giants are master craftsmen and get a 10% gold discount on all buildings.
- Our kingdom has five groups available.

Traits: Acuity, Archers, Dynasty, Heroic, Military Tradition, Seafaring, Siege Engineering, Stalwart, Trackers

Kingdom Brigade Description: Our Giant brigades are, of course, second to none. We have very strong infantry troops and inflict the most damage during the melee stages of battle.

Companions: Cyclops, Hill Giants, Mammoths, Ogres, Rocs, War Machines

Terrain Adeptness: Mastery in Mountains

Magical Prowess: Substandard (Tier 5 of 7)

Spells Available Earlier than Prowess Base: Conjure Prestige

Gnome



Kingdom Motto: Masters of Transmutation

Leader Title: Grand Councilor

From Our Prime Minister: Grand Councilor of The Great Gnomish Bastions of Alchemy, hear my counsel. We Gnomes have several highly desirable attributes at work for us. These include a very sound geographical territory, rich population centers, and a high proficiency for magic. In addition, the Bastions of Alchemy enjoy something of a "sleeper" role, as few kings will be as concerned with curtailing our activities as they will be with several others. Our rich gold flow will allow our magical research that will further our alchemy and will be needed to bolster our otherwise weak troops, or we might apply

magic to strengthen your political clout, Grand Councilor. All in all, I calculate we Gnomes have an excellent chance to contend for dominion over Alamaze.

Special Rules for the Golden Principality of the Gnomes Kingdom:

- **Barrage Tactic** (use TAC 6). Can be only be used against PC's. Requires Siege Engineering trait, Marshal or higher (not stunned), and a Veteran or higher War Machine brigade. Attacker with Barrage gets 150% in both long and short range missile stages. Retreat as Standard Battle Plan.
- Gnomes have always been interested in increasing their wealth and understanding of alchemy and related matters esoteric. Their advice on economic matters and their business practices are well respected. As such, whenever any kingdom issues an order to increase gold production at a population center, the Gnome kingdom will receive 1,000 gold per issuance (per multiple). Such amounts will appear in the economic report under Gold From Other Sources.
- Special Order: **Equip Advanced Item (Slings of Accuracy)** (Order #607, 500 mithril), slings of accuracy are an advanced weapon group attachment similar to forged improved weapons and cannot be traded. The slings of accuracy provide an extra 20% leader/wizard death effect during group combat. Equip slings of accuracy to group at kingdom-owned popcenter with forge (to smelt and extract the magical properties of the mithril). Group must have one or more brigades in group. Group must already be equipped with improved weapons or mithril weapons from forge (Order #605). Only able to equip improved weapons, mithril weapons, or advanced weapons to a group once on the same turn.

Traits: Cunning, Evil, Foreknowledge (Rod of Fire, Palantir Unikar), Industrious, Rich, Siege Engineering, Trick of the Trade

Kingdom Brigade Description: Our Giant brigades are, of course, second to none. We have very strong infantry troops and inflict the most damage during the melee stages of battle.

Companions: Chameleons, Goblins, Ogres, Trolls, War Machines, Warg Riders

Terrain Adeptness: Advantaged in Mountains

Magical Prowess: Mastery (Tier 2 of 7)

Spells Available Earlier than Prowess Base: Hidden Ore, Project Image of Group, Strengthen Walls, Summon Death, Unveil Groups

Halfling



Kingdom Motto: To Our Mutual Benefit

Leader Title: Great Leader

From Our Prime Minister: Sire, let us exploit our great economic knowledge and avoid foreign entanglements and wars. We have a clear path to becoming an economic power, and our abilities should make it relatively easy to attract allies. We may need to invest in Companions when available and recruited brigades to deter invasion, but that done, kingdoms may seek us out as trading partners. Additionally, we have an impressive array of Traits and Special Orders. We have friends in a Power 3 wizard and Marshal that we were otherwise unlikely to see for some time. Great Leader, we are a different type of kingdom that

must use imagination and diplomacy, but we will have a unique experience rising to power.

Special Rules for the Commonwealth of the Halflings Kingdom:

- **Fight To The Last Man** (use TAC 7). Defensive group vs. group tactic. Requires Stalwart, no Green brigades, at least two Veteran Kingdom brigades, and a Marshal or higher (not stunned). This is a defensive only tactic (does not initiate combat). Provides an additional +15% to defense over normal defensive bonus, and retreat becomes 90% (which means our troops will continue fighting until nearly completely destroyed).
- Special Order: **Establish a Hobbit Inc. Trading Company** (Order #611) at any city or coastal/sea town that is kingdom owned. Once constructed, this building allows our kingdom to trade on the open market at an improved 3:2 exchange rate (normally 3:1). Limits selling on the open market at 100,000 goods maximum. Costs 10,000 food and 15,000 gold to construct and only one may exist for our kingdom. The Hobbit Inc. Trading Company building will be destroyed if ownership of the pop center is lost by any means (may be rebuilt at another location).
- Special Order: **Reveal All Trades** (Order #425, no other columns needed). Reveals all trade transactions conducted by all kingdoms during the turn.
- Special Order: **Hire New Figure** (Order #512). Only our Halfling kingdom may issue this order to create a new Marshal to become a leader for one of our groups, a new Power-2 Wizard, or a new Level-7 Agent. When filling out this specialized order, specify group ID in Column "A" (if hiring a group figure or leave blank for agent), for Column "B" either Marshal, Wizard, or Agent, for Column "C" enter a name of length 4-12 characters (no spaces first two characters or leave blank and

a random name will be generated). Cost is 100,000 gold for any of the new figures (Marshal, Power-2 Wizard, Level-7 Agent). If hiring a Marshal or Power-2 Wizard, group must be at the capital, may be an inactive group. Hiring an Agent-7 will be placed at the capital. May only hire a new figure if no more than 3 of that type already exists or of higher level in the kingdom. So, if a Marshal, Grand Marshal, and a Lord Commander exist across all groups then a new Marshal may not be created since 3 (the max limit) already exists. If the supplied name is not unique across all groups (not just within the specified group) then a random name will be generated. It is possible that combat earlier in the turn may create a new leader with the same two initials which will cause the specified name to be replaced with a random one. Hiring a new figure with this order will not prevent ambush nor will it ruin the chances for a successful rest with Order #745.

- Begins with two Power-3 wizards and a Marshal in addition to the default starting characters.
- Halflings may create an elite ship on any sea regardless of their pop center ownership relative to the sea (for Order #749, specify any map area for Columns C and D).
- Halfling emissaries will be captured only 25% of the time their base falls to unfriendly hands (most other kingdoms are 50%).
- Due to their diminutive size, Halfling agents receive +15% bonus on all steal attempts (food, gold, artifacts).
- Halfling agents receive a -15% penalty when attempting an assassination but due to being aware of their surroundings, gain a +15% bonus in protection if their emissaries (or agents, priestesses, fools) become a target of an assassination.
- Halflings are expert at reconnaissance and receive +3 levels when performing such missions (applies to Order #970 only, not trail or other recon-style missions).
- Special Order: **Equip Advanced Item (Slings of Accuracy)** (Order #607, 500 mithril), slings of accuracy are an advanced weapon group attachment similar to forged improved weapons and cannot be traded. The slings of accuracy provide an extra 20% leader/wizard death effect during group combat. Equip slings of accuracy to group at kingdom-owned popcenter with forge (to smelt and extract the magical properties of the mithril). Group must have one or more brigades in group. Group must already be equipped with improved weapons or mithril weapons from forge (Order #605). Only able to equip improved weapons, mithril weapons, or advanced weapons to a group once on the same turn.
- All Halfling controlled pop centers provide an automatic recon of their location as a level 1 agent.

- Starting Halfling villages are hidden with a Glyph of Concealment.

Traits: Adventurers, Charisma, Cunning, Foreknowledge (Ring of Invisibility, Palantir Ambalar), Industrious, Magic Resistance (Battle), Magic Resistance (Death), Oratory, Stalwart, Trick of the Trade

Kingdom Brigade Description: Halflings will not conquer Alamaze on the backs of its military. They are Stalwart so resist fear, but at best could be considered average on the attack, although they are above average on defense due to toughness. They have slingers and some short bows, but no horses and they really cannot charge. They are generally under equipped and have no military tradition. Adding recruited brigades and companions will be necessary if the Halflings wish their military to be effective.

Companions: Centaurs, Ents, Rohirrim, Wood Elves

Terrain Adeptness: Advantaged in Mountains, Disadvantaged in Marsh

Magical Prowess: Substandard (Tier 5 of 7)

Spells Available Earlier than Prowess Base: Dispel Magic, Fertile Fields, Heal, Lesser Masking, True Seeing, Valor

Illusionist



Kingdom Motto: Look Again

Leader Title: Grand Illusionist

From Our Prime Minister: Grand Illusionist, your title says it all. Master of illusion, our strength is in your magic Supremacy, as well as the many important spells you gain earlier than your rivals, and interesting special orders and abilities. Our traits provide a hidden capital, agent bonuses, trading and some economic manipulation. We can move nearly undetected. Surprise should work in our favor. Exploit our magic advantages and agent advantages. Try to use guerilla tactics militarily rather than slug it out. Tend to the development of your adepts and lesser wizards. Our foes may never see us coming.

Special Rules for the Sphere of the Illusionist Kingdom:

- Our kingdom has access to the full set of **Summon Monster I-IX** spells. These creatures are of standard caliber without any special abilities, though they are quite useful in combat.
- Our kingdom begins the game with a Cloak of Disguise for our highest-ranking emissary.
- Illusionist agents gain a 10% bonus during all Steal (food, gold, artifact) and Rescue attempts. During those missions, our agents are 10% less chance of being caught.
- Our agents held as prisoner gain a 15% bonus when attempting to escape from prison.
- Our emissaries have a 20% less chance of being detected while relocating to another popcenter.
- Wizard capitals start with a significant boost to their defense than normal.

Traits: Charisma, Cunning, Forethought, Secretive, Trick of the Trade

Kingdom Brigade Description: We are mainly light infantry supported by archers. Determined Attack or Hold at All Costs should almost never be used. If military power becomes important, recruit and use your available Companions.

Companions: Chameleons, Scorpions, Saurus

Terrain Adeptness: Standard

Magical Prowess: Supremacy (Tier 1 of 7)

Spells Available Earlier than Prowess Base: Chaos, Conceal Emissary, Create Gold, Instant Phantasmal Force, Greater Masking, Lesser Masking, Mirror Image, Project Image of Group

Lizard Men



Kingdom Motto: We Were The First And Shall Be The Last

Leader Title: Lizard King

From Our Prime Minister: We are the Elder Race of Alamaze, though we were recovering and evolving during the 2nd Cycle. Our subjugation of the Swampmen, who now are our servants, helped build back our kingdom. The humanoid races do not respect us, but they will, they will, Great Lizard King. We are Advantaged in magic and beyond that, gain many spells at an early level. We have very good agents, our High Priestess can be powerful and quick, our soldiers track and are Ruthless. We can heal. We, under your wise guidance, shall rise to dominate this old land where we first ruled.

Special Rules for the Empire of the Lizard Kings Kingdom:

- Because of our supreme proficiency in the Marsh, our groups can mask the size of their force when ending movement in a Marsh area. This masking occurs automatically, without requiring either a spell or order.
- Special Order: **Evasion** (Order #118). Evade prevents combat with the specified group if in Marsh terrain. Not considered as a retreat for either group and is the equivalent to a normal defensive order (so cannot attack groups/pop centers/encounters nor rest/set ambush). Evasion is limited to groups of up to 5 brigades.
- The Lizard kingdom begins with an additional Power-2 and Power-1 wizard over the usual allotment for a kingdom with magical Advantaged prowess.
- Starts with a Temple at their capital. This building will remain at this location throughout the entire game (even if the capital is later relocated).
- Our ruler starts the game as being Immortal.

Traits: Cunning, Devout, Evil, Healing, Heroic, Order, Ruthless, Spy Network, Trackers

Kingdom Brigade Description: Lizardmen are above average fighters, across the board except for long range missile. They are expert with javelins and darts at short range. Their troops are not specialized, rather almost all participate in all phases. In melee, they use teeth and claw as well as axes and poisoned spears. They are a reliable force, well

augmented when their cousins the Saurus are in numbers with them. Chameleons add the benefit of surprise to the force size, as does the Lizard Kingdoms ability to mask easily.

Companions: Chameleons, Saurus, Swampmen, Trolls, Zealots

Terrain Adeptness: Supremacy in Marsh, Advantage in Forest

Magical Prowess: Advantage (Tier 3 of 7)

Spells Available Earlier than Prowess Base: Chaos, Demonic Visions, Dispel Dome of Invulnerability, Dispel Magic, Greater Masking, Lesser Masking, Plague, Raise Zombies, Summon Death, Summon Demon, True Seeing

Lycans



Kingdom Motto: All Will Become Like Us

Leader Title: Overlord

From Our Prime Minister: We are the new ruling order of the realm. Our subjugation of others and of their conversion to our kingdom after being infected with lycanthrope, will grow in power. The humanoid races do not respect us, but they will, great Overlord. We have Mastery skill in magic to supplement our forces. We have very good agents that will aid our efforts. We, under your wise guidance, shall rise to dominate this land where all will submit.

Special Rules for the Vile Culture of the Lycans Kingdom:

- The main strength of the Lycan kingdom is their ability to spread **Lycanthrope**. This occurs as a special ability regarding military matters, covert operations, political gestures, as well as infecting opposing entities if they act against our kingdom. As the lycanthrope grows, so does the Lycan kingdom.
- The military forces of the Lycans grow as they infect others during combat. After a battle, opposing forces on the battlefield are infected with lycanthrope and join the Lycan military as new kingdom-named brigades. One kingdom-named brigade is gained after conquering a town, two for cities. Against opposing forces in group vs. group combat, a number of new kingdom brigades will be gained depending upon the results of the battle. At least one Lycan kingdom-named brigade must exist in the group in order to spread lycanthrope. Only the Lycan kingdom has this special ability of growing their forces during battles and gain valuable kingdom-named brigades. [Important to note is that the additional brigades gained during battle will consume food/gold later in the turn, so plan accordingly]
- Lycan kingdom-named brigades known for their brute strength also have special abilities. They regenerate attrition damage after every battle at the rate of 5% (e.g., 5% attrition loss from battle becomes 0%).
- Lycan kingdom-named brigades also benefit during winter months. The longer nights and greater exposure to moonlight during the winter enables 50% reduction in food cost for Lycan kingdom-named brigades. In an Ice Age game with an ever-present winter, the reduction in food costs lasts the entire game. Other brigades such as companions or summoned troops still require food consumption during the winter however.

- Our military's ferociousness gains 10% in combat (instead of 5%) against declared enemies.
- The spread of lycanthrope also applies for any captured figures from conquering pop centers. All prisoners that are captured are bitten and infected with lycanthrope. As a result, they join the Lycan kingdom with their full rank restored (e.g., a captured Prince, remains a Prince when joining the Lycans). The only exceptions are ruler ranks (since the Lycans cannot have two Kings) and Immortals who are immune to lycanthrope. If an Immortal (e.g., Demon Prince) is captured, they remain as a hostage in the kingdom's dungeons until rescued/escape.
- Lycanthrope also affects opposing political entities that dare to challenge the Lycan kingdom. Any failed attempt of rebelling or usurping a Lycan-owned pop center that normally results in capture, are instead bitten and infected with lycanthrope to join the Lycan kingdom. The risk of such a loss will cause opposing kingdoms to think twice before challenging the Lycan rule.
- Any failed covert operations by opposing agents are likewise infected with lycanthrope. If the mission result of an enemy agent is to be captured/killed, they are instead bitten and join the Lycan kingdom with full rank and level.
- Due to being supernatural, the Lycan kingdom are strongly resistant to magical effects (see trait section).
- **Night Attack** (use TAC 5). Group vs. group attack. Requires a Marshal or better (not stunned), 2 or more Veteran or higher kingdom brigades, cannot be done in summer. Causes Fear (-10% morale for enemy in battle), enemy missile phases are at -75%, own missile phases are -33%, enemy leadership values reduced 33%, enemy retreat losses are x2, enemy characters have +10 points to death chance from battle. Retreat as TAC 2. Night attack is not valid against groups that attack our own at TAC 2 or higher (our attack converts to standard battle plan).
- **Winter Attack**. Group vs. group attack ability. Group must attack (not defend). May only be done in regions affected by the season, so during the Winter season, only permitted in regions 1-3 and 5-7 (except during an Ice Age where all regions are valid). Happens automatically if kingdom, region, and season qualifies (no special order needed). Attacking with this innate ability automatically grants +20% to both attack and defense values and causes Fear (-10% morale for battle) to enemy if our kingdom attacks at a TAC 2+. Can stack with Flanking or Night Attack.
- **Flanking Tactic** (use TAC 4). Group vs. group attack that requires the Riders Trait, a Marshal or better in the group (not stunned), and can only be done in Plains or Desert terrain. Cannot be used against a group with flying or a kingdom with the Riders Trait (reverts to Standard Battle Plan). Cannot be used against an enemy

group with a Warlord who is healthy (not stunned). Charge phase combat value for the flanking force is at 175%. Enemy losses in retreat is x3. Changes enemy's Organized Withdrawal to Stand And Defend. Own group retreat as Standard Battle Plan. If Flanking group retreats, its own losses in retreat are 2x.

- Due to the repulsion and unacceptance by others, the Lycan kingdom is not able to become a High Council member. All bids from our kingdom are ignored.

Traits: Acuity, Cunning, Evil, Magic Resistance (Battle), Magic Resistance (Death), Magic Resistance (Sleep), Military Tradition, Riders, Ruthless, Spy Network, Trackers

Kingdom Brigade Description: Lycans are excellent fighters, across the board except for missile phases. In melee, they use teeth and claw as their primary weapons. They are a reliable force, well augmented when their forces grow in size due to infection with lycanthrope.

Companions: Orcs, Trolls

Terrain Adeptness: Advantage in all terrains

Magical Prowess: Standard (Tier 4 of 7)

Spells Available Earlier than Prowess Base: Dire Wolf Familiar

Necromancer



Kingdom Motto: From Death: Eternal Life

Leader Title: Lord of the Undead

From Our Prime Minister: Lord of the Undead, your victory is all but assured, unless your mortal office holders fail in their missions. Your magic power is unsurpassed, your ability to both create and summon all sorts of undead in unprecedented and not threatened, your early achievement of many spells is a source of jealousy with your rivals. You will want to raise a wizard to be able to teleport an army group, as assembling an undead army group shouldn't take long. Woe to your enemies, Lord of the Undead.

Special Rules for the Vile Culture of the Lycans Kingdom:

- **Transmute Damned to Zombie** (Order #551, 0 gold). This order will convert a brigade of Damned troops into becoming a brigade of Zombie troops. Zombie brigades created by this order will be of Green experience level, and this order cannot bring the group total to be over 20 Zombie brigades. The advantage of having the more advanced Zombie troops is their special ability to eat the dead on the battlefield, which increases the number of Zombie brigades in the group (up to their maximum). The additional Zombie brigades join the group at no cost and are automatically done by the peculiar nature of the Zombie troops.
- **Night Attack** (use TAC 5). Group vs. group attack. Requires a Marshal or better (not stunned), 2 or more Veteran or higher kingdom brigades, cannot be done in summer. Causes Fear (-10% morale for enemy in battle), enemy missile phases are at -75%, own missile phases are -33%, enemy leadership values reduced 33%, enemy retreat losses are x2, enemy characters have +10 points to death chance from battle. Retreat as TAC 2. Night attack is not valid against groups that attack our own at TAC 2 or higher (our attack converts to standard battle plan).
- **Winter Attack**. Group vs. group attack ability. Group must attack (not defend). May only be done in regions affected by the season, so during the Winter season, only permitted in regions 1-3 and 5-7 (except during an Ice Age where all regions are valid). Happens automatically if kingdom, region, and season qualifies (no special order needed). Attacking with this innate ability automatically grants +20% to both attack and defense values and causes Fear (-10% morale for battle) to enemy if our kingdom attacks at a TAC 2+. Can stack with Flanking or Night Attack.

- Wizard capitals start with a significant boost to their defense than normal.

Traits: Evil, Magic Resistance (Death), Order, Ruthless

Kingdom Brigade Description: Many soldiers were formerly among the Damned, and received military training and equipment upgrades, and so fly their brigade banner as bannermen of the Necromancer. Normally equipped with black leather, shield and spear, with a compliment of archers. It will be rare to see an exclusively Necro-kingdom brigade force given the great variety of summoned and companion brigades available.

Companions: Damned, Goblins, Orcs, Trolls, Uak Hai, Warg Riders

Terrain Adeptness: Standard

Magical Prowess: Supremacy (Tier 1 of 7)

Spells Available Earlier than Prowess Base: Summon Death, Summon Demon, Summon High Demon, Summon Ghouls, Summon Mummies, Summon Skeletons, Summon Wights

Nomad



Kingdom Motto: A Free Life Under a Million Stars

Leader Title: Emir

From Our Prime Minister: We have not generated fear among our rivals, who consider us backward and undisciplined. Yet we are a united people with several distinct advantages, not least of all is Supremacy in the desert, and the ability to construct a Hidden Oasis, securing most of our food supply even in harsh summers. A summer campaign provides us special advantages. Our Scorpions are an intimidating Companion, and Great Bats in numbers could fly and conquer villages. Our magic is good, and we are a stealthy army, able to conceal our numbers easily. We have a great array of traits that may surprise our opponent

in their robustness.

Special Rules for the Great Nomadic Hegemony Kingdom:

- **Summer Attack.** Group vs. group attack ability. Group must attack (not defend). May only be done in regions affected by the season, so during the Summer season, only permitted in regions 4 and 8-13 (except during an Ice Age where no region experiences summer). Happens automatically if kingdom, region, and season qualifies (no special order needed). Attacking with this innate ability automatically grants +20% to both attack and defense values and causes Fear (-10% morale for battle) to enemy if our kingdom attacks at a TAC 2+. Can stack with Flanking or Night Attack.
- **Flanking Tactic** (use TAC 4). Group vs. group attack that requires the Riders Trait, a Marshal or better in the group (not stunned), and can only be done in Plains or Desert terrain. Cannot be used against a group with flying or a kingdom with the Riders Trait (reverts to Standard Battle Plan). Cannot be used against an enemy group with a Warlord who is healthy (not stunned). Charge phase combat value for the flanking force is at 175%. Enemy losses in retreat is x3. Changes enemy's Organized Withdrawal to Stand And Defend. Own group retreat as Standard Battle Plan. If Flanking group retreats, its own losses in retreat are 2x.
- Because of our supreme proficiency in the Desert, our groups can mask the size of their force when ending movement in a Desert area. This masking occurs automatically, without requiring either a spell or order.
- Special Order: **Evasion** (Order #118). Evade prevents combat with the specified group if in Desert terrain. Not considered as a retreat for either group and is the

equivalent to a normal defensive order (so cannot attack groups/pop centers/encounters nor rest/set ambush). Evasion is limited to groups of up to 5 brigades.

- Special Order: **Create Hidden Oasis** (Order #650), specified map area must be a Desert location without a pop center (pillaged or a magic-destroyed popcenter frees the map area of a popcenter so the area is valid for an oasis). May only have one Hidden Oasis on the map. May only issue order on turn 4 or later. A Hidden Oasis produces 10,000 food and 10,000 gold each month (does not decrease due to seasonal effects).
- Food and gold production at kingdom-owned pop centers are reduced less than for other kingdoms during summer. While other kingdoms receive only 25% food and 50% gold production in summer, the Nomads will receive 50% of normal food production and 75% of gold production.

Traits: Archers, Cunning, Devout, Feudal, Foreknowledge (Great Red Bats of the Lost Caves, Palantir Phonis), Healing, Riders, Spy Network, Trackers, Trick of the Trade

Kingdom Brigade Description: Fast moving light cavalry with light infantry and expert missile troops with the Archery trait. Relatively cheap to maintain, they roam and live off the land. With Supremacy in the desert and potentially brigades of Giant Scorpions in their group, it may be best to avoid them in the sand. They also have the Summer Attack ability: while enemies are wilting, the Nomads are in their element.

Companions: Great Bats, Scorpions, Zealots

Terrain Adeptness: Supremacy in Desert, Advantage in Plains

Magical Prowess: Advantage (Tier 3 of 7)

Spells Available Earlier than Prowess Base: Dispel Dome of Invulnerability, Greater Masking, Lesser Masking, Wind Storm

Pirates



Kingdom Motto: Wine, Women, Song, and Plunder

Leader Title: Grand Admiral

From Our Prime Minister: We are adventurers, seekers of treasure and plunder, shady deal makers, expert spies, captains of the sea. Grand Admiral, we will not have a typical path to victory. We must be creative, we likely need to find a strong and reliable ally, while we exploit our strengths to control seas, although we must beware the Atlanteans in some. We have a head start on pursuit of some artifacts we have maps for. We have specialized spells we gain earlier than most kingdoms, and in addition to the foreknowledge of knowing some information on the location of artifacts, our organization provides us with Forethought, giving us an advantage in issuing orders.

Special Rules for the Pirates of Avalon and Beyond Kingdom:

- **Create Pirate's Cove** (Order #650), specified map area must be a Water location without a pop center (pillaged or a magic-destroyed popcenter frees the map area of a popcenter so the area is valid for a cove). May only have one Pirate's Cove on the map. May only issue order on turn 4 or later. A Pirate's Cove produces 20,000 gold each month (does not decrease due to seasonal effects).
- Start with a powerful navy with at least 1 fleet in every sea.
- A successful sea interdiction, where the Pirates win the battle, provides 20,000 gold (reported under Amounts From Late Sources).
- Pirates can hire emissaries (Governors and Ambassadors only, not Fools, Maidens, or Agents) with Order #510 at 50% influence cost.
- Gold recovered in an Unusual Encounter is double that of other kingdoms.

Traits: Adventurers, Charisma, Cunning, Evil, Foreknowledge (Eklar the Wizard, Palantir Redjak), Forethought, Rich, Seafaring, Secretive, Spy Network, Trick of the Trade

Kingdom Brigade Description: We have bowmen and slingers, we are lightly armed, and not well organized. Some successful pirates have accumulated bronze breastplates and greaves, a notable helmet or two, but generally, our missilers and saber wielding light infantry should pick their battles carefully. Adding Hill Giants and possibly Scorpions may be a good idea.

Companions: Hill Giants, Scorpions, Swampmen, Trolls, Wildlings

Terrain Adeptness: Mastery in Sea

Magical Prowess: Standard (Tier 4 of 7)

Spells Available Earlier than Prowess Base: Destroy Undead, Imp Familiar, Instant Summon Phantoms, Project Image of Group, Summon Kraken

Ranger



Kingdom Motto: Met With Steel

Leader Title: First Ranger

From Our Prime Minister: Lord of The Rangers of the Frontier Marches, hear my counsel. The Rangers are a nation blessed with strong characters. Your military leaders are the best in Alamaze. Politically, ours is a kingdom to be reckoned with as well. Some of this strength is reflected in the many special rules for our characters and warriors. Since the leaders are strong and the wizards respectable, our Rangers are well suited to recovering artifacts which can aid many aspects of our kingdom. Staking out a sufficient territory to allow for the development of our realm will be important, as no region is

likely to fall easily to us. This will likely require diplomacy, as well as bloodshed.

Special Rules for the Iron Province of the Rangers Kingdom:

- **Flanking Tactic** (use TAC 4). Group vs. group attack that requires the Riders Trait, a Marshal or better in the group (not stunned), and can only be done in Plains or Desert terrain. Cannot be used against a group with flying or a kingdom with the Riders Trait (reverts to Standard Battle Plan). Cannot be used against an enemy group with a Warlord who is healthy (not stunned). Charge phase combat value for the flanking force is at 175%. Enemy losses in retreat is x3. Changes enemy's Organized Withdrawal to Stand And Defend. Own group retreat as Standard Battle Plan. If Flanking group retreats, its own losses in retreat are 2x.
- **Fight To The Last Man** (use TAC 7). Defensive group vs. group tactic. Requires Stalwart, no Green brigades, at least two Veteran Kingdom brigades, and a Marshal or higher (not stunned). This is a defensive only tactic (does not initiate combat). Provides an additional +15% to defense over normal defensive bonus, and retreat becomes 90% (which means our troops will continue fighting until nearly completely destroyed).
- Special Ability: **Falconry** (Order #974, Falconry Recon), reconnaissance of an area. Use once a turn. Range and detail of the recon depends on the falconry level. Level 0: no recon is possible. Level 1: falcon may be sent up to 10 areas from capital, recon detail is level 4 (detect masked groups). Level 2: falcon may fly up to 15 areas from capital, detail is level 7 (detect ambushing groups). Level 3: falcon may fly up to 20 areas from capital, detail is level 10 (detect invisible groups, hidden pop centers). Rangers may increase their falconry skill level through Order #520 Falconry Training at 10,000 gold. May train once per turn.

- Special Order: **Equip Advanced Item (Vorpall Blades)** (Order #607, 500 mithril), vorpall blades are an advanced weapon group attachment similar to forged improved weapons and cannot be traded. The vorpall blades provide an extra 20% leader/wizard death effect during group combat. Equip vorpall blades to group at kingdom-owned popcenter with forge. Group must have one or more brigades in group. Group must already be equipped with improved weapons or mithril weapons from forge (Order #605). Only able to equip improved weapons, mithril weapons, or advanced weapons to a group once on the same turn.

Traits: Acuity, Charisma, Healing, Heroic, Magic Resistance (Death), Military Tradition, Riders, Stalwart, Trackers

Kingdom Brigade Description: Among the best of all kingdom brigade types, The Rangers have excellent movement, expert archers, elite cavalry, and guards infantry to accompany more standard troops in each type of arms. Armor is good, and with our traits, we should see high ranking leaders and elite brigades after several combats.

Companions: Mammoths, Rohirrim, Wood Elves

Terrain Adeptness: Advantaged in all terrains

Magical Prowess: Advantage (Tier 3 of 7)

Spells Available Earlier than Prowess Base: Charm Region, Destroy Undead, Diplomacy, Dire Wolf Familiar, Eagle Familiar, Enhance King's Aura, Heal, Strengthen Walls, Ward, Ward Popcenter

Red Dragon



Kingdom Motto: All Tremble Before Us

Leader Title: Great Rex

From Our Prime Minister: Great Rex of The Reign of Terror of the Red Dragons, all tremble before you! Great thanks Oh Rex for honoring me with the title of being your Chief Thrall and overseeing all your human minions and ensuring they perform their tasks as you demand. Your Red Dragons will strike terror into the hearts of all enemies. They are uncontested as the mightiest warriors, but they are not great in number and must not be spent needlessly - forgive me Great Rex. They have incredible mobility, and amazing special abilities. Our early concerns will revolve around how often to risk these most elite of all brigade types. Certainly, you will want to ensure that each of your groups is accompanied by brigades of wyverns to help buffer the dragons against losses. We should use the intimidation factor you unquestionably possess to aid diplomacy with other kingdoms, probably via the "speak softly but carry a big stick" approach. Or roar fire! Developing your political strength will take some pressure off the Red Dragons. Consider avoiding lengthy wars with the wizard kingdoms as their magic is a vulnerability to us. If you must fight them, be decisive and quick.

Special Rules for the Reign of Terror of the Red Dragons Kingdom:

- **Flanking Tactic** (use TAC 4). Group vs. group attack that requires the Riders Trait, a Marshal or better in the group (not stunned), and can only be done in Plains or Desert terrain. Cannot be used against a group with flying or a kingdom with the Riders Trait (reverts to Standard Battle Plan). Cannot be used against an enemy group with a Warlord who is healthy (not stunned). Charge phase combat value for the flanking force is at 175%. Enemy losses in retreat is x3. Changes enemy's Organized Withdrawal to Stand And Defend. Own group retreat as Standard Battle Plan. If Flanking group retreats, its own losses in retreat are 2x.
- **Fight To The Last Man** (use TAC 7). Defensive group vs. group tactic. Requires Stalwart, no Green brigades, at least two Veteran Kingdom brigades, and a Marshal or higher (not stunned). This is a defensive only tactic (does not initiate combat). Provides an additional +15% to defense over normal defensive bonus, and retreat becomes 90% (which means our troops will continue fighting until nearly completely destroyed).
- **Phoenix** (Order #565 Recruit Companions) may be recruited at one of the volcano locations on the map (KH, KS, ZV). Phoenix are flying creatures that have

regenerative powers. A group that contains a Phoenix brigade may issue their special regenerate order (#236 Regenerate) once per turn. This ability will heal up to 5% attrition (double during an Ice Age).

- Special **Create Dragon's Lair** (Order #650), specified map area must be a Mountain location without a pop center (pillaged or a magic-destroyed popcenter frees the map area of a popcenter so the area is valid for a lair). May only have one Dragon's Lair on the map. May only issue order on turn 4 or later. A Dragon's Lair produces 20,000 gold each month (does not decrease due to seasonal effects).
- Our ruler starts the game as being Immortal.

Traits: Acuity, Evil, Magic Resistance (Death), Magic Resistance (Sleep), Rich, Ruthless, Stalwart

Kingdom Brigade Description: Here there be dragons! A Red Dragon brigade has only a handful of Red Dragons, but is more powerful than any other brigade. They breathe fire in the missile phases, swoop down with huge claws in the charge phase, throwing victims into the air or crushing them (which may be the most lethal attack of any brigade in any phase), and then land and attack with jaws and tail in melee phases. Their flight gives them a good advantage attacking population centers as their walls do not provide the same advantages. In general, battles in the forest should be avoided.

Companions: Great Bats, Phoenix, Wyverns

Terrain Adeptness: Flight, Adversity in Forest (combat only)

Magical Prowess: Disadvantaged (Tier 6 of 7)

Spells Available Earlier than Prowess Base: Firestrike, Hidden Ore, True Seeing

Sacred Order



Kingdom Motto: Serving the One True and Jealous God

Leader Title: The Disciple

From Our Prime Minister: We are the Sacred Order. God is with us. None dare stand before us. Our military is fearsome, our people loyal, our organization great, as are our heroes. While we chiefly occupy surrounded Amberland, we can likely repel any one kingdom's attack. We should augment our kingdom brigades with some Companions or recruited brigades. While we are not magical, our early spells support our philosophy and revolve around supporting our military. Our traits are outstanding for our mission. We should pity the foolishness of those who oppose a well-organized army of The Sacred Order. We are the chosen.

Special Rules for the Theocracy of the Sacred Order of Knights Kingdom:

- **Barrage Tactic** (use TAC 6). Can be only be used against PC's. Requires Siege Engineering trait, Marshal or higher (not stunned), and a Veteran or higher War Machine brigade. Attacker with Barrage gets 150% in both long and short range missile stages. Retreat as Standard Battle Plan.
- **Flanking Tactic** (use TAC 4). Group vs. group attack that requires the Riders Trait, a Marshal or better in the group (not stunned), and can only be done in Plains or Desert terrain. Cannot be used against a group with flying or a kingdom with the Riders Trait (reverts to Standard Battle Plan). Cannot be used against an enemy group with a Warlord who is healthy (not stunned). Charge phase combat value for the flanking force is at 175%. Enemy losses in retreat is x3. Changes enemy's Organized Withdrawal to Stand And Defend. Own group retreat as Standard Battle Plan. If Flanking group retreats, its own losses in retreat are 2x.
- **Fight To The Last Man** (use TAC 7). Defensive group vs. group tactic. Requires Stalwart, no Green brigades, at least two Veteran Kingdom brigades, and a Marshal or higher (not stunned). This is a defensive only tactic (does not initiate combat). Provides an additional +15% to defense over normal defensive bonus, and retreat becomes 90% (which means our troops will continue fighting until nearly completely destroyed).
- Special Order: **Equip Advanced Item (Blessed Lances)** (Order #607, 500 mithril), blessed lances are an advanced weapon group attachment similar to forged improved weapons and cannot be traded. The blessed lances provide an extra 20% leader/wizard death effect during group combat. Equip blessed lances to group at

kingdom-owned popcenter with forge. Group must have one or more brigades in group. Group must already be equipped with improved weapons or mithril weapons from forge (Order #605). Only able to equip improved weapons, mithril weapons, or advanced weapons to a group once on the same turn.

- Paying maintenance cost (not recruiting) for Paladin brigades are at a 50% discount compared to other kingdoms.
- Starts with an Elite brigade of Paladins in 1st group. All other brigades in the Sacred Order's first group are of Veteran experience.
- Starts with a Castle fortification at their capital to defend against immediate attack by other kingdoms.
- Starts with a Temple at their capital. This building will remain at this location throughout the entire game (even if the capital is later relocated).

Traits: Devout, Feudal, Foreknowledge (Oracle Of The Old Gods), Healing, Heroic, Magic Resistance (Death), Military Tradition, Order, Rich, Riders, Siege Engineering, Stalwart

Kingdom Brigade Description: Committed, well trained and armored bold, unmatched heavy cavalry, heavy infantry and lighter armed archers and support troops. Tactical advantages like plains advantage, flanking, fight to the last means the Sacred Order leader will have many military decisions to consider, as well as their various available supplemental brigades, such as War Machines. We won't want to smash our Sacred Order brigades against strong walls. Recruit from population centers and attract Companions for that.

Companions: Rohirrim, War Machines, Zealots

Terrain Adeptness: Mastery in Plains

Magical Prowess: Substandard (Tier 5 of 7)

Spells Available Earlier than Prowess Base: Blinding Light, Destroy Undead, Dispel Dome of Invulnerability, Dispel Magic, Heal, Shield, Valor

Sorcerer



Kingdom Motto: To Know The Unknowable

Leader Title: Enlightened Magus

From Our Prime Minister: Enlightened Magus of The Hidden Realm of the Unseen Sorcerer, hear my counsel. All of Alamaze is jealous of your insight into things unknown to others, Magus! Clearly, magic will be the crux of our quest for expansion and eventual dominance. Our magical research costs are low. Our military is not our strength, in any sense, although it can be developed in time through summoning of creatures and undead. The recently completed expansion of your citadel shall aid in our early defense. Our traits provide advantages with political actions and covert activities. Our capital is well hidden. Our magi can be helpful in producing both food and gold. We need time, Enlightened Magus, to develop, so I suggest active diplomacy early in the campaign. Yet while we have our vulnerabilities, let no foolish king believe we are weak. Already our magic can do great damage to a reckless foe. Given that time, you can overcome the somewhat difficult circumstances we find ourselves in presently and rise to become the Power you were intended to be. Your faithful servant, Primus Magi.

Special Rules for the Hidden Realm of the Sorcerer Kingdom:

- The Sorcerer begins with one additional Adept over the usual allotment for a kingdom with magical Supremacy.
- Wizard capitals start with a significant boost to their defense than normal.

Traits: Evil, Oratory

Kingdom Brigade Description: Sorcerer brigades are about 80% light and medium infantry, with a handful of medium cavalry and slingers and short bows for some missile fire. We shouldn't expect much from our own troops. Augment them with Summoned troops and Companions when able.

Companions: Goblins, Hill Giants, Orcs, Saurus, Trolls, Uak Hai, Wildlings, Warg Riders

Terrain Adeptness: Standard

Magical Prowess: Supremacy (Tier 1 of 7)

Spells Available Earlier than Prowess Base: Charm Region, Conjure Scandal, Crack The Sky, Dome of Invulnerability, Meteor Strike, Summon Death

Tyrant



Kingdom Motto: The Age of the Orc is at Hand

Leader Title: Chief Thrall

From Our Prime Minister: Great Tyrant, Alamaze is yours for the taking. We are stronger than any as this 3rd Cycle begins. Of course, we don't want a major engagement against other military powers in ground of their choosing, and we may need to take some time to consolidate our widely separated forces, or else, make inroads in several regions. We have many strategic options; we must recruit our Companions wisely and as our economy allows. We have a surprise addition with a banished wizard having recently assumed wraith form pledged to our side, bolstering our otherwise suspect magic capabilities.

Special Rules for the Evil Reign of the Tyrant of Gor Kingdom:

- **Barrage Tactic** (use TAC 6). May only be used against PC's. Requires Siege Engineering trait, Marshal or higher (not stunned), and a Veteran or higher War Machine brigade. Attacker with Barrage gets 150% in both long and short range missile stages. Retreat as Standard Battle Plan.
- **Night Attack** (use TAC 5). Group vs. group attack. Requires a Marshal or better (not stunned), 2 or more Veteran or higher kingdom brigades, cannot be done in summer. Causes Fear (-10% morale for enemy in battle), enemy missile phases are at -75%, own missile phases are -33%, enemy leadership values reduced 33%, enemy retreat losses are x2, enemy characters have +10 points to death chance from battle. Retreat as TAC 2. Night attack is not valid against groups that attack our own at TAC 2 or higher (our attack converts to standard battle plan).
- Special Order: **Equip Advanced Item (Barbed Maces)** (Order #607, 500 mithril), barbed maces are an advanced weapon group attachment similar to forged improved weapons and cannot be traded. The barbed maces provide an extra 20% leader/wizard death effect during group combat. Equip barbed maces to group at kingdom-owned popcenter with forge. Group must have one or more brigades in group. Group must already be equipped with improved weapons or mithril weapons from forge (Order #605). Only able to equip improved weapons, mithril weapons, or advanced weapons to a group once on the same turn.
- Achieving our Early Strategic Objective (ESO) grants an automatic bonus: Minor ESO includes a free Troll brigade and +1 influence. Achieving a Major ESO includes 2 free Troll brigades and +2 influence.

- Susceptible to battle magic (+33% damage from battle spells against your groups).
- Starts with a Power-4 Wraith wizard in its first group.
- Our kingdom has 6 groups available.

Traits: Evil, Industrious, Magic Vulnerability (Battle), Order, Ruthless, Siege Engineering, Spy Network, Trackers

Kingdom Brigade Description: With more brigade types available than any kingdom, Tyrant forces can be custom built to suit their mission. There are five humanoid races available, plus other Companions. The Tyrant brigades themselves are a mix of humanoid races, relying on Goblins for missile power, Warg Riders for the cavalry element, Orcs and some Trolls to do the heavy lifting and to storm PC's. Add Hill Giants, Trolls, Ogres, and Tyrant, we are a match for about anyone when in force.

Companions: Goblins, Hill Giants, Ogres, Orcs, Swampmen, Trolls, Uak Hai, Wildlings, War Machines, Warg Riders

Terrain Adeptness: Advantage in Marsh, Disadvantage in Forest

Magical Prowess: Substandard (Tier 5 of 7)

Spells Available Earlier than Prowess Base: Chaos, Dispel, Dome of Invulnerability, Imp Familiar

Underworld



Kingdom Motto: Anything Is Possible For The Right Price

Leader Title: Shadow Master

From Our Prime Minister: Shadow Master, hear my counsel. The Underworld has relied on guile, veiled threats, and nerves of steel to survive, and indeed, prosper. Of course, our Agents have been the key to this. The Underworld agents have grown expert at capturing some super-powerful emissaries which is easier than assassinating those beings, due to karmic patterns they detect. We have strengthened our grip over agents everywhere. Our navy is formidable - pirates, as it were, which very nicely compensate for an anemic army. Politically, we are currently better than average and can claim good initial regional reactions. We are accepted everywhere, if not loved. With very little drain on our economy to support a military, The Shadow Brotherhood can in time become a very formidable political power. Our many traits provide many fine advantages, although our strategy will be different from a military kingdom.

Special Rules for the Underworld Cult of Secrets Kingdom:

- The Underworld has great control over the hiring and training of agents throughout Alamaze. In game terms, this is reflected by the Underworld receiving 1,500 gold each time an agent is hired and each time an agent or fanatic is trained.
- **Set Global Agent Training Cost** (Order #994). As the Underworld sponsors the training of agents throughout the realm, they may set the price of the training for all kingdoms, which may range from 2,000 gold to 8,000 gold. The initial price of training is 5,000 gold. The Underworld may vary the required amount for everyone within the range by issuing this special order. Enter the new price that will be required for all kingdoms to pay for their agent training, plus or minus 1,000 gold from the current cost. Keep in mind that increasing the global training cost for developing agents may discourage others from training their agents, which may be beneficial for our kingdom since there will be fewer and lowered-level agents performing counter-espionage/guard to deal with on our missions. However, raising the global training cost also means that our kingdom will receive less gold each turn since others will not develop their agents if it becomes too expensive. The opposite strategy of lowering the global training cost to the minimum will have the reverse effect, plentiful agents of higher-caliber to bypass making our missions more difficult, but we will receive more gold each turn due to the greater participation of others to train their agents. This order is unavailable prior to turn 4.

- **Early Kidnap Figure** (Order #295). The Underworld has expanded its intelligence network. As a result, our kingdom may issue orders to kidnap personnel (emissaries, priestesses, agents) before the figure may undertake their directed action. It should be noted that magical wards and agents on guard duty may affect our agent's chances.
- **Early Rescue Prisoner** (Order #290). The Underworld ruler may give the order to rescue prisoners before the opposing kingdom may issue a directive (such as to execute the prisoner). It should be noted that magical wards and agents on guard duty may affect our agent's chances.
- **Rapid Agent Training** (Order #501, 6,000 gold). Underworld agents may undergo an intensive training regimen and immediately advance to level 4 (from levels 1-3). This specialized training will advance any lower-leveled agent to level 4.
- Underworld agents and fanatics cost only 50% of the normal cost for most of their missions. The Early Kidnap/Rescue missions (Orders #295, 290) are the exceptions with these incurring their full cost. A level 4 agent costs our kingdom 1,000 gold per mission.
- Underworld emissaries will be captured upon the military conquest of the pop center that they are located only 25% (rather than 50%) of the time.

Traits: Adventurers, Cunning, Evil, Feudal, Foreknowledge (Demon Bane, Palantir Crisnia), Forethought, Secretive, Spy Network, Trick of the Trade

Kingdom Brigade Description: Shadow Master, our kingdom troops are not envied by other kingdoms. Our brigades are mainly light infantry, lightly armored if at all, with some skirmishers for support. We shall not prevail on the backs of our kingdom troops. Over time, perhaps by winning a few battles and preserving our brigades and leaders that gain experience, we can really enhance our military by recruiting the formidable Companions we have had relationships with in the past: Hill Giants and Ogres.

Companions: Hill Giants, Ogres, Trolls, Wildlings

Terrain Adeptness: Standard

Magical Prowess: Advantage (Tier 3 of 7)

Spells Available Earlier than Prowess Base: Augment Title, Conjure Scandal, Curse, Lesser Masking, Summon Death

Warlock



Kingdom Motto: Fire Cleanses; Fire Purifies

Leader Title: Magus of Fire

From Our Prime Minister: Great Magus, we are fortunate to both have the relative security of our base, and to have wisely hidden our capital somewhere within our region. Alamaze trembles knowing your vast knowledge of battle spells and teleportation. Your intellect has provided our kingdom with Forethought. The Companions available to us are the most powerful in Alamaze, and should be utilized to augment our middling kingdom brigades when the economy allows for it. All things considered, Magus of Fire, your opportunity for great glory is prominent.

Special Rules for the Fire Realm of the Warlock Kingdom:

- Our kingdom has access to the full set of **Summon Monster I-IX** spells. These creatures are of standard caliber without any special abilities, though they are quite useful in combat.
- **Night Attack** (use TAC 5). Group vs. group attack. Requires a Marshal or better, 2 or more Veteran or higher kingdom brigades, cannot be done in summer. Causes Fear (-10% morale for enemy in battle), enemy missile phases are at -75%, own missile phases are -33%, enemy leadership values reduced 33%, enemy retreat losses are x2, enemy characters have +10 points to death chance from battle. Retreat as TAC 2. Night attack is not valid against groups that attack our own at TAC 2 or higher (our attack converts to standard battle plan).
- Wizard capitals start with a significant boost to their defense than normal.

Traits: Adventurers, Forethought

Kingdom Brigade Description: A balanced brigade, not heavily armed or armored. A good allotment of short bowmen, medium infantry equipped with spears and leather protection that have been trained to charge, a company of light horse. Special training has been mastered to execute Night Attacks. All in all, the Warlock brigades would be considered average, and the kingdom is best served by adding its wide assortment of available Companions as well as summoned brigades.

Companions: Apes, Centaurs, Hill Giants, Mammoths, Orcs, Rohirrim, Scorpions, Uak Hai

Terrain Adeptness: Standard

Magical Prowess: Supremacy (Tier 1 of 7)

Spells Available Earlier than Prowess Base: Crack The Sky, Summon Minotaurs, Teleport Brigade, Teleport Division, Teleport Army, Teleport Army Group

Kingdom Traits

There are three types of kingdom traits that define the nature of a kingdom:

- **Terrain Adeptness** defines how well the kingdom's troops travel across the map's terrain
- **Magical Prowess** indicates a kingdom's level of being magically inclined and affects a kingdom's wizard research costs (to increase wizard level), the number of wizards allocated to the kingdom when the game starts, Adept's Rite of the Magi success rate (of becoming a pwr-1 wizard), and the value that each wizard contributes to the group's combat value when participating in an unusual encounter (to defeat the guardian/protector).
- **Cultural Traits** provide certain characteristics associated with the kingdom and imposes various bonuses/penalties

Terrain Adeptness

The chart below specifies the number of movement points that are consumed while traveling upon the given terrain. Normally, the total amount of movement points for a group per turn is 20. Forced marching, which incurs a morale penalty upon the group, is 25 movement points. These totals may be increased with various artifacts and/or spells. Groups that fly travel above water without requiring a fleet to transport troops.

Terrain Trait	Plains	Forest	Mountain	Marsh	Desert	Sea
Flight	2.5	2.5	3.5	2.5	2.5	2.5
Supremacy	3	4	5	4	4	3
Mastery	3.5	5	6	5	5	3.5
Advantage	4	6	7	6	6	4
Standard	5	7	8	7	7	5
Disadvantage	5.5	8	9	8	8	5.5
Adversity	6	9	10	9	9	6

Additional bonuses:

- **Supremacy:** +30% combat in terrain, Greater Masking (hides group info of any size), may issue Evasion (Order #118) as a defensive maneuver in terrain

- **Mastery:** +20% combat in terrain, Greater Masking (hides group info of any size)
- **Advantage:** +10% combat in terrain, Lesser Masking (hides group info if 5 or less brigades)
- **Standard:** No adjustment
- **Disadvantage:** -10% combat in terrain
- **Adversity:** -20% combat in terrain

Magical Prowess

The chart below specifies the assured power level that a wizard may be raised with 100% success. Leveling a wizard past the assured level is at a reduced chance (e.g., 50% success for the first level beyond assured limit, 25% success for two levels beyond, etc.). Research Cost is the amount of gold that is needed to raise a wizard level (e.g., research cost of 10,000 to raise a power-3 to power-4 would cost 40,000 gold). The various power levels represent the number of wizards that are allocated to a kingdom when the game starts. The final column indicates the success rate of an adept attempting the Rite of the Magi (Order #800) to become a power-1 wizard.

Magical Prowess Level	Assured Level	Research Cost	Pwr-3	Pwr-2	Pwr-1	Adept	Rite of Magi
Supremacy	9	7,000	1	3	1	1	100%
Mastery	7	8,000		2	2	1	90%
Advantage	7	9,000		2	1	2	80%
Standard	6	10,000		1	2	1	70%
Substandard	6	11,000			2	2	60%
Disadvantage	5	12,000			2	2	50%
Nonmagical	5	13,000			1	3	40%

Plateau levels have additional cost:

At 3rd level: +10,000 gold

At 5th level: +30,000 gold

At 7th level: +60,000 gold

A kingdom with a Magical Prowess of *Standard* (10,000 gold per level), to raise a 4th level wizard to reach 5th level would incur: 50,000 base + 30,000 plateau = 80,000 gold.

Cultural Traits

Acuity

Groups are never surprised, acts as entrenched. Agents have a reduced -10 points from being captured during missions. Political emissaries get +5 to their rebel/usurp die roll. Characters of this kingdom that become prisoners get 15 points added to their chance of escape.

Adventurers

+10 points to group strength in Unusual Sighting encounters. Automatic entry to encounters that require a wizard to cast Light Of The Evening Star or Bridge Of Mist for access. +10 points to leadership promotion and -10% to leader and wizard death in unusual encounters. +10 points to agent rescue and emissary escape attempts. Warriors, the soldier portion of a party's strength rating, are worth +5 in Unusual Encounters.

Archers

Kingdoms with the Archers trait get 50% of missile value at long range in the forest (normally 0%) and 100% at short range missile (normally 50%) in the forest. They get 50% long range missile fire in the mountains (normally 25%), also 75% in short range missile fire (normally 50%). They provide excellent rear-guard action, so their kingdom suffers only 50% of normal casualties in retreat (cumulative with other traits).

Charisma

+1 influence. A bid for an open High Council chair is elevated by 10,000 gold without paying the cost (so a bid of 30,000 actually counts as 40,000).

Cunning

+15 point bonus to Incite Rebellion (#320) and Stir Unrest (#315). +3 levels to max agent training. Agent training reduced by -1,000 gold.

Devout

If the kingdom does not have a High Priestess, successfully undertaking the Test for the Gift and so unveiling a new HP does not cost Influence. High Priestess only gets Exhausted 25% of time (normally 50%). Declared enemies get -3 morale in controlled regions if they are Suspicious or -5 morale if Hostile per turn the group is in the region. Cost of Attract Maiden and Test for the Gift is 50% of normal and no influence cost if the kingdom has no High Priestess or Noble Maiden at the time those orders are given. Success in the Test for the Gift is +15 points.

High Priestess gains the Summon Lesser Angel ability (Order #775) and the Avenging Angel battle effect (Order #86). Devout kingdoms have -2 to maximum trainable agent level and +1,000 to wizard research cost (penalties). Devout fanatics may train (Order #500) two levels higher than a normal agent (this also increases the max level they may

achieve which is 3 levels higher than their trainable limit). Devout kingdoms have only one major and one minor Skeleton in the Closet.

Dynasty

Start with a Prince or Princess and +1 influence.

Evil

Only Evil kingdoms may summon undead if in spell lists. Undead brigades cannot become Elite. Undead brigades have a floor morale of 80 and cannot raise above 120. Damned, Skeletons, and Zombies may be summoned from pop center areas (not in wild only). Only Evil kingdoms may recruit Trolls. Brigade maintenance is -25% for Evil kingdoms. Only Evil kingdoms may have Nazgul, Wraith, or Lich figures. Evil kingdoms gain a pop center's full production value in food and gold (not reduced by seasonal effects) when conquered.

Rule of Law has cost of 0 for Evil kingdoms. Evil kingdoms start Hostile in all regions except for capital and second town regions. When an Evil kingdom first controls a particular region, all non-Evil kingdoms have their regional reactions changed to Hostile. If an Evil kingdom has control in a region with Loyal reactions, non-Evil kingdoms cannot improve their regional reaction there. An Evil kingdom may not enamor a region that is Loyal to any non-Evil kingdom. Agent training is -1,000 gold to a minimum of 1,000. Maximum agent training is +2 levels.

Feudal

The kingdom has a more developed societal and noble system that provides it with additional members of its noble court and additional influence. The kingdom begins with an additional Baron and Ambassador at the capital, and +1 Influence.

Flight

Flying troops may be available for a kingdom through the Recruit Companions (Order #565), or by magical summoning (Spells #860-899). All flying groups, either as natural flyers like Dragons or groups enhanced with special brigades/artifacts that bestow flying capabilities, are considered flying at all times. When specifying the group's movement, all terrain costs are calculated as normally in your movement order (including when flying over water areas).

However, flying groups whether they are all-natural flyers (e.g., all brigades of Griffons) or non-natural flyers (ground-based troops that gain flying by acquiring an artifact or by recruiting Giant Eagles) are checked throughout the turn if their situation changes.

Flying status may be lost if the group no longer meets certain criteria such as losing division-sized status required by certain artifacts due to transferring troops between groups, combining groups together, or gaining additional troops through battle as what may occur with special troops like Zombies that eat the dead and grow in number. Or, Lycanthrope that spreads among the injured on the battlefield and the group acquires new

Lycan brigades. Another possibility to consider is if the group will receive troop reinforcements, which occurs at certain intervals throughout the game. So, even though a ground-based, non-natural flying group may start the turn as a flyer, its status may change throughout the course of the game.

Natural flyers are: Black/Red Dragons, Great Bats, Phoenixes, Specters, and Wyverns, as well as the new troop types of Air Elementals, Beholders, Chimeras, Cockatrices, Fairy Folk, Gargoyles, Giant Eagles, Griffons, Manticores, Mephits, Pixies, Rocs, and Sprites. Giant Eagles and Rocs are the only natural flyers capable of bestowing flight to ground-based troops. Artifacts that are capable of bestowing flight to others are: Great Red Bats of the Lost Caves, Green Dragon Mates, and the Last Herd of Winged Stallions.

If a group consists of only natural-flyers or ground-based troops that become capable of flying, the following flight bonuses apply: +20% attack bonus vs pop centers, immune to Earthquake, Flash Flood, and Wall of Flame spells, patrol-sized groups have 32 (rather than 20) movement points, may fly over water without a naval fleet being involved (may finish movement upon a water area), automatically performs a reconnaissance of the group's location as a level 1 agent, and the flying group may not be flanked in battle (a special attack maneuver that certain kingdoms may perform).

Foreknowledge

Kingdom has the short name of one or more artifacts on setup. Varies by kingdom as to number and which specific artifacts.

Forethought

Increases +2 standing orders allowed at onset, +1 per region controlled over standard. +3 (instead of +2) orders allowed over influence.

Healing

Gains the ability to reduce attrition to kingdom brigades (not entire group). Use Regenerate (Order #236) to heal up to 5% attrition to kingdom brigades. May only issue this regenerate order once per turn per group. An automatic Heal is performed at the end of the turn to all groups that reduces up to 3% attrition to kingdom brigades (no need to issue an order). Leaders and wizards that were killed in battle receive a special saving throw which gives a 33% chance of surviving their wounds instead of being killed.

Heroic

Kingdom starts with an additional leader who is a Marshal, its leaders always advance in rank in Unusual Encounters when they don't issue the most cautious tactic (TAC 1), and advance at a +10 point chance in all battles until reaching Marshal rank, then as normal (no bonus) for advancement. Odds of an agent performing a successful rescue or kidnap is increased 15 points and the chance of capture during a mission is reduced by 15 points.

Industrious

+10% food and gold production of all controlled popcenters. Increasing food/gold production or defenses at a popcenter costs 1,000 less gold per issuance (does not apply towards Dwarven special ability of improving defenses).

Magic Immune (Death)

Kingdom is completely immune to magical death effects. This consists of the kill leader/wizard spell, death spell, and the summon imp/demon/high demon spells.

Magic Immune (Sleep)

Kingdom is completely immune to magical sleep effects. This includes the wizard sleep spell and consul sleep effect.

Magic Resistance (Battle)

Kingdom is 33% resistant to combat magic effects (e.g., firestrike, earthquake). If successful, no damage will be taken.

Magic Resistance (Death)

Kingdom is 33% resistant to magical death effects. This consists of the kill leader/wizard spell, death spell, and the summon imp/demon/high demon spells. If successful, no damage will be taken.

Magic Resistance (Sleep)

Kingdom is 33% resistant to sleep effects.

Magic Susceptible (Battle)

Kingdom is vulnerable to combat magic and will receive +33% more damage than normal.

Military Tradition

Adds a Marshal to the 1st group and a General to the 2nd group, leaders promote at +10 points, new leaders emerge at +10 points, and have 10 points better survivability in combat. Brigades advance in training level at 10 points greater than normal. Warriors, the soldier portion of a party's strength rating, are worth +3 in Unusual Encounters.

Oratory

+15% to Maintain Status Quo (Order #310) and Usurp Control (Order #330). +1 to starting influence.

Order

+2 to starting Influence. Controlled popcenters have 10 points intrinsic counter espionage in addition to any agent counter espionage, and intrinsic 2 points Maintain Status Quo (so the equivalent to a Provincial Governor maintaining status quo in a Tolerant region popcenter with 12 Influence). Magic research cost and agent training are +1,000 gold per level (a penalty due to the imposition of maintaining order).

Rich

Increases starting treasury by 30,000 gold, and increases starting capital gold production by 4,000.

Riders

Patrols get 32 movement points. Cavalry values for these kingdoms are higher. +1 to emissary and agent ranges. Groups with brigades get +2 movement points, so 22 for normal movement and 27 for forced march. Intercept range is +1 (max 5 intercept range). Riders have access to the Flank tactic, but kingdoms with the Riders trait cannot be flanked in battle.

Ruthless

Cause Fear (-10% to morale of opposing groups or to popcenter defense). +2 points intrinsic status quo to controlled popcenters so about a Provincial Governor Maintaining Status Quo in a tolerant region. +10 points to Threaten (Order #180).

Seafaring

+3 to starting naval quality, -2,000 gold to fleet construction cost. Interdict at 80%, own patrol-sized groups interdicted only 50% of normal (so if normally a patrol-sized group is interdicted 30% of the time, Seafaring nations would have theirs interdicted 15% of the time). Sea Patrol Interdiction is the entire sea as in 2nd Cycle (the specified sea areas when filling out a sea patrol action on the order entry website will be ignored when the turn is run). They begin with an additional fleet in each sea where they have a fleet.

Secretive

The kingdom begins with a hidden capital and an additional level 4 agent. On turn 0, the capital will be given a Glyph of Concealment. This magical effect is permanent and is not transferrable to another popcenter by any means (even if relocating the capital, the glyph stays at the former capital). Hidden popcenters will not be discovered when a group travels over them nor will they be revealed by a High Priestess divination. A hidden popcenter may only be discovered if a group ends movement upon it (not searching for popcenters) or by a Level 4+ agent performing a single recon (Order #970), but not trail group (Order #691/971) or search for popcenters (Order #976). The Ranger kingdom may locate a hidden popcenter through their Falconry ability at the highest level.

Siege Engineering

Bonus to laying siege: a town (not cities or villages) can be sieged in two turns (instead of 3). Non-allied emissaries attempting to relocate from a population center under siege will undergo a 50% chance of capture and 70% upon the completion of a siege (normally 30%/50%). Towns and cities attacked (Order #150 or derivative orders like #160) by a kingdom with Siege Engineering have 10% subtracted from their defense. Any war machine(s) they possess will give +15% to base combat strength in attacks against popcenter's.

Spy Network

The kingdom has gone to lengths to establish a network of agents. Begins with an additional level 6 agent and level 3 agent at the capital. The cost for agent training is reduced by 20%.

Stalwart

Immune to Fear and Chaos. 25% reduction to harmful magic (4,000 magic damage would become 3,000). +15 points leader promotion and emergence, -15 points leader and wizard death (improved survivability to combat damage and kill leader / kill wizard).

Trackers

Provides an intrinsic (no order required) level 4 agent recon of each active group area. Detects groups in ambush but not invisible groups. Can locate hidden sites if ending movement on them.

Trick of the Trade

Gets 25% more in a trade with another kingdom that does not possess the same trait (Trick of the Trade) than the indicated amount (this does not come from the other player's treasury). Agents have -25% to being captured (so a 40% chance of capture becomes 30%). Sea movement by a group is 25% less likely to be interdicted.

Brigade Special Abilities

Not all troop types have special abilities. The following are the brigades that have one or more special effects.

Air Elemental	EA	Summon	Flyer. +10% morale bonus when fighting in Plains terrain as well as providing an ever present 10% reduction against enemy missiles (as Wind Storm).
Apes	AP	Companion	In Forest, adds 10% to group attack and defense for each regular+ experienced Ape brigade
Beholder	BH	Companion	Flyer. Has 5 eye beam attacks (at pwr-2): Firestrike, Lightning Attack, Fear, Kill Wizard (random), and Stun Leader. On turn 20+, eye beams are pwr-5.
Centaur	CE	Companion	A group with 2+ Centaur brigades may issue the Flanking tactic regardless of the kingdom having the Rider trait.
Chameleons	CH	Companion	Chameleons do not show up on foreign intel.
Chimera	CM	Companion	Flyer. Has 3 special attacks (at pwr-2): dragon head breathes fire as a Firestrike, lion head roars with sonic attack that produces a Guarded Attack for the group's highest-level wizard, goat head's gaze causes confusion as Chaos.
Cockatrices	CO	Companion	Flyer. Petrifying gaze that increases the risk of death for enemy leaders and wizards (+10 pts for each Cockatrice brigade)
Damned	DM	Companion	Damned can be converted to Zombies via a special order #551
Deathknights	DK	Kingdom	1+ Deathknight brigades causes Plague (-15% census) at every popcenter in region of group's location.
Earth Elemental	EE	Summon	+10% morale bonus when fighting in Mountainous terrain as well as providing a constant 10% bonus to group defense (as Shield).
Fire Elemental	EF	Summon	10% morale bonus when fighting in Desert terrain and offer a 10% bonus to combat group strength (as Valor).
Gargoyle	GA	Summon	Flyer.

Ghouls	GH	Summon	If 2+ Ghoul brigades, cause Fear to enemy groups (-10% morale for the battle), unless trait (Stalwart)
Giant Eagles	GE	Companion	Flyer. May carry other brigades to fly over terrain. Max 5 brigades in group (including Eagles).
Goblins	GO	Companion	3+ Goblin brigades increase the enemy retreat % threshold by 5% per Goblin brigade over 3. So, 5 goblin brigades change enemy retreat in Org Withdrawal from 15% to 25% (max 35% effect).
Great Bats	GR	Companion	Flyer.
Griffons	GF	Companion	Flyer.
Hell Hounds	HH	Companion	1+ brigades breathes fire as pwr-2 Firestrike (collectively, not per brigade)
Hill Giants	HI	Companion	Stalwart, reduces Fear effect against them by their % of group composition. Causes Fear to enemy if 2+ Hill Giant brigades.
Huns	HU	Recruit	If Huns are the most numerous brigade type in a group, the group may execute the Flank tactic if it has a General (the kingdom doesn't need Rider trait).
Iron Golem	IG	Summon	Breathes poisonous gas upon its enemies which inflicts -25% morale. Morale loss from an Iron Golem is not a fear effect (no reduction) and is applied at the start of combat.
Lycans	LY	Kingdom	Spreads lycanthrope upon opposing forces that adds a number of Lyan brigades to own group depending upon the number of brigades killed in battle.
Mammoths	MA	Companion	Cause Fear. Trample if enemy retreats: 2x losses in retreat phase if 2+ Mammoth brigades.
Manticores	MC	Summon	Flyer.
Mephits	MP	Companion	Flyer.
Minotaurs	MI	Summon	If 2+ Minotaur brigades, bestows pwr-3 Valor spell.
Mummies	MU	Summon	1+ brigades cause a terrible disease upon their enemies of which there is no protection. Mummy Rot inflicts -5% morale and -5% attrition. Morale loss from Mummy Rot is not a fear effect (no reduction) and is applied at the

			start of combat. Attrition losses from the disease are applied after the battle takes place upon surviving members.
Northmen	NM	Recruit	All battles in regions in winter with 2+ Northmen brigades give the group +10% to defense and +10% to Charge phase.
Ogres	OG	Companion	Increase Threaten and Parlay % by 10% per Ogre brigade.
Orcs	OR	Companion	Increase morale for the battle for each Orc brigade over 4 by 5% per (max 35% effect).
Phantasmal Forces	PM	Summon	Temporary troops to bolster forces before battle. If survive, will consume food/gold that turn. Disappears at end of turn.
Phantoms	PT	Summon	Temporary troops to bolster forces before battle. If survive, will consume food/gold that turn. Disappears at end of turn.
Phoenix	PX	Companion	Flyer. Very strong. Regenerates group attrition by up to 5% per turn.
Pit Fiend	PF	Summon	Flyer. Immolates as Wall of Flame (25% damage before combat).
Pixies	PX	Companion	Flyer.
Rocs	RC	Companion	Flyer. May carry other brigades to fly over terrain. Max 5 brigades in group (including Roc).
Rock Golems	RG	Summon	If battle in mountains, Rock Golems add an additional 10% to defense of group for each Rock Golem brigade.
Rohirrim	RO	Companion	A group with 2+ Rohirrim brigades may issue the Flanking tactic in Plains or Desert regardless of the kingdom having the Rider trait except against a Rider trait kingdom.
Saurus	SU	Companion	Saurus are Stalwart, Fear is reduced by the % of Saurus brigades.
Scorpions	SC	Companion	Enemy leaders and wizards have 10 points added to their chance of death for each Scorpion brigade.
Skeletons	SK	Summon	Attrition assigned to Skeletons (not eliminated brigades) is reduced to 0%.
Specters	SP	Summon	Flyer. Cause fear.
Sprites	SR	Companion	Flyer.
Swampmen	SW	Companion	+25% to Swampmen brigade strength when fighting in Marsh terrain.

Trolls	TR	Companion	Group gets +10% attack vs. PC for each Troll brigade. Troll brigades regenerate a portion of attrition for the group.
Unicorns	UC	Companion	Protection against magical attacks. Reduces magic damage taken by percentage of Unicorns in group. If group has 10 brigades with 3 of them being Unicorns, group takes 30% less damage from combat spells.
War Machines	WM	Companion	+10% to Threaten and Parlay for each War Machine brigade. A veteran War Machine with a kingdom with Siege Engineering can issue the Barrage Tactic.
Warg Riders	WR	Companion	A group with 3+ Warg Rider brigades may issue the Flanking tactic in Plains or Desert regardless of the kingdom having the Rider trait except against a Rider trait kingdom.
Water Elemental	EW	Summon	10% morale bonus when fighting in Marsh terrain as well as provide a 25% reduction against charge attacks (as Flash Flood).
Westmen	WE	Recruit	3+ Westmen Regular + brigades provides +10% Shield bonus and reduces enemy missile phases 10% due to their large shields.
Wights	WT	Summon	Protection against magical attacks. Reduces magic damage taken by percentage of Wights in group. If group has 10 brigades with 3 of them being Wights, group takes 30% less damage from combat spells.
Wildlings	WL	Companion	+5% per Wildling brigade to attack and defense in Winter months in regions effected by Winter.
Wood Elves	WO	Companion	Wood Elves do not show up on foreign intel if in Forest.
Wyvern	WY	Companion	Flyer.
Zamorans	ZA	Recruit	3+ Zamoran Regular+ brigades provide a 10% Valor bonus.
Zealots	ZE	Companion	Stalwart, reduces Fear effects by % of Zealots in group.
Zombies	ZO	Summon	Converts 2 killed enemy brigades into 1 Zombie brigade on victory, requires at least 2 Zombie brigades to activate.

Brigade Combat Ratings

Name	ID	LR Missile	SR Missile	Charge	1st Melee	2nd Melee	Combined	Storm (PC)	Defense
Alchemist	AL	Average	Average	Average	Above Average	Average	Average	Average	Average
Amazons	AM	Good	Good	Very Good	Above Average	Above Average	Above Average	Above Average	Average
Ancient Ones	AN	Good	Above Average	Above Average	Above Average	Above Average	Above Average	Average	Above Average
Apes	AP	Very Poor	Below Average	Above Average	Above Average	Above Average	Above Average	Average	Average
Atlanteans	AT	Very Good	Above Average	Average	Above Average	Above Average	Above Average	Average	Above Average
Beholder	BH	Good	Above Average	Very Poor	Average	Below Average	Below Average	Below Average	Below Average
Black Dragons	BL	Above Average	Good	Excellent	Average	Above Average	Above Average	Good	Good
Centaur	CE	Good	Above Average	Above Average	Average	Average	Average	Average	Above Average
Chameleons	CH	Average	Average	Average	Average	Above Average	Average	Average	Average
Cimmerians	CI	Very Poor	Average	Excellent	Good	Good	Good	Good	Above Average
Chimera	CM	Good	Above Average	Excellent	Good	Above Average	Good	Good	Excellent
Cockatrices	CO	Very Poor	Average	Average	Good	Good	Above Average	Above Average	Good
Cyclops	CY	Good	Above Average	Excellent	Good	Above Average	Good	Good	Excellent
Dark Elves	DA	Renowned	Good	Good	Above Average	Average	Above Average	Above Average	Above Average
Demon Princes	DE	Average	Average	Above Average	Average	Average	Average	Average	Average
Deathknights	DK	Good	Above Average	Good	Good	Good	Good	Above Average	Above Average
Damned	DM	Below Average	Below Average	Below Average	Below Average	Average	Average	Below Average	Below Average
Druid	DU	Average	Above Average	Above Average	Average	Above Average	Average	Average	Average
Dwarves	DW	Good	Above Average	Good	Good	Good	Good	Above Average	Above Average
Air Elementals	EA	Awesome	Very Good	Above Average	Above Average	Above Average	Above Average	Above Average	Above Average
Earth Elementals	EE	Awesome	Very Good	Above Average	Above Average	Above Average	Above Average	Above Average	Above Average
Fire Elementals	EF	Awesome	Very Good	Above Average	Above Average	Above Average	Above Average	Above Average	Above Average
Elves	EL	Awesome	Very Good	Above Average	Above Average	Above Average	Above Average	Above Average	Above Average
Elementalist	EM	Average	Average	Average	Above Average	Average	Average	Average	Average
Ents	EN	Below Average	Average	Average	Good	Good	Good	Very Good	Very Good
Ettins	ET	Awesome	Very Good	Above Average	Above Average	Above Average	Above Average	Above Average	Above Average
Water Elementals	EW	Awesome	Very Good	Above Average	Above Average	Above Average	Above Average	Above Average	Above Average
Fairy Folk	FF	Above Average	Average	Very Poor	Average	Average	Average	Average	Below Average
Forgotten	FO	Good	Above Average	Good	Good	Good	Good	Above Average	Above Average
Free Traders	FT	Average	Above Average	Not A Factor	Below Average	Below Average	Below Average	Below Average	Above Average

Name	ID	LR Missile	SR Missile	Charge	1st Melee	2nd Melee	Combined	Storm (PC)	Defense
Gargoyles	GA	Awesome	Very Good	Above Average	Above Average	Above Average	Above Average	Above Average	Above Average
Gelatinous Cubes	GC	Awesome	Very Good	Above Average	Above Average	Above Average	Above Average	Above Average	Above Average
Giant Eagles	GE	Average	Average	Good	Above Average	Above Average	Above Average	Above Average	Above Average
Griffons	GF	Average	Average	Good	Above Average	Above Average	Above Average	Above Average	Above Average
Ghouls	GH	Very Poor	Below Average	Below Average	Average	Average	Average	Average	Above Average
Giants	GI	Good	Excellent	Ultimate	Good	Good	Excellent	Renowned	Superior
Gnolls	GL	Awesome	Very Good	Above Average	Above Average	Above Average	Above Average	Above Average	Above Average
Gnomes	GN	Average	Average	Very Poor	Average	Average	Average	Average	Average
Goblins	GO	Good	Above Average	Very Poor	Average	Below Average	Below Average	Below Average	Below Average
Great Bats	GR	Very Poor	Below Average	Average	Below Average	Average	Average	Average	Average
Halflings	HA	Average	Above Average	Not A Factor	Below Average	Below Average	Below Average	Below Average	Above Average
Hell Hounds	HH	Very Poor	Below Average	Below Average	Average	Average	Average	Average	Above Average
Hill Giants	HI	Good	Above Average	Good	Good	Very Good	Good	Very Good	Excellent
Iron Golem	IG	Good	Excellent	Ultimate	Good	Good	Excellent	Renowned	Superior
Illusionist	IL	Good	Above Average	Below Average	Average	Average	Average	Average	Average
Knights of Styx	KS	Average	Below Average	Renowned	Above Average	Above Average	Good	Good	Excellent
Lizard Men	LI	Below Average	Above Average	Above Average	Above Average	Above Average	Above Average	Above Average	Average
Lycans	LY	Very Poor	Average	Excellent	Good	Good	Good	Good	Above Average
Mammoths	MA	Good	Above Average	Excellent	Good	Above Average	Good	Good	Excellent
Manticores	MC	Awesome	Very Good	Above Average	Above Average	Above Average	Above Average	Above Average	Above Average
Minotaurs	MI	Below Average	Below Average	Very Good	Above Average	Above Average	Above Average	Above Average	Good
Mephits	MP	Good	Above Average	Very Poor	Average	Below Average	Below Average	Below Average	Below Average
Mummies	MU	Good	Average	Very Good	Above Average	Above Average	Above Average	Above Average	Excellent
Mythians	MY	Good	Very Good	Average	Average	Average	Above Average	Above Average	Good
Necromancer	NE	Average	Average	Average	Average	Average	Average	Average	Average
Northmen	NM	Average	Average	Above Average	Above Average	Above Average	Above Average	Above Average	Above Average
Nomads	NO	Good	Good	Good	Average	Average	Above Average	Average	Average
Nyvarians	NY	Average	Average	Good	Average	Average	Above Average	Average	Above Average
Ogres	OG	Below Average	Average	Above Average	Good	Good	Above Average	Above Average	Above Average
Orcs	OR	Average	Above Average	Average	Above Average	Above Average	Above Average	Average	Average
Owlbears	OW	Awesome	Very Good	Above Average	Above Average	Above Average	Above Average	Above Average	Above Average
Paladins	PA	Average	Below Average	Renowned	Above Average	Above Average	Good	Good	Excellent
Pit Fiend	PF	Above Average	Good	Excellent	Average	Above Average	Above Average	Good	Good
Phoenix	PH	Good	Above Average	Excellent	Good	Above Average	Good	Good	Excellent
Pirates	PI	Good	Above Average	Below Average	Average	Average	Average	Average	Average

Name	ID	LR Missile	SR Missile	Charge	1st Melee	2nd Melee	Combined	Storm (PC)	Defense
Phantasmal Force	PM	Below Average	Average	Average	Average	Average	Average	Above Average	Average
Phantoms	PT	Below Average	Average	Average	Average	Average	Average	Above Average	Average
Pixies	PX	Good	Above Average	Very Poor	Average	Below Average	Below Average	Below Average	Below Average
Rangers	RA	Excellent	Above Average	Good	Above Average	Above Average	Above Average	Above Average	Good
Rocs	RC	Good	Above Average	Excellent	Good	Above Average	Good	Good	Excellent
Red Dragons	RD	Good	Excellent	Ultimate	Good	Good	Excellent	Renowned	Superior
Rock Golems	RG	Below Average	Below Average	Very Poor	Above Average	Above Average	Above Average	Above Average	Good
Rohirrim	RO	Above Average	Average	Good	Above Average	Average	Above Average	Above Average	Above Average
Sacred Order	SA	Good	Above Average	Awesome	Good	Above Average	Good	Above Average	Very Good
Scorpions	SC	Very Poor	Average	Average	Good	Good	Above Average	Above Average	Good
Skeletons	SK	Below Average	Below Average	Very Poor	Average	Average	Below Average	Below Average	Below Average
Shambling Mounds	SM	Awesome	Very Good	Above Average	Above Average	Above Average	Above Average	Above Average	Above Average
Sorcerer	SO	Below Average	Average	Very Poor	Average	Average	Below Average	Below Average	Below Average
Specters	SP	Below Average	Average	Average	Average	Average	Average	Above Average	Average
Sprites	SR	Good	Above Average	Very Poor	Average	Below Average	Below Average	Below Average	Below Average
Stormgate Guard	ST	Excellent	Good	Very Good	Good	Above Average	Excellent	Very Good	Excellent
Saurus	SU	Very Poor	Above Average	Very Good	Above Average	Good	Above Average	Good	Above Average
Swampmen	SW	Average	Average	Below Average	Above Average	Above Average	Above Average	Average	Average
Troglodytes	TG	Awesome	Very Good	Above Average	Above Average	Above Average	Above Average	Above Average	Above Average
Trolls	TR	Below Average	Average	Above Average	Good	Very Good	Good	Very Good	Very Good
Tyrant	TY	Above Average	Above Average	Good	Average	Above Average	Above Average	Average	Average
Unicorns	UC	Very Poor	Below Average	Above Average	Above Average	Above Average	Above Average	Above Average	Above Average
Umber Hulks	UH	Awesome	Very Good	Above Average	Above Average	Above Average	Above Average	Above Average	Above Average
Underworld	UN	Above Average	Average	Very Poor	Average	Average	Average	Average	Below Average
Uak Hai	UR	Above Average	Good	Above Average	Above Average	Good	Good	Above Average	Above Average
Vikings	VI	Above Average	Above Average	Good	Excellent	Good	Above Average	Good	Good
Warlock	WA	Average	Average	Average	Above Average	Average	Average	Average	Average
Westmen	WE	Average	Average	Above Average	Average	Above Average	Average	Average	Above Average
Wildlings	WL	Below Average	Average	Above Average	Above Average	Good	Above Average	Above Average	Average
War Machines	WM	Ultimate	Good	Absent	Not A Factor	Absent	Very Poor	Good	Below Average
Wood Elves	WO	Very Good	Good	Below Average	Average	Above Average	Above Average	Average	Average
Warg Riders	WR	Average	Above Average	Above Average	Above Average	Average	Average	Average	Above Average
Wights	WT	Very Poor	Below Average	Above Average	Above Average	Above Average	Above Average	Above Average	Above Average

Name	ID	LR Missile	SR Missile	Charge	1st Melee	2nd Melee	Combined	Storm (PC)	Defense
Wyverns	WY	Average	Average	Good	Above Average	Above Average	Above Average	Above Average	Above Average
Zamorans	ZA	Above Average	Good	Average	Above Average	Above Average	Average	Average	Average
Zealots	ZE	Average	Average	Below Average	Average	Average	Average	Below Average	Below Average
Zombies	ZO	Very Poor	Very Poor	Below Average	Average	Average	Average	Average	Below Average

Commands

50 – Cancel Standing Order

This order immediately cancels an order which the player had in a previous turn, made as a standing order. As players are limited as to the number of standing orders they may give, it sometimes becomes necessary to delete those orders of lesser priority to make room for new standing orders.

53 – Guard

An agent on guard has as its objective the protection of up to two emissaries at a given population center. Guard missions may only be performed for emissaries of the same kingdom as the agent. An agent/fanatic on this assignment will give protection against assassination, kidnapping, and any steal attempt of an artifact in possession of the guarded emissary. If a foreign agent attempts to perform a kidnap, assassination, or steal artifact mission against the guarded characters, his success chance is reduced 20% plus 5% per level of the agent on guard. (The sum of the agent on guard percentage is subtracted from the foreign agent's chance of success.) Additionally, the foreign agent has his chance of being caught increased by the same amount: 20% plus 5% per level of the agent on counter-espionage.

54 – Counter-Espionage

An agent on counter-espionage attempts to protect the characters (leaders and wizards) and artifacts in a single kingdom-controlled group, or all kingdom characters in a controlled population center as well as protecting the popcenter from theft and sabotage. If the popcenter with counter-espionage is a coastal or sea area-based popcenter, the counter-espionage also lends its protection to the fleets and any Elite Ship of the kingdom in that sea from sabotage.



If a foreign agent attempts to perform a mission in this protected area, his success chance is reduced 5% plus 5% per level of the agent on counter-espionage. (The sum of the agent on counter-espionage is subtracted from the foreign agent's chance of success.) Additionally, the foreign agent has his chance of being caught increased by the same amount: 5% plus 5% per level of the agent on counter-espionage. If the agent on counter-espionage is based in the popcenter he is protecting, an additional 10% is added to his counter-espionage efforts. There is risk in this mission: if an agent is able to successfully complete an espionage mission (not recon) in a popcenter or group despite the efforts in counter-espionage, there is a 20% chance that an agent, and a 30% chance for a fanatic on counter-espionage to be killed during the mission.

The chance of a recon by a foreign agent being intercepted with counter espionage will reduce the chance of a successful recon by the counter espionage percentage. So, with

an L2 on counter-espionage (15% counter-espionage, or 25% if the counter-espionage is in the popcenter where the agent is based), an L1 would have his 90% chance to recon reduced to 75% chance of success (or 65% at a popcenter where the counter-espionage agent is based), and a 10% (up 15% from -5%) chance of being captured. An L5 doing the recon would have a base chance of 110% (90% for L1 plus 4 levels at 5%) – the 15% counter-espionage for a net of 95% of success (85% if the counter-espionage is based at the popcenter), and a negative 10% change of being captured (still 0% if counter-espionage comes from an agent based at the popcenter).

Foreign agents captured by an agent on counter-espionage have a 75% chance of revealing their kingdom (normally 50%). Fanatics will never reveal their kingdom if captured.

If a popcenter with active counter-espionage is successfully reconned, the agent report will reveal that there was active counter-espionage there and the name of the agent team conducting it.

60 – Create Standing Order

When this order is selected, the order specified by the standing order will be executed each turn, automatically. In future turns, it does not count as an order used against the king's influence. Standing orders cannot be used for any victory check or Hire New Emissary (Order# 510), as you must name the emissary.

86 – Summon Avenging Angel

The Avenging Angel may only be summoned by a High Priestess of a Devout kingdom. The angel streaks down from the heavens wielding a flaming sword and smites the enemy, causing Fear (-10% morale) to popcenter defense or enemy group without the Stalwart trait and inflicting 3,000 divine fire damage during the Magic phase of combat (extra during an Ice Age). Counts as a sole order for the priestess. The group must be within 8 areas of the priestess' location. The angel flies back to the heavens after the battle.

Multiple castings of this summoning may be performed to benefit the same group to aid them in battle but they must affect different targets. So, if your group is at a location going against multiple foes (perhaps a group and popcenter), you can have several priestesses cast an avenging angel against each of them including the popcenter.

#110 – Attack Group

This orders a specified group of your kingdom to attack a group in the same area as it is located. Players are advised there are many factors that play a part in determining the outcome of battles, and that doesn't consider spell effects. Experience is hard earned, but your brigades may advance in experience through successful battles.



Ordering one of your groups to attack a declared ally's group results in a -10 point reduction to your group's morale before combat ensues, while attacking a declared enemy adds 5 to the group's morale entering combat (these modifiers are for the combat only and are not carried forward permanently).

If two different kingdom's groups are at sea and one attacks the other, the battle is a sea battle (between fleets). Sea battles are based on number of ships, quality of the ships, and leadership; however, spells have no effect at sea.

If your group retreats or defends it will be unable to attack, plunder, parley, threaten or siege a population center. While every kingdom may issue three tactical attack choices (Probing Attack, Standard Battle Plan, or Determined Attack), several kingdoms have additional choices as per their special kingdom abilities on their kingdom setup. These include Flank, Barrage, Night Attack, Winter, or Summer Attack advantage.

#111 – Attack Group (Delayed)

This order is identical to Order #110, except it occurs after all #110 attacks. Thus, this order is useful when two or more groups plan to attack the same target: that more control over the order of attacks is provided. It should be noted that not all #111's will occur second as the opposing group could have issued a #110 to attack. You should also recognize that it is possible that a group that you wish to attack with a #111 might leave the field prior to your group engaging if either you have attacked another group with this same force, or if the group you are hoping to engage has retreated from a previous battle in this same turn. If your group retreats or defends it will be unable to attack, plunder, parley, threaten or siege a population center. Attacking your own groups is never a wise decision. There are various penalties and the order will also fail.

#118 – Evasion

This order is not generally available. It is a special kingdom ability that is provided to a kingdom that has supremacy in a given terrain such as Dwarves in the Mountains, or Elves in the Forest. It is included here mainly to alert players to the possibility that an opposing kingdom may have the trait and foil your attack by withdrawing before the attack can commence. No combat will occur between these two groups and spells dependent upon combat occurring will fizzle.

#120 – Defend

You may use this command when one of your groups is in the same area as a potentially hostile group, but you do not wish to initiate an attack. Your group assumes a defensive position and gains a 10% combat bonus because of this. The defensive position applies to a particular foreign group, so if you suspect attack by more than one group you should consider issuing this order repeatedly in order to defend against attacks from other groups in the area as well. Important: A group may not retreat or defend against groups and subsequently attack or parley a population center in the same turn; nor investigate an

unusual sighting. In order to attack a population center you must attack and drive off (force to retreat) other groups of the kingdom controlling the popcenter in the area.

#121 – Entrenchment

Entrenchment is a reduced 90% of defense (and no defensive bonus). The entrenched group does not have to specify an enemy group – entrenchment works against all groups for the turn including invisible groups. Retreat is at TAC 2. The group issuing entrenchment loses 5 points morale. A group issuing entrench may not attack any group, popcenter, or investigate an encounter. Also, no parlay or diplomacy is possible.

#139 – Wizard Assist Encounter

You may use this order only when your group has issued a #140 order and you desire a wizard to add his full effectiveness to impact on the outcome. Any wizard thus instructed is fully exposed to the hazards of battle. Kingdom wizards have different levels of effectiveness: a Sorcerer might be doubly effective as a Dwarven wizard in an Unusual Encounter. It is not recommended to have Adepts engage as they are quite vulnerable and hardly add anything. Note: the player must also issue Order #140 to actually investigate the unusual encounter.

#140 – Investigate Encounter

You may use this order when your group is located in an area which contains some unusual feature as described on a previous Status Update. In order to engage in the exploration and attack at the Unusual Sighting, your group may not have retreated or taken a defensive stance (Order #120) in group combat earlier in the turn. This order sends a patrol consisting of your group leaders, potentially wizards, artifacts and about a dozen troops to investigate and reap the benefit / suffer the consequences of whatever may lay in wait. Success is mainly dependent on the strength of the group characters present. The tactical selection indicates the amount of adversity the patrol is willing to overcome before retreating. Wizards within the group must be given order an order for the encounter to have any impact during the encounter; if no encounter orders are issued (such as Guarded Attack) then the wizard stays behind, safe but with no effect during the Unusual Encounter. Obviously, leaders and wizards are at more risk in these situations than they normally might be. Weapon artifacts and wizard wands are very beneficial when in the possession of characters involved in the Unusual Encounter.



#150 – Attack Popcenter

When one of your groups begins the turn in the same area as a population center not yet under your control, you may elect to use this order. Your group will do battle with whatever defenders are in the population center in order to forcefully take control of it. In order to attack the popcenter, **your group may not have retreated or taken a defensive stance** (Order #120) in group combat earlier in the turn. Further, you must have driven off – forced to retreat – any groups above patrol-size belonging to the controller of the

popcenter in the same area. Normally, your group's "Value vs. Population Center" should be appreciably greater than the population center's defensive value (example: at least twice or more is recommended) in order to have a reasonable chance of success. This is because most of the popcenter defense fires during the missile phases.

Some damage to the population center's capabilities normally results from an attack. If successful, your kingdom's banner will be raised within the population center and its production will become available to your kingdom immediately. If the attack is successful there is a 50% chance each unallied emissary based in the population center will be captured by your group and sent in custody to your capital. (Exceptions: Kings/Queens have a much greater *chance of escape* than 50%, and agents/fanatics may go "underground", remaining in the conquered popcenter, or relocating to the capital. Captured Fools and High Priestesses change allegiance to the capturing kingdom and are relocated to its capital with a new name).

Note: Military orders #150, #160, #180, #190 are the only four methods of capturing a capital. Popcenters have a +/- modifier assigned for each combat to adjust how they fight as compared to the stated defensive value which represents a random factor reflecting their preparedness and inherent valor or lack thereof. Capitals always defend at the highest level (generally a 25% positive modifier) to protect the Ruler. Additionally, popcenters have a base defense, which is the starting point regardless of who owns the popcenter. But then besides the capital getting an attacking and defensive bonus, bonuses are applied based on whether the controlling kingdom possesses traits like Stalwart, Military Tradition, Siege Engineering, or Cunning. Each of these adds 10% to the *Effective Defense* of the popcenter, as does control of the region the popcenter is in.

#160 – Plunder Popcenter

This is a drastic order which if successful results in your kingdom garnishing booty from the razing of the population center. The population center is, of course, **destroyed** in the process. You can expect about 150% of the normal production of food and gold from the population center added to your kingdom's available resources. Also expect the population to fight like hell to prevent this occurrence (defense is 175% of normal). Whether the effort is successful or not, word of the act will spread rapidly throughout the region and your kingdom's reaction level in that region will be worsened by one level. As in Order #150, non-allied emissaries may be captured with a successful Plunder.

#170 – Parley Popcenter

Your group leaders will hail the leaders of the population center they are at and ask that they accept your kingdom's benevolent rulership. If successful, the center will raise your banner without spilling blood. The force of arms present has an impact on the chance of success, as does the regional reaction level, enemy/ally status, and the leader's rank. This order requires a General or higher leader in the issuing group in order to execute. Population centers already controlled (not neutral) are twice as difficult to acquire in this

manner. Even a large group, however, will normally not fare as well as your more powerful political emissaries at this task. Whether the mission succeeds or not, no battle will be fought as a result of this order. Note: this order **will not be effective** against a kingdom's capital. There is a player resource on the forum that helps a player calculate his chances of success with this order.

#180 – Threaten Popcenter

Your group leaders call out the leaders of the population center and demand they open the gates and lay down their arms, accepting your firm but fair rule. If the population center does in fact do this, your kingdom's banner is raised as it would be using order #170. If they decline, your leaders will then initiate an assault against the population center as in order #150. It should be understood that this type of "diplomatic" overture is less likely to succeed than an order #170, and if an attack is necessary, the defenders will be quite ready to meet it (defense is 135% of normal). Note: the threaten aspect of this order will not be effective against a kingdom's capital, so it is advisable when acting against a capital, Order #150 be used instead. That said, a battle will ensue with this order against a capital if issued.

#190 – Siege Popcenter

Your group will attempt to starve the population center into accepting your kingdom's control. This order must be given and successfully executed for **three consecutive turns** (by the same group) in order to succeed. The besieging group must have a "value vs. population centers" rating greater than the population center's defensive value in order to succeed. The siege is broken if the sieging group is forced to retreat during group-to-group combat, moves, or if the group's "value vs. population center" falls below the population center's defensive value in any of the three consecutive turns. Note that if the population center is controlled by a kingdom, the controlling king might order the defensive capacity to be increased in an effort to break the siege. A group cannot siege if it has defended against another group or retreated from combat. Note: Laying siege and Orders #150, #160 and #180 are the only methods for capturing a capital. Emissaries attempting to relocate from a population center under siege will undergo a 50% chance of capture. Upon the successful completion of a siege all non-allied emissaries located within will undergo a 50% chance of capture. For kingdoms with Siege Engineering, the chances are 50% while under siege, and 70% upon successful completion. Towns and cities attacked (#150 or derivative orders like #170) by a kingdom with Siege Engineering have 10% subtracted from their defense. Any war machines they possess will give +15% in combat attack. If not captured all political emissaries will relocate back to their capital.

#194 – Wintering Group

Groups that have not issued an attack or defend order or have a battle (including being surprised or investigating encounters) can issue the Wintering order that counts as their movement order. Wintering reduces the maintenance for that turn by 50%. Not affected by transfers or wizard research, but cannot successfully train or recruit if Wintering: those orders will fail. Wintering is **very useful** during off-seasons where food is scarce.

#200 – Open Market

A kingdom may trade any amount (up to the amount on hand) of food or gold to the "open market" at a 3-to-1 rate for the other commodity. For example, a kingdom which, after production, had 50,000 food on hand could elect to trade some portion of that, say 30,000 food to the market and would receive in exchange 10,000 gold. Players should find that better terms are available from other kingdoms than through the market, but this order is available as an "emergency" option if for some reason a trade with another kingdom could not be arranged.

#201 – Trade Food For Gold

This order directs merchants of your kingdom to trade a designated quantity of food units to a certain kingdom in exchange for gold units not less than a designated amount. In order for the trade to be successfully completed the issuing king must have at least as much food as is designated in his current stockpiles and the reciprocal kingdom must issue order #202 (trade gold for food) with compatible terms.

#202 – Trade Gold For Food

This order is the counterpart of order #201 (above). In order for the trade to be successfully completed the ordering king must have the designated amount of gold on hand and the reciprocal kingdom must issue order #201 with food units not less than a designated amount. Note: Trade is something of an exception to the standard processing sequence. Trade orders are executed in pairs, so some order #202's may be executed before some order #201's.

#203 – Trade Hostage For Gold

This is the means whereby a king with a hostage may trade the hostage for gold. The reciprocal kingdom must issue an order #204 with compatible terms. Of course, the issuing king must have the named hostage in his control in order to use the order. The names of hostages are learned when the hostages are first captured and are listed on each result. Should an ally's emissary become your hostage a ransom is required (both Order #203, 204) to return this emissary.

#204 – Trade Gold For Hostage

This is the counterpart to order #203. As with the other bilateral trade orders it requires that the other kingdom involved in the trade submits the appropriate order with compatible terms. If the trade is successful, the named hostage will be returned unharmed to the capital of the kingdom paying the ransom. The released emissary may be given a command (e.g., move to another location with Order #350) later in the turn. This allows a kingdom to pay a ransom for an emissary of any kingdom.

#205 – Trade Artifact For Gold

The issuing king will trade a particular artifact in his possession for a designated amount of gold, which cannot be less than 10,000 gold. A kingdom may not trade an artifact to itself.

#206 – Trade Gold For Artifact

This is the counterpart of order #205. If the other kingdom issues an order with compatible terms, the artifact will be transferred to your possession. You must stipulate where the artifact is to be delivered in your kingdom (group, population center, or figure emissary/agent/priestess).

#210 – Bid For Open Seat

Issue this order when a High Council position (chair) becomes available to the high bidder. If no position is vacant on the High Council, this order is inappropriate. If any event has occurred on the previous result that would have removed a kingdom from the High Council (skeleton, scandal, voted off the High Council, etc.), they are not eligible to bid on an open seat, or buy a seat from a current High Council member with the current turn.

#212 – Transmute Rare Element (Alchemist)

Use this order to convert mithril into gold (50:1) or gunpowder into gold (20:1). The resultant gold amount is reported under Trade And Other Sources. This order is only for the Alchemist kingdom.

#215 – Unilateral Transfer (Gift)

By using this order, a player transfers a certain amount of food and/or gold to a named kingdom. A gift (unilateral transfer) **may only be made** to a kingdom that the gifting kingdom has previously declared an ally. This order requires no action on the part of the receiving kingdom. Unilateral transfers are often used for such purposes as compensation for important information given, military assistance, or similar inducements.

#216 – Trade Mithril For Gold

This order directs merchants of your kingdom to trade a designated quantity of mithril units to a certain kingdom in exchange for gold units not less than a designated amount. In order for the trade to be successfully completed the issuing king must have at least as much mithril as is designated in his current stockpiles and the reciprocal kingdom must issue order #217 (trade gold for mithril) with compatible terms.

#217 – Trade Gold For Mithril

This order is the counterpart of order #216 (above). In order for the trade to be successfully completed the ordering king must have the designated amount of gold on hand and the reciprocal kingdom must issue order #216 with mithril units not less than a designated amount.

#225 – Do Not Feed

In the event a kingdom's food availability is too low to provide food to all its brigades, the kingdom's group will not be given food and must instead forage for itself, resulting in a morale drop of 10 points. If there is still insufficient food, the 1st group will be looked at then each of the following groups in consecutive order. It is not possible to partially feed a group: all brigades must receive full rations or none will. A King/Queen/Regent may issue this order to alter this default sequence of groups not being fed by specifying which groups will not be fed. Any group forced to forage for themselves suffers the 10 point morale drop. Utilization of this order will disallow a Rest Group (Order #745). If a group is not fed two or more turns in a row, it suffers an additional loss of 5% attrition per turn. This attrition represents troops deserting and a degree of comradely. For example, turn 1: group loses 10% morale, turn 2: group loses 10% morale **and** 10% attrition, turn 3: group loses 10% morale and 15% attrition, etc.

#230 – Do Not Pay

This order is very similar to order #225, except that it relates to group gold consumption, rather than food. A group's morale will drop 6 points if it is not paid. A King/Queen/Regent might order #225 or #230 even with sufficient food/gold on hand: presumably in order to carry out subsequent resource dependent commands. Utilization of this order will disallow a Rest Group (Order #745). If a group is not paid two or more turns in a row it then suffers an additional loss of 5% attrition per turn. This attrition represents troops deserting and lack of discipline. For example, turn 1: group loses 6% morale; turn 2: group loses 6% morale **and** 10% attrition, turn 3: group loses 6% morale and 15% attrition, etc.

#235 – Reorganize Troops

Upon issuing this order a King/Queen/Regent is able to reduce a group's attrition by consuming a brigade of troops. A kingdom's natural troops can be eliminated only if no other troop type is present. This order may be issued multiple times for a group on the same turn if desired. Utilization of this order will prohibit the usage of Rest Group (Order #745). This order executes before troop reinforcements, thus cannot be used to eliminate any scheduled reinforcements.

#236 – Regenerate (various)

Available for kingdoms with the Healing trait, in which case, regenerates attrition to kingdom brigades (not entire group). For Trolls, removes attrition just with the Troll brigades. For Phoenix brigades, removes attrition for entire group. Heals up to 5% attrition (or more during an Ice Age for Phoenix brigades). May only issue this regenerate order once per turn per group.

#238 – Morale Bonus

This order allows the King/Queen/Regent to provide extra food, gold, or both to one or more of his/her groups. Upon receiving one or more of these items (double the normal amount) the morale of the group will be increased as follows: extra food gains 5 points of morale, extra gold gains 4 points of morale, and extra food and gold gains 7 points of morale (for those troops that require food, gold, or both). This Order will not increase a

group's morale beyond 125%. A group that wishes to receive this bonus cannot have been given Orders #225 or #230. This order executes before scheduled reinforcements and group consumption.

#240 – Tax Popcenter

This order is used as an emergency measure to obtain additional revenue for the king's needs from a population center under his control. Using this order will result in **double** gold production available to the controlling king for that month. However, the population center will **revolt** immediately afterward, declaring its neutrality (i.e., no longer kingdom-controlled). In addition, each time this order is used there is a 50% chance the regional reaction of the region containing the population center will worsen by one level. A king may not levy additional tributes against his capital. All of the issuing kingdom's political emissaries at this location will be forced to relocate back to the capital by the unhappy population and this relocation counts as the sole order for the emissary.

#245 – Sell Fleets

A king may sell off parts of his navy to private merchants by using this order. He may sell up to his entire navy in any one sea per use of the order. The amount of gold he receives is equal to the naval quality rating x 50% x 1,000 x the number of fleets.

#273 – Demonic Denigration (Demon Princes only)

Demonic Denigration results in a one turn reduction of the target king's reaction by half a level in the region the Demon Prince is located. The effect lasts for the current turn only. A further condition for this special ability to be activated is that the Demon Princes must control at least one population center in the region. The effects are cumulative if more than one Demon Prince issues the order in the same region, with the same target kingdom. This is known to hinder other kingdom's diplomacy efforts (Orders #170,171) the following turn.

#283 – Demonic Regional Submission (Demon Princes only)

This ability allows a Demon Prince to temporarily improve the regional reaction of the populace in the region in which he is located by one level. The effect lasts for the current turn only. A further condition for this special ability to be activated is that the Demon Princes must control at least one population center in the region. The regional reaction cannot be improved beyond Friendly. More than one Demon Prince may give this order in the same turn if desired, and if they are in the same region the effects are cumulative.

#290 – Early Rescue Prisoner (Underworld only)

The Underworld ruler may give the order to rescue prisoners before the opposing kingdom may issue a directive (such as to execute the prisoner). It should be noted that magical wards and agents on guard duty may affect our agent's chances.

#295 – Early Kidnap Figure (Underworld only)

The Underworld has expanded its intelligence network. As a result, our kingdom may issue orders to kidnap personnel (emissaries, priestesses, agents) before the figure may undertake their directed action. It should be noted that magical wards and agents on guard duty may affect our agent's chances.

#299 – Guard Prisoners

Guards all prisoners at the capital. Escape and rescue chances are reduced by 10 points plus 5 points for each level of the agent.

#302 – Bless

This High Priestess ability protects (wards) up to two emissaries of any one kingdom up to 8 areas from the black magic of an opposing spellcaster, and helps guard against foul play of others. Spells directed against the warded emissaries will be ineffective, and other attacks such as an assassination attempt against them will have a 40% diminished chance of working (a 50% chance becomes 30%). A bless effectively hides an emissary from a locate spell. The priestess bless effect supersedes a wizard's ward spell (they don't stack) so the target receives the highest protection available if both were done on the same figure.

#306 – Sleep (Ancient Ones only)

Consuls may cast sleep upon other emissaries, priestesses, or agents with 70% effectiveness. The sleep will incapacitate the target (unable to carry out their directive for the turn). Keep in mind that there are protective magics and artifacts that may prevent the target from being slept. This ability counts as their sole action for the turn.

#310 – Maintain Status Quo

This order directs a specified political emissary in a population center to use his influence to maintain the current authority in that population center. This order has the effect of making a population center more resistant to other actions by political emissaries during that turn as well as any group's parlay or diplomacy efforts the following turn. The impact of this effort is dependent upon the power of the emissary. When this effort attempts to work against a group's action the following turn the endeavor is appreciably reduced. It is possible that multiple uses of this order (even by different kingdoms' emissaries at the same location) are accumulative.

#315 – Stir Unrest

This is the opposite of Maintain Status Quo: the noble is attempting to prepare the populace to overthrow the current authority. This makes it easier for subsequent political actions later in the turn to be more successful. More than one emissary may contribute to the overall stir unrest at a given popcenter, all such efforts are cumulative.

#320 – Rebel Popcenter

This order directs a specified political emissary to attempt to incite rebellion in the non-neutral population center in which he is based. The chance of success is dependent upon many factors, including: the emissary's rank, the regional reaction, the size of the population center, the king's influence, any emissary's status quo efforts, capital status of population center, and a small random chance modifier (+-10% so a Count might act as either a Baron or Duke). If successful, the population center will immediately rebel and declare its neutrality.

If the king presently in control of the target population center is in control of the region, there is a 15% negative modification to the chance of inciting rebellion. There is a 15% positive modification if the influence level of the controlling king is only minor. There is a 15% positive modifier if the controlling king has a hostile reaction in the region, and a 15% negative modifier if the reaction level is friendly. Cities will be approximately 25% more difficult to rebel. Stir Unrest makes Incite Rebellion and Usurp Control easier to achieve.

There is risk in this mission: if the emissary fails badly, he will be incarcerated by the population center's authorities and becomes a hostage. An emissary can never cause a capital to rebel and will be captured should he/she make an attempt.

#330 – Usurp Popcenter

This is the ultimate power order for a political emissary. It orders the indicated emissary to establish his kingdom's rule in that population center. The factors affecting success are very similar to Rebel Popcenter (Order #320), with the additional consideration that population centers already controlled are **twice** as difficult to usurp than neutral population centers.

If the king presently in control of the target population center is in control of the region, there is a 15% negative modification to the chance of usurping control. There is a 15% positive modification if the influence level of the controlling king is only minor. There is a 15% positive modifier if the controlling king has a hostile reaction in the region, and a 15% negative modifier if the reaction level is friendly. Cities will be approximately 25% more difficult to usurp.

The risk of the emissary being incarcerated is also present here as is for rebelling a popcenter.

#350 – Move Emissary

All emissaries maintain a population center as their base of operations. In the case of political emissaries and the High Priestess, this base is the area from which they execute all activities. The base is also the area to which agents and fanatics return after completing their missions. If a king desires to relocate an emissary so as to change his operations base, he must use this order. The default range for all emissaries (political, agent, priestess) is **7 areas**. This may be altered by kingdom trait, ability or artifact.

If a non-allied group occupies the intended destination, the emissary (not including agents or fanatics) will not relocate and instead returns to his existing base (the resource cost is still consumed in the effort however, as it is if an emissary attempts to relocate to an area with no popcenter). An ambushing or invisible group will not block emissaries.

The ruler may only move to another popcenter with Relocate Capital (Order #355).

When emissaries other than agents relocate to a population center controlled by another kingdom, there is a chance that the controlling king will immediately learn of this relocation. The chance is 25% for emissaries below the rank of Baron, and 50% for Barons and above.

#351 – Gate (Demon Princes, Onyx Artifact)

Demon Princes may relocate into another pop center anywhere on the map. Gating has no range restriction. The Demon Prince will not be blocked by military groups at the pop center when relocating through this manner.

#352 – Move Mithril Miners

Use this order to move all mithril miners/prospectors to a new location up to **10 areas** away. During an Ice Age, this range is reduced to 5. Beware, however, traveling across the land may be dangerous for the miner's/pro prospector's health. Alamaze is a perilous realm of warring factions that may pose a threat to their survival (also, a stray Troll may eat them). Additional miners may be acquired through Hire New Emissary (Order #510), and a kingdom may hire as many as desired. To mine mithril, a kingdom only has to move the miners to the proper location on the map and remain there every turn until the ore deposit is depleted. An appropriate amount of mithril will be automatically awarded to the kingdom during the food/gold production stage.

#355 – Relocate Capital

Each kingdom maintains its capital in one of the population centers under its control. At some point in the campaign, a player may feel that it would be in his kingdom's best interest to move the capital to a new kingdom-controlled population center. Any hostages on hand and inactive groups are also moved to the new location. All of the kingdom's emissaries located in the capital that have not undertaken a sole action will relocate to the new site. This order counts as the mission for that turn for **all** emissaries that are relocated. There is no range limitation on emissary travel in this case.

Ambushing or invisible groups will **NOT** block the relocation of a capital (including from conquest). However, any non-hidden unallied group capable of laying siege to the popcenter (its value vs. popcenter is greater than the popcenter defense) will prevent capital relocation to that popcenter. It is not possible to issue this order if the capital is under siege.

#380 – Reveal Skeleton

When a king becomes aware of a skeleton in the closet of a rival king, he has the option of revealing it publicly, triggering a backlash on the effected king resulting in a decline in influence and some detriment to the reactions of some regions to him. In addition, if the unfortunate king is currently a member of the High Council, he will immediately lose that position at the release of the skeleton, and it will fall to the high bidder on the succeeding turn. Each skeleton has this effect only once: after it is revealed, it no longer exists.

A king who orders one of his emissaries to reveal a skeleton which does not actually exist will lose one point of influence himself instead from the resulting embarrassment. Any political emissary (excluding the king/queen) that has not previously undertaken a mission that turn may execute this order: rank and location are not important. A kingdom may never release his/her own skeleton.

#385 – Escape From Prison

When an emissary from your kingdom is a captive, this order directs that emissary to attempt an escape from the prison that holds him/her. Should the escape be successful then this emissary will relocate to the capital. The base chance of success is 15%; this chance can be improved should the player include a bribe (optional). With 6,000 gold the chance improves by 10%, with 12,000 gold the chances improve by 20%. The bribes are in addition to the base chance to escape. For example, paying 12,000 gold improves the standard 15% escape to 35% chance. A captive is able to attempt to escape multiple times in a single turn. Immortals automatically escape with any attempt due to the prestige associated with being an undying and eternal being.

#390 – Receive New Title

Use this order to increase the rank of a political emissary. The emissary must be located at the kingdom's capital to be bestowed a new title. This order counts as the mission for the political emissary for that turn. The king can grant this additional power only by relinquishing certain land grants, etc., previously under his direct control. As such, the king's influence will decline by 0.3 points with each issuance of this order.

#400 – Vote On Issue

This order may only be used by current High Council members. Use this order to vote your preference on the issue currently being decided by the High Council.

#410 – Bid For Next Issue

This order may only be used by current High Council members. Members of the High Council may bid on the right to present an issue for the High Council in the following turn.

#411 – Sell Council Seat

A member of the High Council may nominate another to succeed him on the council. Successful completion of this trade requires the purchaser to issue the corresponding Purchase Council Seat (Order #412).

#412 – Purchase Council Seat

A player will use this order if through negotiations with a current member of the High Council he has agreed to assume the High Council position in exchange for a certain amount of gold and/or food.

#425 – Reveal All Trades (Halfling only)

Reveals all trade transactions conducted by all kingdoms during the turn. This is a special order only available for the Halfling kingdom.

#430 – Execute Hostages

Use this order to execute one or more prisoners. A combination of what prisoners from which kingdoms, etc., may be issued with this order.

#440 – Declare Ally/Enemy

Use this order to change diplomatic relations with other kingdoms (ally, enemy, neutral). Enemy or ally status has some effect on combat (troops are more eager to attack known enemies), and relations has a significant impact on political actions in regions controlled by the king.

A kingdom may not declare more than **two** kingdoms as enemies. Declaring an enemy causes a stir in the kingdom and results in a 0.3 loss in the ruler's Influence. A king will find his regional reaction level improved by one level in regions under the control of those kings which have declared him an ally. Similarly, his reaction level is worsened in regions controlled by those that have declared him an enemy.

In addition, groups of kingdoms whose regional reaction is unfavorable (Hostile) will suffer small morale reductions (3% or more in some cases due to traits) due to the difficulty of obtaining supplies, partisan resistance, etc. Groups in friendly regions may experience minor improvements to morale.

The number of declared allies and enemies is of importance when status points are awarded. Declaring an ally reduces status points, while being declared an enemy increases status points (as the challenge is more difficult with enemies and less difficult with allies).

#455 - Create Sanctuary

Use this order to create a Sanctuary to prevent your kingdom from being eliminated from the game which normally occurs when your kingdom loses its last population center. This is a sole order for the Ruler.

Note: A kingdom is eliminated if it has no population centers under its control and no Sanctuary established for their kingdom. A kingdom is also eliminated if it has no Ruler and no political emissary able to assume the throne (a sanctuary is of no help in that case). Also, a player who has missed three consecutive turns (no orders submitted) will be eliminated. When a position is eliminated, all players are alerted to this event in their turn results. After three turns of being in standby mode, the vacant kingdom is eliminated and all of its groups, emissaries, and such are eliminated from the game. Artifacts at a popcenter will be dumped there otherwise, the artifact will be randomly placed on the map as a new encounter.

This order will create a tiny popcenter-like entity on the map for use only by your kingdom (like a secret hideaway for the royals). The specified sanctuary location must be within 5 areas of a kingdom-owned popcenter and the area must be free of any popcenters or encounters. You may not create a sanctuary in an area that another kingdom has chosen for their sanctuary. The sanctuary itself will physically exist on the map, is immune to attack, provides 0 food and 0 gold, and has 0 census to prevent a kingdom from losing control of a region if you happen to create one in their area.

You cannot explicitly relocate your capital to or from a sanctuary with Order #355. Your capital will automatically relocate there when you lose your last popcenter. However, you must create a sanctuary before you lose your last popcenter or you will be eliminated from the game. If your capital is inside a sanctuary, it will automatically relocate to a kingdom-owned popcenter once your kingdom acquires one by some means.

If your kingdom has any alternate capital locations setup with Order #495, those locations will be checked prior to moving your capital from a sanctuary to a kingdom-owned popcenter (if you happen to acquire more than one popcenter on the recovery turn). Otherwise, the highest defensive valued popcenter will be chosen during the automatic relocation of your capital.

Your capital will not relocate to a kingdom-owned popcenter that has a non-allied group outside it that is capable of laying siege to the popcenter. Once the non-allied group moves away from a kingdom-owned popcenter, your capital may automatically relocate there from the sanctuary as normal.

Non-allied groups may end movement on the same area as a sanctuary but they will have no effect in blocking a capital from relocating there. Once your capital has relocated to a sanctuary, any emissaries, agents, priestesses, prisoners, and/or artifacts residing at the sanctuary are still targetable for effects/spells (so they may be slept, assassinated, kidnapped, bribed, stolen, ...etc.).

Only one sanctuary may be created for the kingdom and you may change its location at any time by reissuing this order with a new location. If you change the sanctuary's location then your previous sanctuary popcenter will be destroyed on the map. When your capital

relocates from a sanctuary to a kingdom-owned popcenter, your kingdom will be reimbursed with 10,000 food and 10,000 gold (the cost of creating a sanctuary) with these amounts being reported under Trade on your kingdom turn report.

Agents (including ravens, palantirs, and crystals of seeing) will report a normal recon of a sanctuary area however divines from priestesses or consuls with Order #750 will not display any sanctuary locations (same for the wizard spell #751). A wizard's locate character spell #855 will work normally and will provide the sanctuary as the targeted character's location.

Agents may train with Order #500 inside a sanctuary however agents may not transfer artifacts with Order #910 to a sanctuary nor may they sabotage its defenses or steal its food/gold/mithril. In addition, agents may not poison the capital's food storage with Order #615 but may poison the food supply of any groups located in a sanctuary. Agents may guard prisoners with Order #299 that may be located in a sanctuary.

Emissaries, agents, and priestesses may not move to a sanctuary with Order #350 (nor gate with Order #351) even by your own kingdom. If your capital is inside a sanctuary, emissary titles may be issued with Order #390 as normal. Prisoners may escape from a sanctuary with Order #385.

Groups (inactive or otherwise) may receive scheduled reinforcements (turn 5, 10, 15, ...etc.) while inside a sanctuary. Groups may not recruit troops with Order #560 inside a sanctuary nor may they train troops with Order #550. However, special troops that are acquired with Order #565 may be summoned inside a sanctuary regardless of terrain. Groups issued to rest with Order #745 gain 8% morale while inside the safe confines of a sanctuary.

Sanctuaries may not be taxed with Order #240. Orders that improve or lower a popcenters statistics with Order #600 have no effect on a sanctuary including any spell effects like plague, famine, or hidden ore. Meteor Strike spells that normally destroys popcenters have no effect on a sanctuary. You may place a dome with Spell #135 on a sanctuary but it will provide no benefit since sanctuaries cannot be attacked.

#465 – Consul Enamor Region (Ancient Ones only)

This special ability allows the Consul to enamor the regional reactions of any kingdom, not just the Ancient Ones, in a specified region at half the normal cost. However, the chances of success are only 76% rather than the normal 100% chance of a normally priced enamor.

#470 – Enamor Region

This order is a sole order for the king. He may not undertake this order and any other order listed as a sole order in the same turn. By using this order, a king through his powerful oratory, expensive gifts and gestures of goodwill win over some popular sentiment in a particular region. In game terms, an improvement of one level to the

regional reaction will occur. The king need not be located in the target region. If a declared enemy controls the region that is being attempted to be enamored then you will be unable to become friendly as long as he maintains control. If your natural enemy gains control of a region it will lower your regional reaction in that region by two levels. As long as he/she controls the region the best regional reaction you can have in that region is Suspicious.

#471 – Enamor Region (Artifact only)

The Staff of the Great Orator allows a ruler (King/Queen/Regent/Consul) to enamor a region at a cost of 10,000 gold. Usage does not count as the sole order for the ruler. The staff may be used up to two times in a single turn.

#475 – Denigrate Kingdom

This is a sole action for a king. This order is similar to Order #470, in that it affects a regional reaction level. However, the issuing king in this case seeks through an extensive propaganda campaign to convince a region's population of the evil associated with the truly despicable ways of a particular kingdom. If successful, the targeted kingdom will suffer a worsening of one level in the regional reaction in that particular region.

The base chance of success is 50%. This is modified by the ratio of the issuing king's influence to the target king's influence. Next, the percentage is modified by the relative influence of the two kings in the region. Finally, there is a 20% positive modification if the issuing king has a regional reaction of Friendly, a 10% negative modification if Suspicious, and 20% negative if Hostile. The resulting number will be modified if needed to a minimum chance of 10% and a maximum of 90%. However, a kingdom in control of a region cannot be denigrated below Suspicious.

Here are two examples:

The issuing king, the Halfling, has an influence level of 10 and wishes to denigrate the Lycan king, who has an influence of 15 in the Diamond Coast. The Lycans, who are in control of the Diamond Coast, control popcenters with 75% of the region's population. The Halflings control 15% of the population in the region, and are viewed with Suspicion there. The Halfling's chance of success in denigrating the Lycans in the Diamond Coast is $50\% * 10/15 * .15/.75 - .1 = -.03$, so is modified to the minimum 10% chance.

The Sorcerer wishes to denigrate the Warlock in Zamora. The Sorcerer has an influence of 14, controls 30% of the region, and has a tolerant reaction there. The Warlock has an influence of 12, and controls 25% of the region. The Sorcerer is facing: $50\% * 14/12 * .3/.25 + 0 = 70\%$ chance of success.

#476 – Denigrate Region (Artifact only)

The Staff of Disdain allows a ruler (King/Queen/Regent/Consul) to denigrate another kingdom in a region with a 75% success rate at a cost of 10,000 gold. Usage does not count as the sole order for the ruler. The staff may only be used once per turn.

#478 – Consul Denigrate Region (Ancient Ones only)

This special ability allows the Consul to denigrate the regional reactions of a kingdom in a specified region at a discounted rate than the normal cost. The chances of success is the same as the normal denigration rules, or 35%, whichever is greater.

#480 – Increase Influence

By using this order, the king pulls the necessary strings to expand his sphere of influence. The result of this is an increase of one level to his influence. Influence determines the maximum number of orders a king may issue per turn, and has significant impact on the success of his political emissaries. The extra order gained through execution of this order will not be available until the following turn. This is a sole action for the king. This command cannot be used to raise the King's Influence above 20. A king may only surpass a 20 influence through other game means, such as taking control of regions, High Council decision, magical spells, etc.

#483 – Entertain Royal Court

The court jester has equal chances in his performance to raise the king's influence by 0.3, 0.2, 0.1, or 0 when undertaking the only mission available to the Fool. He cannot raise influence above 25. Since fools may be captured, a kingdom may have more than one Fool but a Fool can only be hired if no Fool is present at the capital.

#490 – Sell Influence

This is a rather desperate order wherein the king attempts to gain gold quickly at the expense of his world-wide influence. The king sells parcels of land and awards minor titles to lower nobles in exchange for the gold they offer. No new emissaries result from this order, however. A King/Queen/Regent may not sell influence if that action will take him/her below the minimum influence for that kingdom (8, unless otherwise stipulated for the kingdom). The king will suffer a loss of one level of influence, but gains 10,000 gold. This is a sole action for the king.

#495 – Alternate Capital

In the event that a king believes his capital may be threatened (captured or destroyed), this order may be issued to name a primary and secondary potential capital location, as the king would prefer. As with Relocate Capital (Order #355), any popcenter listed must be owned and have no non-allied group in the area, etc. Should either of the listed popcenter locations are not be available, for any reason, the new capital will relocate to the popcenter with the highest defense that qualifies. This order remains in effect each turn unless changed by a subsequent #495. The resource costs are incurred each turn. This is not counted as a sole order for the king.

#500 – Train To Higher Level

Agents and fanatics are the intelligence/espionage arm of a king's resources. Their proficiency determines their chance of success in completing the various missions they

will be assigned. An agent's proficiency will increase automatically upon successful completion of missions other than reconnaissance, relocating, and counter-espionage. (If an agent on counter-espionage captures a foreign agent, his rating will increase.)

As an alternative, an agent or fanatic may be issued this order to increase his proficiency by one level immediately. Each kingdom has a limitation as to how high in proficiency its agents can advance. This limitation is displayed on each kingdom turn report. Each level of proficiency increases the opportunity for success by 5% and decreases the team's chance of being caught by 5%. An agent or fanatic may not undertake training and perform another action in the same turn: training is considered his sole mission.

#501 – Rapid Agent Training (Underworld only)

Underworld agents may undergo an intensive training regimen and immediately advance to level 4 (from levels 1-3). This specialized training will advance any lower-leveled agent to level 4.

#509 – Test For The Gift

The test is not 100% successful though kingdom traits may improve the chances. If successful, the noble maiden becomes a High Priestess with full abilities. This is a sole order for the maiden so if she is slept, she cannot perform her test. The new High Priestess cannot divine in the turn she becomes a priestess since her sole action is used for the test.

#510 – Hire New Figure (Tavern)

Certain emissary types may be added to a king's talent pool through execution of this order. These types, and their associated gold costs are:

TYPE	CODE	GOLD COST	INFLUENCE COST
Agent	A	5,000	0.1
Fool	B	3,000	0.1
Ambassador	C	6,000	0.2
Governor	D	15,000	0.5
Noble Maiden	E	6,000	0.2
Fanatic	F	8,000	0.2
50 Mithril Miners	G	5,000	0.0

A Fool must be based at the kingdom's capital and cannot be hired if the kingdom already has one at the capital. A Noble Maiden can be attracted at a controlled popcenter with an existing Temple. Other newly recruited emissaries may begin his service in any population center under the control of the kingdom.

The player has the option to name the new figure for the kingdom. The new name has to be unique. No other emissary in the kingdom should have been given the name with the same first two letters (including dead or captured emissaries).

#511 – Hire New Figure (Barracks)

Use this order to add new group-related figures. Starting on turn 10, these new figures may be hired. Possible types:

TYPE	GOLD COST	INFLUENCE COST
Centurion	10,000	0.1
Adept	20,000	0.5

Adepts may only be hired if the kingdom has no more than 4 adepts and wizards (entire kingdom across all groups cannot be more than 4). If the supplied name is not unique across all groups (not just the specified group), then a random name will be generated. It is possible that combat earlier in the turn may create a new leader with the same two initials which will cause the specified name to be replaced with a random one. Hiring a new figure with this order will not prevent the hiring group from ambushing, nor will it ruin the chances for a successful rest (Order #745).

#512 – Hire Special Figure (Halfling only)

Only the Halfling kingdom may issue this order. Possible types:

TYPE	GOLD COST	INFLUENCE COST
Marshal	100,000	0.0
Wizard (Power-2)	100,000	0.0
Agent (Level 7)	100,000	0.0

New name length 4-12 characters (no spaces first two characters or leave blank and a random name will be generated). If hiring a Marshal or Power-2 Wizard, group must be at the capital, may be an inactive group. Hiring an Agent-7 will be placed at the capital.

May only hire a new figure if no more than 3 of that type already exists or of higher level in the kingdom. So, if a Marshal, Grand Marshal, and a Lord Commander exist across all groups then a new Marshal may not be created since 3 (the max limit) already exists.

If the supplied name is not unique across all groups (not just within the specified group) then a random name will be generated. It is possible that combat earlier in the turn may create a new leader with the same two initials which will cause the specified name to be replaced with a random one. Hiring a new figure with this order will not prevent ambush nor will it ruin the chances for a successful rest (Order #745).

#520 – Falconry Train (Ranger only)

Rangers may increase their falconry skill level through this order. Level 0: no recon is possible. Level 1: falcon may be sent up to 10 areas from capital, recon detail is level 4 (detect masked groups). Level 2: falcon may fly up to 15 areas from capital, detail is level 7 (detect ambushing groups). Level 3: falcon may fly up to 20 areas from capital, detail is level 10 (detect invisible groups, hidden pop centers). May train falcons once per turn. May not train and send falcon out to recon on the same turn.

#550 – Train Troops

Trains Green experienced brigade(s) into becoming Regular experience. The brigades may only be trained when the group is located in a kingdom-controlled population center. A player may train all brigades of one type.

#551 – Transmute Damned to Zombie (Necromancer only)

This order will convert a brigade of Damned troops into becoming a brigade of Zombie troops. Zombie brigades created by this order will be of Green experience, and this order cannot bring the group total to be over 20 Zombie brigades. The advantage of having the more advanced Zombie troops is their special ability to eat the dead on the battlefield, which increases the number of Zombie brigades in the group (up to their maximum). The additional Zombie brigades join the group at no cost and are automatically done by the peculiar nature of the Zombie troops.

#560 – Recruit Troops (Popcenter)

This order recruits human troops of Green experience in general that are acquired from a population center depending upon the region. Check your kingdom setup file for which troop type is permitted in each region and of any requirements (e.g., general required). A group intending to recruit troops must be located in a kingdom-controlled town or city with a minimum census of 13,000. Each issuance of this order will produce one brigade of the specified troop type. This order may be issued twice at the same popcenter without any problems however, a third time will cause the popcenter to go neutral. You may recruit into an inactive group at your capital. Green experience troops may be upgraded to Regular with Train Troops (Order #550).



#563 – Raise Dead (Necromancer only)

This special ability allows a Demon Prince to summon a brigade of Skeleton troops to join their group. A Demon Prince needs to be located in the same area as the receiving group (or capital if an inactive group will receive the troops). All three (or four) Demon Princes may issue this command to the same group if desired. There are two restrictions: no Skeletons may be summoned prior to turn 4, and the limit on the maximum number of Skeleton brigades per group applies (max 20 per group).

#564 – Muster The Fallen (Deathknights only)

This special ability of the Deathknight kingdom congregates the departed victims that have fallen from the deadly plague and assembles their remains as skeletons to join the group. The number of skeleton brigades scales as the game progresses (max limit 20 SK brigs per group). On turns 1-10: 2 brigs, turns 11-20: 4 brigs, turns 21-30: 6 brigs, turns 31+: 10 brigs. The group must be located at the capital, though an inactive group may be specified to receive the brigades. This order may only be issued once per turn.

#565 – Recruit Troops (Companions)

This order recruits mythical companions from the wild (i.e., no population center exists at the map area). This order may be issued a maximum of 3 times a turn for the kingdom across all of its groups. Check your kingdom setup file for the available companion troop types for your kingdom and in what terrain they may be recruited. Companions start at Regular experience.

#585 – Create Alchemist Item (Alchemist only)

Creates a specialized item exclusively for the Alchemist kingdom:

- *Explosive Device* (250 gunpowder), inflicts additional 1,000 popcenter defense damage, use with Agent Sabotage Popcenter (Order #930)
- *Healing Salve* (5,000 food, 5,000 gold), removes attrition for all brigades in group by 5%
- *Poison Flask* (1,000 food, 1,000 gold), damages another kingdom's food supply by additional 10%, use with Agent Poison Food (Order #615) which does 20% food damage normally with each poison flask adding +10%
- *Preservation Jug* (5,000 food, 5,000 gold), prevents all food spoilage that turn
- *Rejuvenation Cream* (1,000 food, 1,000 gold), fully restores High Priestess health

#586 – Use Potion (Alchemist only)

Use this order to activate a potion's effects. For Healing Salve, specify group to heal their attrition. For Rejuvenation Cream, specify High Priestess name to restore her to full health. For Preservation Jug, no further information is needed to prevent food spoilage that turn. For Explosive Device and Poison Flask, these two items are automatically incorporated in the respective Agent Orders (#930 Sabotage Popcenter Defenses or #615 Poison Food Supply).

#599 – Dwarven Defenses (Dwarves only)

Because of the Dwarves great ability in working with stone, they may use this special order that will increase the defenses of a given Dwarven controlled population center by 4,000 at a cost of 10,000 gold. May only improve a pop center's defense through this order once a turn.

#600 – Improve Popcenter

Each king has the option of increasing the food, gold, or defense at any population center that is under kingdom control. Any one of these factors can be improved at a population center by executing this order. The selected value will increase by 1,000. The cost of increasing food production, gold production, or defenses is 4,000 gold and 3,000 food. The population center's census will increase with the food and gold increases and decrease with the defensive raise by 500.

Only one order may be given to increase a given popcenter's food, gold, or defense per turn. Each of these properties may be increased in the same turn however, by issuing three #600 orders for the popcenter. When issuing the order, you choose the multiplier from 1 to 3. This number indicates the number of times you wish the increase to be made upon the popcenter. For example, increasing defenses 3 times would cost 12,000 (4,000*3) gold, and 9,000 food. As this is a single order (for the multiple increases), it will fail if there isn't enough gold or food for the amount requested.

#605 – Equip Forged Item

This order allows a group to be equipped with a forged item: improved armor or improved weaponry. A Forge (constructed with Order #611) is required for making forged items. **Improved armor** provides +25% to group's total defense. **Improved weapons** provide +25% total combat value. Forged items remain with group and cannot be traded/transferred nor become spoils of war from being conquered by another group/popcenter. Forged items will be lost and unrecoverable when the group becomes inactive for any reason. Group may only be equipped once a turn with forged armor/weapons either the improved version or mithril.

#606 – Equip Mithril Item (Dwarven and Elven only)

This order is only available to the Dwarven and Elven kingdoms due to their unequalled masterful craftsmanship. Group must be located at kingdom-owned popcenter with forge. Group must already be equipped with the improved forged item (armor/weapons) in order to upgrade to their mithril version. **Mithril armor** provides +50% combat protection. **Mithril weapons** provide +50% combat effectiveness. Cost for forging either mithril armor or weapons is 1,000 mithril ingots. Group may only be equipped once a turn with forged armor/weapons either the improved version or mithril.

#607 – Equip Special Weapon (various)

This order is for a limited number of kingdoms that have access to forging a special weapon. See the specific kingdom setup for more information on these deadly weapons.

#609 – Construct Fortifications

Only one defensive fortification may be constructed for the population center in a given turn. A new building (Order #611), popcenter improvement (Order #600), and defensive fortification (Order #609) may all be issued on the same turn together if desired.

All fortifications are added to the defense of the popcenter and must be overcome during the popcenter battle. Take note that certain fortifications may prevent diplomatic overturn (rebel/usurp/diplomacy spells) as well as siege attempts by opposing forces.

- **Ballista Tower** [2,000 mithril] Only possible from a Scroll of Fabrication, +2,000 defense, removes bonus from flying attackers (e.g., Red Dragon +20% vs popcenters), a brigade of Ogres, Trolls, or Hill Giants (lowest experience) is killed prior to combat due to the tower's extreme missile range
- **Motte and Bailey** [4,000 gold, 8,000 food, prerequisites: must be village] +2,000 defense, +1 status quo, +10 counter-espionage, +0.1 influence, -500 food/gold production loss
- **Fortress** [30,000 gold, 60,000 food, prerequisites: must be town] +15,000 defense, +3 status quo, +20 counter-espionage, +20% census, +0.5 influence
- **Citadel** [60,000 gold, 120,000 food, prerequisites: must be city] +30,000 defense, +3 status quo, +20 counter-espionage, +20% census, +1 influence
- **Castle** [30,000 gold, 60,000 food, prerequisites: must be city or town, replaces fortress/citadel] +15,000 defense, +4 status quo, +20 counter-espionage, +0.3 influence, -2,000 food/gold production loss
- **Greater Castle** [50,000 gold, 100,000 food, prerequisites: castle, replaces castle] +40,000 defense, +7 status quo, +30 counter-espionage, +1 influence, -2,000 food/gold production loss
- **Legendary Castle** [100,000 gold, 200,000 food, prerequisites: great castle, replaces greater castle] +100,000 defense, popcenter cannot be influenced diplomatically (as a capital), +40 counter-espionage, +1 influence, -2,000 food/gold production loss

#611 – Construct Building

Only one building may be constructed for a given population center in a given turn. A new building (Order #611), popcenter improvement (Order #600), and defensive fortification (Order #609) may all be issued on the same turn together if desired.

- **Apothecary** [10,000 food, only for Alchemist kingdom] required to create Healing Salves, Poison Flasks, Preservation Jugs, and Rejuvenation Creams
- **Bazaar** [10,000 gold, 20,000 food] +25% gold production, -10 counter-espionage (penalty), +2 stir unrest (penalty), +10% census, -20% chance popcenter detects emissary entry (50% becomes 30%)

- **Forge** [20,000 gold, 20,000 food, prerequisites: Forum, Bazaar] allows to build improved armor/weapons for groups, use Order #605 [20,000 food, 20,000 gold], **improved armor** provides +25% to group's total defense, **improved weaponry** provides +25% total combat value, forged items remain with group and cannot be traded/transferred nor become spoils of war from being conquered by another group/popcenter, forged items will be lost and unrecoverable when group becomes inactive for any reason
- **Forum** [10,000 gold, 20,000 food, allowed in city/town] +2 status quo, +10% census, may title emissaries (raise rank) at popcenter outside of capital, +0.3 influence
- **Granary** [10,000 gold, 20,000 food, prerequisite: Bazaar] +25% food production, +1 status quo
- **Hobbit Inc. Trading Company** [10,000 food, 15,000 gold, Halfling only] At any city or coastal/sea town that is kingdom owned. Once constructed, this building allows our kingdom to trade on the open market at an improved 3:2 exchange rate (normally 3:1). Limits selling on the open market at 100,000 goods maximum. Only one may exist for our kingdom. The Hobbit Inc. Trading Company building will be destroyed if ownership of the pop center is lost by any means (may be rebuilt at another location).
- **Laboratory** [10,000 gold, only for Alchemist kingdom] required to create Explosive Devices, each building generates 100 gunpowder / turn, only one Laboratory per popcenter, if Alchemist loses control of popcenter, the building remains but does not generate gunpowder for other kingdoms
- **Port** [30,000 gold, 60,000 food, prerequisites: Bazaar, Granary, must be coastal city/town] requires coastal popcenter, +50% food and gold production, +20% census, allows building fleets above quality 13, +1 influence
- **Secret Passages** [10,000 gold, 20,000 food, prerequisite: regional control of popcenter location] ruler always escapes capture, 90% chance of escape for other figures (50% normally)
- **Temple** [10,000 gold, 20,000 food] hire noble maiden, perform test for the gift (maiden into high priestess), +1 status quo
- **Great Temple** [20,000 gold, 40,000 food, prerequisite: Temple] as Temple benefits, hire noble maiden or high priestess at 50%, high priestess/consul divinations cost 50% (if high priestess/consul is at popcenter), +0.5 influence, +2 status quo, +20% census

- **Thieves Guild** [10,000 gold, 20,000 food, prerequisites: Bazaar] required to train agents past L9 up to kingdom limit, exceed max agent training level by 1, -1,000 gold to agent training cost, +20 pts counter-espionage, if agent based at popcenter fails at mission only loses 3 levels (not 4-6)
- **Watch Towers** [10,000 gold, 20,000 food] L4 intrinsic recon of popcenter
- **Wizard Tower** [20,000 gold, 40,000 food] required for wizard research beyond 5th level, -10% research cost up through 5th level
- **Great Mage Tower** [30,000 gold, 60,000 food, prerequisite: Wizard Tower] as Wizard Tower benefits, the following only applies at tower's location: increases battle/damage spells by +50% so pwr-3 firestrike increases from 4,200 damage to 6,300, tower's wizards are protected from other kill wizard spells by -50% reduction, kill wizard spells cast by tower's wizards are at +50% effectiveness, if location also has Secret Passages built then tower's wizards are immune from combat/spell death (not assassinations)

#615 – Poison Food

An agent/fanatic of Level 5+ may attempt to spoil the food surplus at another kingdom's capital or the supplies of a group. If successful 20% of the food balance will be removed from the surplus of the target kingdom. The result against a group would be a 7% loss of group morale. The chance of success for a Level 5 agent is 25% and the chance of getting caught is 15% (modified by any agent on counter-espionage).

#620 – Torment Prisoner (Deathknights only)

Allowed once per turn, acquires a random major/minor skeleton of the prisoner's kingdom. The torture is 100% effective in acquiring such information. The specified prisoner must be a political emissary to reveal a skeleton in the closet, not an agent or other figure.

#630 – Seapower Enhancements

The seapower in a given sea may be equipped with special abilities and gear to facilitate its usefulness in battle. Once purchased, the sea enhancement remains throughout the game. The High Priestess' Divine Seapower (Order #755), agent's Recon Seapower (Order #975), and the wizard's powerful Revelation (Spell #985) will display the seapower enhancements on the respective report.

Enhancement	Bonus	Cost
Greek Fire	+10% attack	15,000 gold
Ramming Head	+5% attack	8,000 gold

Cannons	+20% attack	35,000 gold
Reinforced Hulls	+10% defense	12,000 gold
Admiral Maneuvers	+25% defense	40,000 gold
Spyglass	+10% intercept	3,000 gold

#650 – Create Special Location (various)

Create special location that is kingdom dependent (e.g., Druid's Grove). Check your kingdom setup file for more information.

#666 – Summon Fallen Angel (Deathknights only)

High Priestesses enslaved under our control may issue the exclusive Summon Fallen Angel which is only available for the Deathknights kingdom. The fallen angel appears for the turn summoned and will visit a pop center no more than 8 areas away. The targeted pop center will suffer the vast destruction caused by the fallen angel with its defense, food, gold, and census decreased by 1,000 each. A Ward Population Center spell will successfully prevent the fallen angel from reaching its target (consumes the ward). Several Priestesses may each send fallen angels to inflict greater damage or to overcome multiple wards.

#691 – Trail Group (Early)

This order requires an agent or fanatic undertaking the order to know the location of the target group prior to its movement (its location as of the last turn). As long as this starting location is within the agent's range, and is the location of the target group, the agent will be able to trail the group and give a recon report of the area it occupies.

#692 – Learn Group Morale/Attrition

An agent/fanatic may be assigned to closely observe any kingdom's group within range to learn the existing morale and attrition of that group. There are, of course, risks in such a mission. The chance of success for a Level 1 agent is 20% with a 30% chance of being caught (modified if the target group has their agent doing counter-espionage).

#699 – Transfer Inactive (Pre-Move)

This order allows a kingdom with an inactive group to reactivate by providing it with a leader, wizard, and/or troops from another group. The newly activated group then begins its orders from the **same area** as the group providing the detachment. A leader is not required to be transferred to the formerly inactive group in order to activate it: a wizard alone or troops by themselves is sufficient.

#700 – Transfer Troops

This order can be used to transfer up to two brigade types from one group to another group of the same kingdom in the same area. Utilization of this order will cause the loss of ambushing status.

#701 – Transfer Figures

This order is the compliment of Order #700 in that it allows the transfer of the other tangible elements of a group, namely leaders, wizards and artifacts. Up to two leaders may be transferred between active groups in the same area of the same kingdom, but only one wizard or artifact. This does not affect ambushing status.

#702 – Transfer Inactive (Pre-Move)

This order allows a kingdom with an inactive group to reactivate by providing it with a leader, wizard, and/or troops from another group. The newly activated group then begins its orders from the same area as the group providing the detachment. A leader is not required to be transferred to the formerly inactive group in order to activate it: a wizard alone or troops by themselves is sufficient.

#705 – Sea Patrol

This order commands your sea power in a particular sea to patrol the waters for unallied navies. If one is encountered, a battle will ensue. After the battle, surviving ships from the sea patrol will return to port. Note: This order will prohibit both Sea Movement (Order #710) and Sea Search (Order #715) as all ships in this sea are on patrol.



There is a 60% chance of successfully intercepting (interdicting) another fleet. If a sea patrol intercepts another fleet transporting troops and/or leaders/wizards, such are at risk of dying if the opposing side suffers a loss of fleets. In addition, if the fleet encounters another fleet on sea patrol which it outnumbers by 3-to-1 (or greater) margin, the battle will be fought and the larger fleet will remain on sea patrol, rather than returning to its port.

Sea Patrol has a finite range within the sea. The default is 8 contiguous areas. A sea patrol would have the chance to interdict any group that has sea movement through any of those areas. Two kingdoms both on sea patrol involving any same area have a 90% chance of engaging in a sea battle. Some kingdoms such as those with the Seafaring trait have a greater range for sea patrol activity.

#710 – Sea Movement

Use this order when you wish to move a group to or from areas that include at least one sea area. You must have sufficient sea power on hand to facilitate the move: one fleet per brigade to be transported by sea. While moving a patrol-sized group requires no fleets, the movement still requires the group to be issued a sea movement order. This order alerts the sea power to transport the group across the sea. **The naval fleet may be used**

multiple times in a single turn. Groups may move vertically, horizontally, or diagonally across the sea. This order may not be used if the naval fleet is on a sea patrol. A fleet can be encountered a maximum of twice by non-allied sea patrols in a single turn.

#711 – Merchant Trading Vessel

Fleets may be sent on a Merchant Trade vessel/mission to trade local luxuries and bring in 1,500 gold per fleet a turn. The merchant trading vessel must begin with a kingdom-controlled coastal or sea area popcenter, and name 5 contiguous (and unique) sea areas. It can be interdicted by a sea patrol in those areas.

#715 – Sea Movement (PC Search)

This order is very similar to Sea Movement (Order #710), except the group has orders to stop in the first area that contains a population center. If no population center is encountered, movement will continue to the scheduled destination. Groups may move vertically, horizontally, or diagonally on the seas. This order may not be used if the naval fleet is on a sea patrol. A fleet can be encountered a maximum of twice by non-allied sea patrols in a single turn.

#720 – Land Movement

Use this order to move your groups across the map when no water areas are travelled. Inactive groups may not move. Groups may move vertically, horizontally, or diagonally on the map. Groups ending their movement in a Hostile Region will suffer a 3% loss of morale and in a Friendly Region may gain 2% morale.

#725 – Land Movement (PC Search)

This order is the land equivalent of Order #715: the group will end its scheduled movement if it located a population center enroute to its ordered destination. Otherwise, movement is identical to Order #720. Groups may move vertically, horizontally, or diagonally on the map.

#729 – Teleport Group (Artifact only)

The Gem of Planes allows an adept to teleport a brigade-sized group, a power-1 a division, a power-2 an army, and power-3 an army group. Destination may be anywhere on the map other than a sea area. Limited to 10 areas from group's current location. A group that has used the gem for movement will not be allowed Order #731, #735 (pursue group) or Order #732 (intercept group).

#730 – Set Ambush

A group which has neither moved nor been involved in combat (including siege) may await in ambush. A group of over 5 brigades is not able to ambush. The effect of this is that a group which ends its movement in the area of the ambushing group will be unaware of the ambushing group's presence: the group is hidden, and thus may gain the advantage of surprise for an attack the following turn, or avoid an encounter entirely. The best agents

(L7+), it is reported, can frequently detect an ambushing group, as can a Power-5 wizard or Warlord in the area of the ambushing group. Most group activities will disallow this order (e.g., recruiting, training, combining, reorganizing, transfer of troops, parlay, diplomacy, teleportation, and any orders issued involving combat 110, 111, 120 even if no combat takes place). Most spells like Meteor Storm do not prevent the group from establishing themselves as an ambush.

#731 – Pursue Group (Pre-Intercept)

This movement order incorporates skirmishing between the rear guard of the pursued group and the advance elements of the tracking group. A group located in the same area as another group at the beginning of a turn may issue this order in an effort to keep contact with that group (by duplicating the other group's movements).

The group given this order will attempt to end its movement at the same destination of the group it is pursuing, even if it involves force-marching. If the group being pursued utilizes sea movement, then the pursuing group is unable to follow (the logic here is that the pursuing group is unable to coordinate with their fleets the exact location and time that the pursued group will board their ships).

The pursuing group will use the exact same movement order of the group it is tracking as its own movement order. If the group is successful and ends its movement in the same area as its target, the targeted group will suffer -3 points in morale and -2 point increase in attrition, which represents probing attacks and skirmishes which the pursued group must ward off.

While a patrol may pursue a group, there will be no loss of morale or attrition suffered by the group. If the group is unsuccessful, it will move as best it can along the tail of the other group, or may not move at all, such as the case in which the target group had teleported away.

Invisibility will not normally deter a group from being pursued, since the spell is cast after movement has occurred. It is conceivable that two groups in the same area would each issue this order to pursue one another. In this case, both groups would remain in the same area, and each would suffer the morale drop and attrition increase.

#732 – Intercept Group

This order allows a group which has not issued a movement order in the current turn, the chance to intercept, that is, move to the location of a targeted group which ends their movement within a certain radius of the intercepting group. Groups may not intercept other groups that end their movement in a water area. Groups of patrol-size may only be intercepted by other patrol-sized groups.

The **intercept radius** range of a kingdom is listed in their kingdom setup information. The typical intercept range is 3 areas being the average. The group attempting to intercept

may list one or two target criteria in its order. A group that lists one-target criteria will suffer a -3% drop in morale, due to the constant state of readiness required to attempt an intercept. A group which lists two-target criteria will suffer a -5 point morale drop. The morale drops occur as a result of issuing the order and are independent of whether the group actually intercepts its target.

As with all orders, of the same number, all Order #732 commands are shuffled and the sequence of processing them is random. Thus, it is possible that while a group is in the process of intercepting a group (at a specific location), that group might then move to intercept another group.

#735 – Pursue Group (Post-Intercept)

See the above Order #731 for information. Either pursue order may be used in a turn: one pursue occurs before intercepts, the other afterwards.

#740 – Combine Groups

You may use this order if, after movement, two of your groups are located in the same area and you wish to merge them into one group. There are restrictions relating to group composition (i.e., no more than three leaders, three wizards, or ten brigade types). If two groups that in some way exceed these limitations are ordered to combine, excess items will be dropped from the resulting group and permanently lost. Normally this will be the least valuable of the items in excess. The group from which all items were transferred becomes an inactive group.

#741 – Transfer Troops (Post-Move)

This order can be used to transfer up to two brigade types from one group to another of the same kingdom in the same area. Utilization of this order will cause the loss of ambushing status.

#742 – Transfer Figures (Post-Move)

This order is the compliment of Order #701 in that it allows the transfer of the other tangible elements of a group, namely leaders, wizards and artifacts. Up to two leaders may be transferred between active groups in the same area of the same kingdom, but only one wizard or artifact. This does not affect ambushing status.

#743 – Transfer Inactive (Post-Move)

This order allows a kingdom with at least one currently inactive group to reactivate it by providing it with at least a leader, and potentially with troops and a wizard from another group. The newly activated group then begins its orders from the **same area** as the group providing the detachment. A leader is not required to be transferred to the formerly inactive group in order to activate it: a wizard alone or troops by themselves is sufficient.

#744 – Combine Troops

You may use this order if, after movement, two of your groups are located in the same area and you wish to merge them into one group. Remember that the restrictions relating to group composition (i.e., no more than three leaders, three wizards, or ten brigade types). If two groups that in some way exceed these limitations are ordered to combine, excess items will be dropped from the resulting group and permanently lost. Normally this will be the least valuable of the items in excess. The group from which all items were transferred becomes an inactive group.

#745 – Rest Group

This order allows a group which has not been involved in any other group activity (i.e., combat, defensive-posture, parley, sieging, recruiting, training troops, transfers, movement, ambush, receiving reinforcements, etc., or any other activity), and is located in a kingdom-controlled town or city, may partake in some rest and relaxation. The group to undertake the rest cannot have been issued either Do Not Feed (Order #225) or Do Not Pay (Order #230) in the current turn.

Also, there can be no unallied groups in the same area as the group ordered to rest. The effect of this order is to raise the morale of the group by 5 points in a town or 7 points in a city. Morale cannot be raised above 120 in this manner. This order can only be used once per turn per group.

Precaution should be taken in that special magical movement (e.g., teleporting a group to another location on the map after it rested) will be prevented and the group will remain at the resting location (i.e., teleport spell will fizzle).

#746 – Fireworks (Alchemist only)

Increases group morale 8 pts, up to 120 morale, may occur at any map location with popcenter or in the wild, acts as a rest for the group (may not move or engage in other activity, group needs to be fed and paid, etc.).

#748 – Increase Seapower

A king may increase the sea power and simultaneously increase or decrease its naval quality rating in a particular sea by executing this order.

Only one #748 order may be given in a single turn for a given sea. Up to 3 fleets can be created in a single #748 order. In order to construct a fleet in a sea, the kingdom must control a popcenter either in the sea or within 1 area of the named sea (i.e., on the coast).

All kingdoms have an initial sea quality in all seas, including those where they have no fleets. The initial fleets (1 to 3 per this order) built in a sea where a kingdom previously had no fleets **must be** at the initial sea quality, and costs 8,000 per fleet. For example, a kingdom with no fleets in the Sea of The Forgotten, but with a quality of 12.0, may construct 1 to 3 fleets at quality 12.0, provided it has a population center in the sea or on the coast, at a cost of 8,000 (1 fleet), 16,000 (2 fleets), or 24,000 gold (3 fleets).

The cost of adding a new fleet in a sea where the kingdom already has at least one fleet is from a minimum of 4,000 to a maximum of 16,000 gold, with the change in quality of the new fleet from initial sea quality being $(\text{gold spent} / 1,000) - 8$. So, spending 10,000 on a fleet would generate a fleet of quality $(10,000 / 1,000) - 8 = 2.0$ greater than initial sea quality. An expenditure of only 4,000 on a fleet would result in a new fleet of quality 4.0 below initial sea quality.

Fleets that are built change overall sea quality in that sea on a weighted average basis. A kingdom with 2 fleets at quality 12.0 with initial quality of 12.0 that builds a new fleet spending 6,000 gold would now have 3 fleets of quality $((2 \text{ existing fleets} \times 12.0 + 1 \text{ new fleet} \times 10.0 \text{ lower quality due to paying less than 8,000 gold cost}) / 3 \text{ total fleets}) = 11.3$ final quality for 3 total fleets. This is because 2 quality 12.0 fleets are being compromised by a third fleet at quality 10.0 $[\text{initial } 12.0 \text{ quality} + \{(6,000/1,000) - 8\} = 10.0]$.

Naval quality is the major factor in sea battle outcomes, with sea power present being of secondary importance. Naval quality has no effect on transport however. A kingdom may have a maximum of 12 fleets in any given sea. Subsequent orders to increase fleets will fail in that sea. Maximum fleet quality is 16.0.

#749 – Create Elite Ship

A kingdom may construct one elite, custom cutter (ship) to transport its patrols in that sea. The ship is of advanced technology and so, expensive. Such equipped patrols will not be interdicted by sea patrol. They evade combat if their turn is ended in the same area as an attacking navy, if they issue the order to evade. The elite ship can be sabotaged, however, in which case its protections cease (and it is destroyed) until a replacement elite ship in that sea is built. One active Elite Ship per sea max per kingdom. Players are asked to name their elite ship when constructing it. The movement of the Elite Ship is independent of the order given to the navy in that Sea. In other words, a player can issue both move a Patrol-sized group with the Elite Ship and an order for the navy in that sea such as #705, #710 or #711.

#750 – Divine Popcenters

A king with a High Priestess in his service may use this order to discover a variety of information concerning population centers of any or all kingdoms in any or all regions. One may learn the location of all population centers of a certain type belonging to a specified kingdom, regardless of region, or the location of all towns within a particular region, etc.

#755 – Divine Seapower

This order will result in the king learning the sea power of all kingdoms in a particular sea, along with the related naval quality rating. This order may not be given before turn 6.

#765 – Divine Regional Reactions

The High Priestess may learn the regional reaction of all kingdoms within a particular region, or the regional reaction levels of a particular kingdom in all regions. The reaction levels learned are independent of the further modification potentially made due to ally/enemy status in controlled regions. This order may not be given before turn #6.

#775 – Summon Lesser Angel

Only a Devout kingdom may summon a Lesser Angel. The Lesser Angel appears for only the turn summoned and will visit a popcenter controlled by her kingdom no more than 8 areas from the High Priestess and increase its defense, food, and gold production by 1,000 each. The visitation awes the surrounding population, increasing census by 1,000 as well.

#780 – Convert Agent to Fanatic

The High Priestess is very adept at instilling tremendous ideological fortitude in the hearts and minds of those with whom she meets. In game terms, this means she can convert up to two agents into fanatics via this order. The agents must be based in the same population center as the High Priestess. Use of this order does not count as a sole order for the High Priestess, nor for the agent(s), who may perform a mission in the same turn as his conversion.

#790 – Divine Artifact Name

Often the first step in locating an artifact is to discover its legacy which in game terms will be the artifact's shortname code. By using this order, the High Priestess will discover the shortname for a single artifact. The player may designate the class of artifact the High Priestess would like to learn about. Choose one of the following, if desired: King, Weapon, Wizard, Covert, or Benevolent. The player may narrow the divination further to within a specific region if desired, and also, that the artifact be still in the wild or in the possession of a different kingdom. It is possible nothing will be divined if the restrictions dictate no artifact qualifying to the specs exist.

#791 – Divine Artifact Name (Artifact only)

The Altar of the Holy Ancients can divine the name or location of an artifact in the realm. Use Order #791 to divine the shortname of an artifact (similar to the priestess Order #790) or Order #794 to divine the location of an artifact (similar to the priestess Order #795). Each use costs 7,000 gold and is only useable once per turn.

#793 – Heal Troops

This order reflects the High Priestess' ability to reduce attrition to specific brigades in a group. It is a sole order for the High Priestess and requires both the High Priestess and group to be within the same region when this order is issued. A group must have been fed and paid the turn a Heal is used. The High Priestess can direct to reduce attrition to up two brigade types or experience levels, reducing the first brigade type by 10% divided by the number of brigades of that type, and reducing up to 6% attrition for a second brigade type and experience divided by the number of brigades of that type.

#794 – Divine Artifact Location (Artifact only)

The Altar of the Holy Ancients can divine the name or location of an artifact in the realm. Use Order #791 to divine the shortname of an artifact (similar to the priestess Order #790) or Order #794 to divine the location of an artifact (similar to the priestess Order #795). Each use costs 7,000 gold and is only useable once per turn.

#795 – Divine Artifact Location

If the correct name of an artifact is known, a kingdom with a High Priestess can use this order to discover its location.

#799 – Magical Research

Increases wizard level. Group must be located at a kingdom-controlled population center. Requires a Wizard Tower (Order #611) for raising a wizard's level 6+. Every kingdom has an assured maximum level and if attempting to go beyond that limit, there is a 50% chance of failing for one level past the assured level, halved each time thereafter.

#800 – Rite Of The Magi

Magic plays a significant, sometimes-critical part in the world of Alamaze. There are many mysteries and powers, which are locked away from all but those wizards, experienced enough to have discovered their secrets. Only a few gifted individuals, Adepts, have the potential to advance to wizard status and so begin unlocking those mysteries. The Rite of the Magi is a trial by fire for adepts: success means the adept becomes in all ways a Power-1 Wizard. Unlike Magical Research (Order #799), an Adept does not have to be at a kingdom-controlled population center to utilize this order.

#801 – Research Wizard Level (Artifact only)

A large egg-shaped onyx artifact, the Stone of All Minds, an artifact which allows the wizards in the group possessing it to do magical research at 2,000 gold less per level than normal (use Order #801 instead of #799). It may also help increase the chance of exceeding the normal assured magical limit. This order may only be used at the wizard's natural level (not boosted by artifacts).

#857 – Divine Military Groups

Similar to Divine Popcenters (Order #750), this divination relates to active military group locations. Cannot be issued prior to turn 5. Players may discover the location of all groups of a particular size in a particular region, of a particular kingdom in a particular region, etc. Even **hidden or invisible groups** will be discovered by the High Priestess, but not groups at a hidden location such as a population center with a Glyph of Concealment. The divination occurs after all movement including teleportation.

#900 – Bribe Emissary

In order to discover a Skeleton In The Closet, it is normally necessary to bribe a political emissary. Each political emissary has a chance equal to his relative power of knowing the

sordid details necessary to provide proof of a skeleton (that is, in game turns, to reveal the skeleton and its associated code). Only an agent or fanatic of at least level 4 proficiency may undertake this assignment and must be within range from their base of operations.

In order to have a chance of succeeding the target emissary must be “awaiting further orders”. The target cannot have undertaken a mission in that turn and may not have been magically slept. Thus, the ordering king must gamble on the target's inactivity, otherwise the agent's mission will be fruitless. As a prisoner is unlikely to move, he is a very good target for this order (normal cost is incurred and only the kingdom who holds the captive can bribe a prisoner).

The cost of the order is dependent on the level of the political emissary bribed, in addition to the cost of using the agent (500 gold per level). Fanatics fare no better than agents in this mission. Agents that are not successful in their bribe may find themselves incarcerated by the angry political figure's guards. An emissary that has successfully escaped is not subject to a bribe attempt (no longer imprisoned, thus no longer at the same location).

#910 – Transfer Artifact

This order allows you to move artifacts from place to place under your control. An agent/fanatic may pick-up an artifact from a group, population center or emissary and deliver it any of those possible targets. Only the pick-up point must lie within the agent's range.

#913 – Learn Regional Reaction

This is a mission for political emissaries. An emissary may determine the Regional Reaction for the kingdom of his choice in the region he is located by using this order. All political emissaries are equally effective in this mission.

#914 – Learn King's Influence

This is a mission for political emissaries. An emissary who is located in a population center controlled by another kingdom can learn the influence of the controlling king by using this order.

#930 – Sabotage Popcenter

An agent may be assigned to sabotage a population center's defenses, gold production, or food production. If successful, defenses are reduced normally by 1,000, and production by 2,000 units. These are permanent losses.

#935 – Sabotage Seapower

The agent attempts to reduce the sea power transport capability of a designated kingdom in one of the seas. If successful the sea power of that kingdom will be reduced by one level in that sea.

#940 – Assassinate Figure

Any emissary, including kings, may be the target of assassination attempts. In addition to the agent's proficiency, success is dependent upon the rank of the target: more powerful emissaries are more difficult to assassinate. A low-level agent has virtually no chance of assassinating a king/queen/regent. An agent guarding the intended victim also severely limits the opportunity for a successful assassination. If the assassination succeeds, the guard may be slain as well. This order will not be allowed on turn 1 and a kingdom may never attempt an assassination on a member of his own court. Should the assassination be successful any artifacts belonging to this emissary remain with his kingdom.

#945 – Assassinate Leader/Wizard

Similar to Order #940, except the target is a group figure, not an emissary. The group must be within the agent's range in order to have an opportunity of succeeding, but the exact location of the group need not be known. The actual location of the group cannot be more than 5 and within the overall 7 area limit of the agent (i.e., the mini-radius of 5 areas must reside within the max-range of 7 for the agent). Assassinating an undead leader/wizard (nazgul/wraith/lich) requires a Weapon-classed artifact in possession of the agent. Assassination of group figures is slightly (about 10%) more difficult than that of emissaries due to the security of a military organization. This order will not be allowed on turn 1 and a kingdom may never attempt an assassination on a member of his group.

#950 – Rescue Hostage

This dangerous mission orders an agent to attempt to free a hostage and return him to the agent's capital. Only the present location of the hostage need be within the agent's range. There is a base 30% chance of success. The chance of the agent being captured is 10% less than for most missions.

#955 – Kidnap Figure

Use this order to kidnap a figure (political emissary, agent/fanatic, high priestess, fool). If successful, the captive is sent to the agent's capital. Only the present location of the target need be within the agent's range. This order will not be allowed on turn 1. In addition to the agent's chance of successfully kidnapping, he must also be successful in getting away with the captured emissary. If the kidnap is successful, any artifacts that the target might have are not included: they are secreted away and find their way back to the owner's capital. The culture and history in Alamaze are such that powers are accustomed to abduction and prisoner exchange or ransom so, this mission is slightly easier than assassination. Additionally, Fools, Noble Maidens, or High Priestesses if kidnapped convert to the kingdom who kidnapped them, and so, are not prisoners but instead are new figures of the kidnapping kingdom.

#960 – Steal Artifact

If the shortname of an artifact is known, as well as its present location, it is possible an agent can steal the artifact and bring it back to his base of operations. This is a very risky

assignment. The location of the artifact must, of course, be within the agent's range. There are various artifacts that are impossible to steal from lairs (wild): generally, Quest artifacts that require a Key. A level 4 agent attempting to steal an artifact will have about a 10% chance when the artifact is in the possession of another kingdom.

#963 – Destroy Artifact

It is possible to destroy artifacts at the volcano known as the Fire of the Void which is always located in area KH on the Maelstrom map. Note: once destroyed, the artifact is forever eliminated from the campaign.

#965 – Steal Food-Gold-Mithril

An agent may attempt to steal food, gold, or mithril from any controlled population center (not from human or neutral population centers). The maximum amount that can be stolen is 50% of the population center's production for that season, further limited to the amount the kingdom has in its stockpiles. Food and gold may be stolen from a population center that is kingdom-controlled (not from human- or neutral-controlled popcenters). Mithril may only be stolen from another kingdom's capital and 1%-10% of the stockpile will be stolen. Chance of success is 25% for a level 1 agent. Any resource successfully pilfered will be immediately added to the agent's kingdom stockpiles and deducted from the stockpiles of the victimized kingdom.

#970 – Recon Area

This is the primary intelligence gathering function of an agent. This mission is among the safest with a 90% success rate if there is no counter-espionage including from kingdom traits, and a base -5% for a Level 1 agent being captured (so less than 0% unless counter-espionage in effect) for agents, therefore no improvement to the agent's proficiency will result from this mission. An agent will report any groups, population centers, emissaries, artifacts, or unusual sightings in the area of reconnaissance.

An agent/fanatic of level 4 or higher will penetrate a **masked** group to learn information. An agent/fanatic of level 7 or higher will discover a group whose status is **ambush**. An agent/fanatic of level 10 or higher will detect some indication of an **invisible** group in the area of his recon.

#971 – Trail Group (Late)

This order is available for agents/fanatics of level 3 and greater. This is similar to reconnaissance except in this case the ordering player is interested foremost in learning the exact location of a group within the range of the agent. If the indicated group is within the agent's range, he will perform a reconnaissance of that area. If it is not, the agent will not perform a reconnaissance, however the resource cost is still consumed. It is possible that magic can produce some unusual information. Requires the issuing agent to identify the region that he expects to find the target group in (after movement). If correct, the agent will trail the group and give a recon report of the area it occupies.

#972 – Scry (Artifact only)

The Palantir artifacts allows to view an area as if a level 1 agent performed a recon. Use Order #972 to scry the location. No range limit.

#973 – Scry Multiple Areas (Artifact only)

The Crystal of Seeing empowers its owner to view 3 map areas as a level 1 agent performing a recon. Use Order #973 to scry up to three areas. No range limit.

#974 – Falconry Recon (Ranger only)

Reconnaissance of an area. Use once a turn. Range and detail of the recon depends on the falconry level. Level 0: no recon is possible. Level 1: falcon may be sent up to 10 areas from capital, recon detail is level 4 (detect masked groups). Level 2: falcon may fly up to 15 areas from capital, detail is level 7 (detect ambushing groups). Level 3: falcon may fly up to 20 areas from capital, detail is level 10 (detect invisible groups, hidden pop centers).

#975 – Recon Seapower

By using this order an agent can discover the sea power and related naval quality rating of a particular kingdom in a sea within the agent's range.

#976 – Search For Popcenters

This order allows an agent/fanatic of level 4 or higher, to search four connecting areas for population centers. All areas must be within the agent's range. The report will be abbreviated, as in a High Priestess' report.

#977 – Search For Groups

This order allows an agent/fanatic of level 4 or higher, to search four connecting areas for military groups. All areas must be within the agent's range. The report will be abbreviated, as in a High Priestess' report. A level 10 or higher agent will give an indication of any invisible groups in the area (not by group name or kingdom, just notice that some group is there invisible).

#978 – Search For Encounters

This order allows an agent/fanatic of level 4 or higher, to search four connecting areas for Unusual Sightings. All areas must be within the agent's range.

#979 – Advanced Search (All Types)

An agent of level 7 or greater can produce reconnaissance produced by the combined orders #976, 977, and 978 but at a level 1 level, meaning this order will not reveal hidden groups or hidden popcenters.

#982 – Scry Area As L10 Recon (Artifact only)

The Black Owl Totem is a powerful relic that will allow the kingdom to issue a level 10 recon (detects invisibility) at a range of 5 areas from the group by using this order.

#990 – Change Ruler's Name

Use this order to change your ruler's name/gender for personal preferences. **Only valid on turn 1.** The new name has to be 4-20 characters, no spaces first two characters, no special characters like a dollar sign. New gender/title: King or Queen.

This action is located under the Political menu as a King Action (only on turn 1, on any other turn, the site won't display this order). Choose your original ruler when selecting this action. If you issued a king's action earlier in the turn (and used up its slot on the webpage), then press the Extra Order button and select your ruler to issue this directive. Changing your ruler's name does not count as a sole action for the ruler.

The Ancient Ones kingdom who has 3 Consuls instead of a ruler may **NOT** rename a Consul's name (though in the future, this order will be expanded to include Consuls as well).

This action does **NOT** count towards your turn 1 order limitation (e.g., this is a free order!). Since this order is executed at the end of the turn (sequence #990), you need to specify the original ruler's name when issuing other orders on turn 1 (e.g., Increase Influence or Enamor Region). You may start using the new name with your turn 2 orders.

Special Consideration: Keep in mind that if you issue Kingdom Customization (Order #993) or Hire New Figure (Order #510) on turn 1, either of those orders may randomly create a name that may have the same two initials as your new ruler's name (and prevent this order from executing). So, if you wish to change your ruler's name, issue this order on turn 1 and delay issuing your kingdom customization order until turn 2 or 3 if you are planning on selecting a new Baron/Ambassador as an award. You may issue kingdom customization on turn 1 if you specify other awards that don't have a political name.

#991 – Set ESO Conditions

The Early Strategic Objective (ESO) is a rewarding element of Alamaze that requires significant planning to achieve and some effort to accomplish within the given time frame. The objectives (goals to attain) are assigned by the player on turns 1-3. If the objectives are met, its awards may be granted to the kingdom on turns 10-15. ESO is only valid during those turns, and no other, throughout the entire campaign.

Achieving the ESO can be an important accomplishment for each kingdom, raising its strategic profile and its chances for ultimate victory. There are two ESO levels: Lesser and Greater.

Lesser ESO's, consisting of 3 award points, are easier to attain with fewer objectives to accomplish, but the award for completing a Lesser ESO is limited. Greater ESO's, consisting of 5 award points, require greater effort to accomplish, but the award is better.

When assigning the objectives to attain ESO on turns 1-3, select one from each category. One of the selections **must** be Territorial in nature. Lesser ESO requires 3 points worth of objectives. Greater ESO requires 5 points of goals to achieve.

The Objectives:

CODE	POINTS	QUALITY	CATEGORY
Territorial			
T1	2	Major	Control a region
T2	2	Major	Substantial & Significant in regions
T3	2	Major	Two cities in 2 different regions
T4	1	Minor	Substantial in a region
T5	1	Minor	Significant in 2 regions
Political			
P1	2	Major	Influence of 17+ & 2 Princes (not Demon Princes)
P2	2	Major	High Council & Tolerant or better in 6 regions
P3	1	Minor	High Council & Influence 15+
P4	1	Minor	Friendly reactions in 3 regions
P5	1	Minor	3 Emissaries at Duke+ (not Demon Prince/Consul)
Adventure			
A1	2	Major	Recover 4 Artifacts from Unusual Encounters
A2	2	Major	7 Prisoners
A3	1	Minor	Control 2 Artifacts
A4	1	Minor	4 Prisoners
A5	1	Minor	Warlord
Development			
D1	2	Major	3 or more Level 10+ Agents or Fanatics
D2	2	Major	3 or more Power-5+ Wizards
D3	1	Minor	3 or more Marshals
D4	1	Minor	Total 7+ Fleets in each of 2+ Seas
D5	1	Minor	Popcenter with > 35,000 defense or gold production
D6	1	Minor	3 or more Level 7+ Agents or Fanatics
D7	1	Minor	3 or more Power-4+ Wizards
D8	1	Minor	6 or more Generals or higher-ranking leaders

Default Selection. A player who does not make a selection on turns 1-3, or who makes an invalid selection on the last turn, will be assigned the default which is:

- T1: 2 points, Major quality, Control a region
- P5: 1 point, Minor quality, 3 Emissaries at Duke+ level, excluding Demon Prince and Ancient Ones Consul

Since 3 points are specified for the default ESO, successful accomplishment will result in the Lesser ESO award.

#992 – Receive ESO Awards

Players that achieve their ESO may claim their rewards on Turn 10 (if achieved by then), through Turn 15.

Rewards can be claimed by issuing this command to collect the Lesser (3 points) or Greater (5 points) award. Most items that will be received will be placed at the capital; if there are items that belong with a group, they will be placed with the kingdom's first group if possible.

An award code below may be selected up to **twice** if desired.

The Awards:

CODE	POINTS	AWARD
B1	1	Kingdom-named brigade (not RD/GI, see B2)
C1	1	General
G1	1	20,000 gold
I1	1	Point of Influence
L4	1	Level 4 Agent
N1	1	Baron
W1	1	Adept
B2	2	Red Dragon or Giant brigade
C2	2	Marshal
L7	2	Level 7 Agent
N2	2	Duke
W2	2	Power-1 Wizard
S1	3	Demon Prince (Demon Prince kingdom only)
S2	3	Consul (Ancient Ones kingdom only)
W3	3	Power-2 Wizard

#993 - Kingdom Customization

Kingdom customization is only allowed during turns 1-3 where the player may choose certain items to custom-tailor their kingdom at the start of the contest. Some items are unique and may only be attained through customization, so consider wisely. This order may only be issued once in the game.

Every player is allowed **10 points** to customize their kingdom.

The "G" codes below are group-related and will be awarded to the kingdom's first group, if possible. If there's no room then the next group will be selected to receive the item.

CODE	POINTS	ITEM	EFFECT
C1	3	Cloak of Disguise	100% Undetected Emissary Movement
C2	2	Red Elk Mount	Move Emissary/Agent (10 area range)
C3	1	8,000 Gold	Code may be selected up to 5 times (max 40,000 gold)
C4	2	Smoke Mojo	50% Saving Throws (to prevent assassination/kidnapping, avoid capture when population center falls, displays the keyword SAVES under emissary/agent when equipped)
C5	3	New Governor	Provincial Governor joins kingdom
C6	2	Scrying Mirror	Recon any map area (no range limit)
C7	2	+1 Influence	Raises Influence by 1 point
C8	4	New Baron	Baron joins kingdom
C9	3	Amulet of Protection	-20% Assassinations/-50% Sleep
C10	4	Onyx Amulet	Emissary/Agent may demonic gate (pass through any group blocking population center, 7 area range)
C11	3	Guardian Talisman	Ward spell (constant effect)
C12	2	Glyph of Protection	Kingdom's capital +7,000 defense, glyph remains throughout entire game
C17	1	Raise Ambassador to Governor	Ambassador becomes Provincial Governor
C18	1	Raise Agent L2 to L4	Raises level 2 Agent to level 4
C19	2	New Bazaar	Kingdom's capital gains a Bazaar
C20	2	New Temple	Kingdom's capital gains a Temple
C21	1	New Agent L2	Level 2 Agent joins kingdom
C22	7	New Prince	Prince joins kingdom

G1	2	Champion Stallions	+7 Movement points for patrol-sized groups, +5 to group morale
G2	2	Valyrian Steel	+12 point strength value for investigating Unusual Encounters
G3	2	Knowledge Totem	Level 4 Recon of group's location (automatically done)
G5	2	Kingdom Brigade (Non-Flying, Green)	Receive a Kingdom-named brigade of Green experience (non-flying)
G6	2	Renowned Standard	Valor spell as Power-2 wizard (+10% morale) during combat (automatic)
G7	2	Whowie Totem	+2 Movement points (20 base movement becomes 22 total points)
G8	3	New Adept	Adept-level Wizard joins group
G9	1	New Captain	Captain joins group
G10	3	Wizard Pwr-1 to Pwr-2	Raises Wizard from Power-1 to Power-2
G11	3	Black Owl Totem	Level 10 Recon of any map location (5 area range)
G12	2	Kingdom Brigade (Upgrade)	Upgrades Kingdom-named brigade from Regular to Veteran experience
M1	2	Foreknowledge (Excellent, Random)	Location of Excellent-classed Artifact (random region)
M2	2	Fleet Quality (All Seas +2)	+2 Naval Quality (All Seas)
M3	2	Foreknowledge (Fine, Capital)	Location of Fine-classed Artifact (capital region)

Default Selection. A player who does not make a selection on turns 1-3, or who makes an invalid selection on the last turn, will be assigned the default which is:

- 45,000 gold (which is more than a player may choose if specified)
- +1 Influence
- Scrying Mirror (recon any map area, no range limit)

#996 – Rex Victory Check

This order is used when a player believes they will meet the conditions of the Rex Victory which is control of five regions. This order has no resource cost. This order is not suitable as a standing order. Any, and all, Victory Checks that fail will cost the issuing kingdom a 0.5 reduction in Influence.

#997 – Team Victory Check

Issue this order by **ALL** active team members to request a Team Victory check in order for a team victory to be awarded. This order is not suitable as a standing order. Any, and all, Victory Checks that fail will cost the issuing kingdom a 0.5 reduction in Influence.

Wizard Spells



Each spellcaster may cast one spell per turn. Casting a spell counts towards your kingdom's influence order limitation. Spells not properly completed or fail to meet certain criteria in their description are miscast and have no effect.

Spells that are designated as ***Intrinsic*** means that they are automatically cast to have effect. There is no need to issue a command to activate an intrinsic spell. Spells designated as ***Regional*** represents that the spell will affect the entire region that the wizard's group is located in at the time of the casting.

In some cases, order execution is important so compare the spell number to the movement order for your group to verify that the spell is cast before/after your group moves from the area. For example, casting Famine (Spell #785) triggers before Teleport Army (Spell #852), so the famine will occur in the region that your group is currently in rather than where your group is teleporting to.

Spell # 0 – Presence

This is not a spell, but rather a bonus which accrues to all third level spellcasters and above, significantly increasing their combat abilities. This bonus increases in proportion to the wizard's power. Wizards of this power and beyond can cast any of their available spells which may aid their group's offensive and defensive capabilities or assist their kingdom in other ways. {A power-4 presence is roughly equal to a power-2 Lightning Strike and Shield.}

Spell # 71 – Instant Self Teleport

This spell allows a high-level wizard to teleport himself to another group of his kingdom before a battle ensues, thus allowing his powers of presence to favorably effect an eminent combat with the new group or avoid the perils of combat with his existing group. The spellcaster may not cast another spell in conjunction with this spell, however. There is no distance or area restrictions with this spell, however the target group cannot already contain 3 wizards.

Spell # 73 – Self Invisible

This spell allows the spellcaster to become invisible, thereby protecting himself from the hazards of battle. The protection lasts throughout the turn for all battles against multiple groups and/or popcenters. This spell will prevent the wizard from dying during combat. The wizard is still vulnerable however, to other lethal factors such as the Kill Leader/Wizard spell. This Self Invisible spell is the only one capable of providing lasting protection for the wizard from multiple group and popcenter battles that may occur on the same turn.

Spell # 75 – Lightning Attack

The lightning attack is the most commonly known offensive battle spell. The spell sends dozens of lightning bolts screaming through enemy formations. The base power of the attack is dependent upon spellcaster power: 1000 points per level. Your group must battle the target group for the spell to be effective. This is a singular spell so only one may be cast from a group to the same target (popcenter or group). Since this spell executes before dispel magic (Order #77), lightning attack is the only combat spell that cannot be dispelled.

Spell # 77 – Dispel Magic

This spell is directed against a group containing spellcasters in the same area as the casting wizard's group. This spell has a 100% chance of dispelling a battle spell of an equal or lessor level wizard, less 25% per level disparity when attempting to dispel incantations of a higher level spellcaster. You may optionally list the lowest spell # you wish to dispel (e.g., 98). Your group need not engage in combat to use this spell. Spells that are possible to dispel are: Destroy Undead, Wind Storm, Flash Flood, Protect Heroes and Wizards, Stun Leader, Kill Leader or Wizard, Crack the Sky, Wall of Flame, Shield, Guarded Attack, Firestrike, Tornado, Earthquake, Ice Torrent, Chain Lightning, Prismatic Rays, Incendiary Cloud, Disintegrate, Chaos, Fear, Valor, and Ancient Intervention (Ancient Ones kingdom ability).

Spell # 79 – Power Word Stun

The wizard casting this spell seeks to render all of the opposing group's leaders ineffective for the duration of a battle. Your group must engage the target group in combat for this spell to be effective. Base chance of success is $100\% \times \text{difference in level of ability (general considered equal to power-2 wizard for this purpose)}$. A power-1 wizard has a $33\% \{100\% \times (1/3)\}$ of stunning a marshal. The Protect Heroes and Wizards spell is only 50% effective in preventing this spell from affecting its leaders (the lower Stun Leader spell is fully blocked by the Protect spell). A successfully cast Dispel Magic will counter this spell as well.

Spell # 80 – Ice Torrent

Ice Torrent causes a blizzard of ice shards to tear through the enemy. The power of the attack is dependent upon spellcaster power: 3000 points per level. Your group must battle the target group for the spell to be effective. This is a singular spell so only one may be cast from a group to the same target (popcenter or group).

Spell # 81 – Chain Lightning

Chain Lightning causes widespread upon the enemy with a lattice of intertwining lightning arcs. The power of the attack is dependent upon spellcaster power: 3500 points per level. Your group must battle the target group for the spell to be effective. This is a singular spell so only one may be cast from a group to the same target (popcenter or group).

Spell # 82 – Prismatic Rays

Prismatic Rays sends a colorful array of dazzling rays upon the enemy. The power of the attack is dependent upon spellcaster power: 4000 points per level. Your group must battle the target group for the spell to be effective. This is a singular spell so only one may be cast from a group to the same target (popcenter or group).

Spell # 83 – Incendiary Cloud

Incendiary Cloud is a dense vapor cloud that billows forth among the enemy's forces and then magically ignites causing disastrous burns and trauma. The power of the attack is dependent upon spellcaster power: 4500 points per level. Your group must battle the target group for the spell to be effective. This is a singular spell so only one may be cast from a group to the same target (popcenter or group). Damage from this spell is doubled during an Ice Age game.

Spell # 84 – Disintegrate

Disintegrate instantly destroys the enemy into a powdered dust. The power of the attack is dependent upon spellcaster power: 5000 points per level. Your group must battle the target group for the spell to be effective. This is a singular spell so only one may be cast from a group to the same target (popcenter or group).

Spell # 85 – Arcane Disjunction

Casting the powerful Arcane Disjunction spell temporarily drains all weapon artifacts and equipped items (e.g., improved armor/weapons, mithril armor/weapons, vorpal blades, slings of accuracy, etc.) of their effects during a battle. This is a widespread, expanding effect that radiates from the wizard and affects both sides of the battlefield, so care must be considered when casting this powerful dispel effect. The Arcane Disjunction will not only affect the item's combat bonuses (i.e., Sword of Alvinitar's 15% combat bonus), but also disables any of the item's special effects from occurring (e.g., Rod of Fire's pwr-2 Firestrike spell). No spell is more powerful in preventing an opposing group's multiple artifacts/equipments being used against your group.

Spell # 87 – Destroy Undead

The clerical spell caster destroys 1 brigade per power level above two, targeting skeletons first, then zombies, then ghouls prior to combat beginning. The wizard's group must have combat with the target group, although the spell results are put in effect before the combat begins. This spell has no effect on undead figures (wraith, lich, nazgul). This is a singular spell so only one may be cast from a group to the same target.

Spell # 88 – Instant Summon Phantasmal Forces

This is a pre-battle group spell that summons an illusionary brigade per two wizard levels (rounded up) so a pwr-7 wizard will create 4 phantasmal force brigades for the duration of the turn or until killed in battle. Maximum 5 phantasmal force brigades per group and may be summoned in any terrain. They do not consume food or gold. All phantasmal force brigades are destroyed at the end of turn.

Spell # 89 – Wind Storm

The conjurer calls to the heavens and a gale force wind sweeps across the battlefield, disrupting missile phases in that enemy long and short-range archery is reduced 25% while friendly is only reduced 10%. This spell may be cast against population centers.

Spell # 90 – Flash Flood

The wizard glowers intently at the nearby river and suddenly a flash flood consumes the battlefield. Reduces the Charge phase for the enemy by 75% while friendly is only reduced 37.5%. Not possible in mountains or desert. Flying groups (like dragons) are immune to the effects of this spell. This spell has no effect against population centers.

Spell # 93 – Instant Summon Phantoms

The summoner calls upon the nether region to lend its fighting spirits to battle. This is a pre-battle group spell that summons a brigade per two wizard levels (rounded up) so a pwr-7 wizard will create 4 phantom brigades for the duration of the turn or until killed in battle. Maximum 5 phantom brigades per group and may be summoned in any terrain. They do not consume food or gold. All phantom brigades are destroyed at the end of turn.

Spell # 94 – Protect Heroes and Wizards

By casting this spell, the wizard seeks to protect all heroes and wizards of his group from the black magics of a particular opposing group's spellcasters. It acts as a counterspell to Stun Leader and Kill Leader/Wizard spells. It will not protect the group's figures from dying in combat (in those cases, cast Self Invisible, Guarded Attack, or Shield which reduces the chance of dying). This spell is always successful, but is only effective against one group and may only be cast upon the group in which the wizard is located. It protects all the group's leaders and wizards, even against multiple attacks by the same opposing group unless dispelled.

Spell # 95 – Stun Leader

The wizard casting this spell seeks to render the opposing commander (highest ranking only) ineffective for the duration of a battle. Multiple castings of this spell will not affect the other leaders in the group. Your group must engage the target group in combat for this spell to be effective. Base chance of success is $100\% \times \text{difference in level of ability}$ (general considered equal to power-2 wizard for this purpose). A power-1 wizard has a $33\% \{100\% \times (1/3)\}$ of stunning a marshal. This spell may be countered by the Protect Heroes and Wizards spell.

Spell # 96 – Kill Leader/Wizard

The wizard casting this spell seeks to slay a particular opposing hero or spellcaster. The base chance of success is 50% * difference in level of ability (general considered equal to a power-2 wizard for this purpose). eg: A power-1 wizard has a 16.3% $\{50\% * (1/3)\}$ of slaying a marshal and a power-6 has a 75% chance of killing a power-4, and a power-3 has a 30% chance of killing a power-5. Your group need not have combat for this spell; but must be in the same location as the group containing the figure you desire to slay. Group casting this spell must contain at least one brigade of troops. This spell may be countered by the Protect Heroes and Wizards spell. This spell may kill undead figures (wraith, lich, nazgul).

Spell # 97 – Crack The Sky

This is an awesome spell for an archmage where the sky itself seems to develop a fissure, causing fear, and tornado emanates from it. The resulting confusion has the same result as a Chaos spell. This spell may be cast against a population center though only the fear and tornado aspect is considered for the battle.

Spell # 98 – Wall of Flame

By casting this spell, the wizard creates a 20' deep, 20' high and very long wall of flame between his group and a potentially hostile group in the same area. This wall of flame prevents attacks from all but the most determined attackers (TAC 3). Determined attackers will suffer significant damage crossing the wall. Missile damage is still possible however with a wall of fire if either side attacks on a TAC 3. A wall of fire will only prevent combat (and no damage to either side) if neither issued a TAC 3 attack order. If the wizard's group that cast this spell is issued a determined attack, then they will receive damage from their own wizard's magic as they cross the battlefield. If both groups cast a wall of fire, then forces from both sides will take damage from each spell if they cross the area. Multiple castings of this spell are possible (to deter being dispelled), but the effects are not cumulative and only one wall per side is effective. If a wall of fire prevents combat, then both groups will be considered to have retreated from battle if they were not issued an attack order at TAC 3 (and that's 3, not a higher TAC from one of the newer maneuvers). This is a defensive spell and is not effective against flying groups (like dragons). Damage from this spell is doubled during an Ice Age game.

Spell # 99 – Summon Death

A terrible black magic which calls forth the essence of death and rolls this evil presence as if in a great green wave toward the enemy, eliminating from 2 - 4 brigades of troops of the enemy (depending on the kingdom) in the same area as the caster, and lowers morale by 15%, regardless of whether combat is actually fought with that group. Only living ground-based troops are affected (not undead or flying brigades not from artifacts) as figures (leaders and wizards) recognize the danger and swiftly depart the area affected. Group casting this spell must contain at least one brigade of troops. This is a singular spell so only one may be cast from a group to the same target. Brigades of lowest level training (green, regular, veteran, elite) will be taken before higher levels. If this spell is cast against an army group sized force, an additional brigade will be killed if possible.

Spell #100 – Shield

This spell causes a glimmering shield of magic to protect the force, and increases the defensive values of the wizard's group, effectively reducing the casualties it will suffer from battle with a specific opposing group or a population center. The amount of benefit received increases with the power level of the spellcaster. Not only does this spell reduce the loss of troops in battle, it also reduces the chances of the group's leaders and wizards from dying in combat. This is a singular spell so only one may be cast from a group to the same target (popcenter or group). This spell will also provide some protection against the wall of flame spell.

Spell #101 – Guarded Attack

This is a sophisticated spell in which the spellcaster becomes invisible, thereby protecting himself from the hazards of battle, and sends forth powerful sonic blasts into the enemy lines, inflicting casualties in proportion to the spellcasters power: 600 points per level. Your group must battle the target group for the spell to be effective. When used in an unusual sighting it reduces the wizard's effectiveness by 50%. This spell will prevent the wizard from dying in combat.

Spell #103 – Firestrike

Firestrike is a powerful offensive battle spell. The spell sends rolling waves of magically hot flames sizzling into enemy lines. The base power of the attack is dependent upon spellcaster power: 1400 points per level. Your group must battle the target group for the spell to be effective. This is a singular spell so only one may be cast from a group to the same target (popcenter or group). Damage from this spell is doubled during an Ice Age game.

Spell #104 – Command Tornado

Command Tornado is a terrifying offensive battle spell. The spell summons forth a large tornado from the heavens to rip through enemy ranks. The base power of the attack is dependent upon spellcaster power: 1800 points per level. Your group must battle the target group for the spell to be effective. This is a singular spell so only one may be cast from a group to the same target (popcenter or group).

Spell #105 – Earthquake

The awesome earthquake spell causes the earth to swell and rip apart, swallowing whole regiments of an enemy. This spell is not effective against dragons! The base power of the attack is dependent upon the spellcasters power: 2200 points per level. Your group must battle the target group for the spell to be effective. This is a singular spell so only one may be cast from a group to the same target (popcenter or group).

Spell #106 – Chaos

The wizard casts a spell which creates distracting, hypnotic patterns, illusions and confusing sounds which cause enemy troops to ignore many commands of their leaders. The effect is that the enemy will be unable to effectively withdraw at their defined retreat level. If the opposing group contains a warlord, this spell will be ineffective. If the opposing group contains a marshal, the spell's effect will be reduced. Your group must battle the target group for the spell to be effective and lasts for the duration of this single battle. It is possible that the spell caster's group might retreat should it suffer enough damage to reach its retreat factor.

Spell #107 – Fear

Opponent receives -5% morale reduction per wizard level up to -25% total. popcenter defense reduced by the same percentage. Ineffective against kingdoms with Stalwart and potentially other traits as well as against undead. This is a singular spell so only one may be cast from a group to the same target (popcenter or group).

Spell #108 – Valor

The wizard casts this spell as battle is about to begin. Invigorating aromas spread through the ranks, filling the minds of the troops with thoughts of heroism, courage and determination. Morale is increased by 5% per wizard level up to 25% for the duration of the combat. Your group must battle the target group or pop center for the spell to be

effective. This is a singular spell so only one may be cast from a group to the same target (popcenter or group).

Spell #109 – Ancient Intervention

The wizard casting this exhausting magic is able to prevent combat between two forces anywhere in the realm, both groups are affected and no combat takes place as a result of this powerful spell (both groups are considered to have withdrew/retreated from battle). The Ancient Intervention spell however drains 1 power level from the wizard but the loss may be regained normally through magic research (Order #799).

Spell #112 – Raise Zombies

The spell has the caster prepare a dark conjuring that raises the enemy dead from a group battle as zombies (ZO). A battle spell that happens after the battle, creating a zombie brigade for each destroyed enemy brigade if the caster's group does not already have more than 5 zombie brigades, and any new zombie brigades created by this spell cannot bring the group total over 5 zombie brigades. Zombie brigades consume 500 food and 300 gold. This spell may only be cast for a group vs. group battle (not popcenter), specify opposing group for the spell to act upon. Zombie brigades thereafter may create new zombie brigades automatically by consuming the dead on the battlefield. Maximum 20 zombie brigades per group.

Spell #130 – Ward Population Center

This spell works against one destroy or damage population center spell. Spells directed against the warded popcenter will be ineffective (no damage caused). Range is within the spellcaster's region.

Spell #132 – Light Of The Evening Star

Overcoming darkness that torches cannot defeat, the caster creates a magical light to allow a patrol investigating an encounter to proceed. Needed to overcome obstacles in Excellent Class unusual sightings for kingdoms without the Adventurer trait. This spell becomes an intrinsic ability of the caster at a higher power level (no need to cast the spell, triggers automatically). This spell will allow the wizard to contribute his full level to the encounter with the normal risk of dying.

Spell #133 – Bridge of Mist

A patrol investigating a sighting will be stymied without a wizard able to cast Bridge of Mist to overcome chasms and other obstacles in the sighting. Needed to overcome obstacles in Superior Class unusual sightings for kingdoms without the Adventurer trait. This spell becomes an intrinsic ability of the caster at a higher power level (no need to cast the spell, triggers automatically). This spell will allow the wizard to contribute his full level to the encounter with the normal risk of dying.

Spell #135 – Dome of Invulnerability

By using this complex incantation, a powerful mage can cause a magical dome of protection to protect any population center in the region of the spellcaster from all military attacks for the duration of that month, similar to the workings of a wall of flame. The spell has no effect against political actions, parleys, diplomacy spells, or siege. The population center can be controlled by any kingdom.

Spell #136 – Dispel Dome of Invulnerability

When the spellcaster is in the same region he can, with great effort, cast this intricate repelling spell that will negate one dome of invulnerability. A mage commanding this spell will dispel the dome's protection and allow the population center to be attacked by military force. The popcenter can be controlled by any kingdom.

Spell #138 – Mirror Image

In an unusual sighting, the caster creates two mirror images of himself, confounding the guardian and providing him good protection. This is a spell available for Unusual Encounters that provides the full wizard power as in Spell 139, but at 1/3 the normal chance of death.

Spell #139 – Wizard Assist Encounter

Specify this order for a wizard only when your group has issued the Investigate Encounter (Order #140) and you desire a wizard to add his full effectiveness to impact on the outcome. Any wizard thus instructed is fully exposed to the hazards of battle and risks death.

Spell #155 – Meteor Strike

This powerful spell has the caster call forth from the evening sky a storm of meteors that blast with force upon the population center in the area of the wizard's group. The target popcenter must be in the same area as the wizard's group. The spell permanently reduces the popcenter defense by a base of 4,000 plus 3,000 per wizard power level over power 5. So a power 7 wizard would inflict 10,000 damage directly against the popcenter defense. If a popcenter's defense is reduced to 0, the popcenter is destroyed, eliminated from the game, with each emissary located there having a 50% of being killed, or else relocating to their capital. All prisoners will be automatically killed if the popcenter was destroyed and regional reaction will be worsened by one level. Group casting this spell must contain at least one brigade of troops. This is a singular spell so only one may be cast from a group to the same target.

Spell #171 – Diplomacy

A wizard may cast this spell when his group intends to parley with a population center. The group's effectiveness will be increased in proportion to his power level. Use this spell instead of the military parley directive (Order #170), not in addition to it. By using this spell, the group's leaders appear more charismatic to the center's leaders than they otherwise would. This spell has no effect if the population center is a capital. Regional reaction, enemy status, previous month's status quo, and the population center's defenses impact upon the chance of success.

Spell #208 – Create Food

Wizards in Alamaze can create bountiful quantities of food out of almost any organic substance. In game terms, a wizard can create food equal to 2000 units * his power level (e.g., a power-3 wizard creates 6000 food) by casting this spell. Food created is added to available quantities on hand.

Spell #209 – Create Gold

Wizards can create gold from lesser metals in sizeable quantities, although the procedure can take several weeks. In game terms, a wizard can create gold equal to 2000 units * his power level (e.g., a power-3 wizard creates 6000 gold) by casting this spell. Gold created is added to available quantities on hand.

Spell #211 – Dire Wolf Familiar

The wizard, attuned with nature, makes a call into the wild. Soon a huge dire wolf appears and moves to his side. The wolf provides counter espionage to the group and recon on the

group's location as a level 4 agent. This effect lasts until end of turn. It is important to note that the intrinsic version triggers at the spell's normal execution level (Order #211) and does not get reapplied if the wizard is transferred into another group (i.e., the former group has the intrinsic dire wolf benefit, not the new group). This is a singular spell so only one may be cast for the group and only if a wizard is not present that is high enough in level to trigger the intrinsic version of the dire wolf spell.

Spell #301 – Ward

This spell protects a specific emissary of any kingdom from the black magic of an opposing spellcaster, and helps guard against foul play of the more earthly variety. Spells directed against the warded emissary will be ineffective, and other attacks against him will have a 20% diminished chance of working. A ward spell effectively hides an emissary from a locate spell. Maximum range of this spell is 10 areas.

Spell #305 – Sleep

This spell places the target emissary in a magically deep sleep, similar to a coma. The emissary remains in such a state for one month (the game turn) during which time he obviously can perform no activity. A slept emissary is more susceptible to kidnapping and assassination attempts. There are various types of magic that can affect the success of this spell. Maximum range of this spell is 10 areas.

Spell #308 – Augment Title

This is magic to permanently enhance the rank of a political emissary. The target emissary must belong to the spell caster's kingdom and be within the same region as the casting wizard. The affected emissary may take an action in the same turn that this spell is successfully cast. If the intended emissary is warded when this spell is cast then this spell will fail. If the emissary is slept the new title is received but the emissary will be unable to take an action that turn. This spell cannot be cast upon an emissary of prince, princess, king, queen, or regent rank.

Spell #349 – Conceal Emissary

The caster creates a sorcery that so disguises the emissary of his kingdom that on relocating, he will not be detected except by extraordinary measures. Emissary is not detected by popcenter on relocation or by agent recon below L10. The emissary's starting location must be no more than 3 areas from the casting wizard. This spell cannot be cast before turn 4.

Spell #370 – Reveal King's Influence

By using this spell the wizard will learn the influence of any king/queen/regent. This spell has an effect similar to that of Learn King's Influence (Order #365).

Spell #381 – Conjure Scandal

This spell has an effect similar to that of a minor skeleton being revealed against the target kingdom. There is a 75% chance of success, barring some form of magical protection. A failure will not be detected, and if successful, the target will not know the source of the scandal.

Spell #386 – Curse

This spell is cast on an opposing ruler and has as its intended effect the decrease of one level in that king's influence. There is no range limitation for the spell, however any one king/queen/regent/consul can be affected but once per turn by a curse. Barring a magical ward or other type of magical protection, there is a 75% chance of the spell succeeding. The effected party will not know who has cast the curse.

Spell #472 – Charm Region

This powerful incantation attempts to put a charm on the populace of the entire region of the spellcaster, with the goal of improving the regional reaction level in that region by one. There is a 66% chance of success.

Spell #477 – Infuriate Populace

This difficult spell attempts to whip the populace in the region of the spellcaster into great wrath against a particular named kingdom, with the goal of detracting from that kingdom's regional reaction there. There is a 67% chance of success.

Spell #481 – Conjure Prestige

This spell has an effect similar to that of King Expand Influence (Order #480). There is a 75% chance of success, barring some form of magical protection. If successful the king/queen/regent will have his/her influence raised one point.

Spell #482 – Enhance King's Aura

This delicate magic endeavors to increase the natural magnetism and power of the king by creating subtle, magical enhancements in his aura (increases his influence by 1 point). There is a 100% chance of success, barring some form of magical protection. This spell may be cast on any king, but the wizard must be in the same area as the target king.

Spell #525 – Create Magical Item

All items crafted through this spell require mithril as a necessary ingredient for bestowing the item with its magical properties. Artifacts created are permanent items. Scrolls are temporary, one-use, items that have immediate effect when crafted and execute at the Order #525 level.

The magical items that are possible with this spell, and of their requirements are as follows:

Quality: Fine

- *Cloak of Disguise* (Undetectable Move For Emissary) – requires 800 mithril
- *Ring of Protection* (-20% Assassination/-50% Sleep) – requires 1,000 mithril
- *Rod of Fire* (Level 2 Firestrike) – requires 1,000 mithril
- *Scroll of Minor Healing* (5% Heal All Troops) – requires 250 mithril, reduces attrition -5 pts on all brigades in group
- *Smoke Mojo* (Saving Throws For Emissary From Dying) – requires 1,000 mithril
- *Wand of Lightning* (Level 2 Lightning Attack) – requires 1,000 mithril

Quality: Excellent

- *Crystal of Seeing* (Scry 3 Areas) – requires 2,000 mithril
- *Guardian Talisman* (Constant Ward For Emissary) – requires 2,000 mithril
- *Scroll of Major Healing* (15% Heal All Troops) - requires 700 mithril, reduces attrition -15 pts on all brigades in group

- *Scroll of Purification* (No Food Spoilage) – requires 500 mithril, 0% food spoilage that turn

Quality: Superior

- *Plow of the Prophet* (2x Food Production At Popcenter) – requires 3,500 mithril
- *Scroll of Defense* (+5,000 Defense At Popcenter) – requires 1,500 mithril, adds to popcenter defense of group location
- *Scroll of Escape* (Wizard Avoids All Assassins) – requires 1,500 mithril, casting wizard immune to all assassination attempts that turn
- *Scroll of Insect Swarm* (Regional Spell Damages Food Production) – requires 1,200 mithril, causes permanent -10% food production in all pop centers of group's location/region

Quality: Special

- *Scroll of Fabrication* (Ballista Tower Fortification) – requires 2,000 mithril, constructs Ballista Tower to popcenter of group location, Ballista Tower benefits: +2,000 defense, removes bonus from flying attackers (e.g., Red Dragon +20% vs popcenter), and a brigade of Ogres, Trolls, or Hill Giants (lowest experience) is killed prior to combat due to the tower's extreme missile range
- *Scroll of Immortality* (King, Queen, Regent Only) – requires 5,000 mithril, ruler becomes Immortal and is permanently immune to death
- *Scroll of Pot Luck* (Random) – requires 500 mithril, random chance of receiving something beneficial (25% for 20,000 gold, 25% for 40,000 food, 25% for 1,500 mithril, 25% for +1 influence)

Spell #601 – Strengthen Walls

This incantation allows a mage to increase the existing defenses of the population center in the same area as his group by 2,000, permanently. The population center need not be controlled by the spellcaster's kingdom. Note: As this spell is after production the results be reflected on the next result.

Spell #602 – Fertile Fields

By casting this spell, a mage increases the food production of the population center his group is in by 2,500, permanently. The population center need not be controlled by the

spellcaster's kingdom. Note: As this spell is after production the increase will be reflected on the next result.

Spell #603 – Hidden Ore

When located in the same area as a population center, by casting this spell a mage can uncover hidden ore reserves in that area. Gold production of the population center will increase by 2500 gold permanently. Note: As this spell is after production, the increase will be reflected on the next result.

Spell #610 – Raise Population Center Census

When located in the same area as a population center, by casting this spell a mage increases the census by 2,500 permanently. The population center need not be controlled by the spellcaster's kingdom.

Spell #658 – Summon Leviathan

The wizard calls upon the sea god to unleash an ancient terror: an elder kraken called a Leviathan! A tentacled monstrosity that can rip ships apart as easily as breaking twigs. This spell is a high percentage sea patrol interdiction to non-allied fleets in a 7 contiguous sea area that is the equivalent to a patrol of 12 fleets at quality 14 with a Marshal (+15%). Elite Ships are not susceptible. All the sea areas used (up to 7) must be within 8 areas of the caster. Only one kraken or leviathan may be cast upon the sea.

Spell #659 – Summon Kraken

The wizard calls upon the sea god to unleash his favorite monster: a Kraken. A fearsome tentacle terror that can rip ships apart as easily as breaking twigs. This spell is a high percentage sea patrol interdiction to non-allied fleets in a 7 contiguous sea area that is the equivalent to a patrol of 8 fleets at quality 13 with a General (+10%). Elite Ships are not susceptible. All the sea areas used (up to 7) must be within 8 areas of the caster. Only one kraken may be cast upon the sea.

Spell #660 – Storm at Sea

A spell that cancels sea movement in the 7 contiguous areas identified all within 8 of the Spellcaster. If a group using sea movement would have entered an area under Storm at Sea, it does not move in the water and remains at its current location. Does not stop a

patrol with an Elite Ship from moving at sea. Has no effect on Ships of Mist sea travel, though it will prevent flying groups from traveling across the water areas. Only one storm may be cast upon the sea.

Spell #661 – Dispel Storm at Sea

This spell is very similar to the dispel magic spell, however instead of dispelling battle spells, it works against the Storm at Sea spell. The same chance of success as exists in Dispel Magic apply here (100% chance of dispelling versus equal or lesser level wizard, less 25% per level disparity when attempting to dispel incantation of a higher level spellcaster). The spellcaster must be within 3 areas of any area comprising that sea.

Spell #708 – Ship of Mist

By casting this spell, the wizard creates a fleet of mist-made ships, enough to transport one brigade per power-level magically over any sea. movement is at the normal rate for the kingdom. In addition, the group is not subject to interdiction by sea patrol or the spell Storm at Sea (but still may encounter a Kraken). However, the group may not end its movement in a sea area. Movement cannot be increased by any method. Use in place of a normal movement order, not in addition to.

Spell #718 – Speed

The wizard creates an invigorating aroma which greatly aids the groups movement capabilities. Movement allowance is increased 2.5 pts. per level of the spellcaster (power-2 caster's group could move 25 points.) Use in place of normal movement order. Limit of 8 areas maximum movement. This spell will not increase sea movement and cannot be used with a forced march. If a kingdom has the Riders trait, +2 movement pts is added to the speed spell.

Spell #751 – Unveil Population Centers

This spell allows a wizard to uncover the location of all towns or villages in the region he is located in. This spell is only valid on turn 4 or later.

Spell #778 – Protection from Regional Effect

This spell offers the group containing the spellcaster the means to be protected from the effects of a non-allied wizard's regional effect spell. This peculiar spell will protect the

group from a single regional effect spell only; there is no way to specify a particular regional spell.

Spell #779 – Dispel Regional Effect

This spell is very similar to the dispel magic spell, however instead of dispelling battle spells, it works against regional effect spells (#781-#788). This spell has a 100% chance of dispelling a regional spell of an equal or lessor level wizard, less 25% per level of disparity when attempting to dispel incantations of a higher level spellcaster.

Spell #781 – Cold Darkness (Regional Effect)

By casting this spell, the wizard causes continual, chilling darkness to blot out the days across all areas of the region in which the spellcaster is located. The effect is to decrease the morale of all non-allied groups (groups that the wizard's kingdom has not declared as an ally) in that region 10 points, permanently. A group will be affected by only one regional effect spell per turn. Each possible target has a 25% chance of avoiding the effects; patrols are not affected and thus will not be detected on any report of groups that suffered from this spell.

Spell #782 – Blinding Light (Regional Effect)

By casting this spell, the wizard causes continual, blinding light to continually shine, defeating the night across all areas of the region in which the spellcaster is located. The effect is to decrease the morale of all non-allied groups (groups that the wizard's kingdom has not declared as an ally) by 10 points, permanently. A group will be affected by only one regional effect spell per turn. Each possible target has a 25% chance of avoiding the effects; patrols are not affected and thus will not be detected on any report of groups that suffered from this spell.

Spell #783 – Demonic Visions (Regional Effect)

This spell is an incredibly powerful and long-lasting illusion causing all intelligent life to envision graphically their worst nightmares of the creatures of the night, constantly. The effect is to reduce morale by 10% and increase attrition by 10% of all non-allied groups (groups that the wizard's kingdom has not declared as an ally) in the region of the spellcaster. A group will be affected by only one regional effect spell per turn; patrols are not affected and thus will not be detected on any report of groups that suffered from this spell. Each possible target has a 25% chance of avoiding the effects.

Spell #784 – Plague (Regional Effect)

This black magic causes a terrible plague to wipe out 20% of the civilian population in the region of the spellcaster. All population centers in the region are affected. There is a 25% chance of this spell failing. Only one plague regional effect spell can be successful per region, per turn.

Spell #785 – Famine (Regional Effect)

This black magic causes famine to destroy 20% of the food production in the region of the spellcaster. All population centers in the region are affected. There is a 25% chance of this spell failing. Only one regional effect spell can be cast per region, per turn.

Spell #786 – Bounty (Regional Effect)

This beneficial magic causes food production in the region of the spellcaster to increase by 10% permanently. All population centers in the region are affected. There is a 25% chance of this spell failing. Only one regional effect spell can be successful per region, per turn.

Spell #788 – Raise Regional Census (Regional Effect)

This benevolent enchantment results in a 20% increase of the civilian population in the region of the spellcaster. All population centers in the region are affected. There is a 25% chance of this spell failing. Only one regional census effect spell can be effective per region, per turn.

Spell #796 – Learn Artifact Power

By using this spell, a wizard can learn what powers are stored within an artifact in his kingdom's possession. Information learned may be of a general nature, but it will be sufficient to enable the king to know best how to utilize the artifact. Artifact must be in the same area as the wizard. Only very basic information will be learned.

Spell #799 – Magic Research

This is the means by which a spellcaster advances his power. The wizard must be located in a kingdom-controlled population center in order to perform his research. The cost to the controlling king is shown on the setup sheet data (e.g., if cost shown is 10,000 gold per level, it would cost 20,000 gold to advance from power-1 to power-2). This spell may only be cast at the wizard's natural level (not boosted by artifacts).

Spell #800 – Rite of the Magi

This is the only spell by which an adept may become a power-1 wizard. Unlike magical research (#799), an adept does not have to be at a kingdom-controlled population center to utilize this order. The cost to the controlling king is shown on the setup sheet data (e.g., if cost shown is 10,000 gold per level, it would cost 10,000 gold to advance from adept to power-1). If more than one adept exists in the group, one will be randomly chosen for this spell. This spell may only be cast at the wizard's natural level (not boosted by artifacts).

Spell #815 – Heal

The wizard dedicates his time and magical energy to imbue additional food rations for his group with restorative powers. By consuming this magical food, attrition is reduced in chosen brigade types. The wizard can direct to reduce attrition to up two brigade types, reducing the first brigade type (including experience) by 15% divided by the number of brigades of that type, reduces 9% attrition for a second brigade type and experience divided by the number of brigades of that type.

Spell #821 – Lesser Masking

By using this spell, the wizard through use of mist, smoke, and illusion obscures the size of his smaller sized (up to 5 brigades) group. Foreign groups (and possibly agents) will be unable to determine the group size or strength. If used in a group larger than division sized there will be no effect. A successful casting will result in the group size will be reported as "masked".

Spell #822 – Greater Masking

By using this spell, the wizard through use of mist, smoke, and illusion obscures the size of his group. Foreign groups (and possibly agents) will be unable to determine the group size or strength. Group size will be reported as "masked".

Spell #825 – Simulacrum

By casting this spell, the wizard creates a copy of himself as a simulacrum which lasts until destroyed. The simulacrum provides protection against the first successful assassination of the wizard (e.g., agent killed the simulacrum by mistake). Subsequent assassination attempts are handled normally with the wizard being at risk. This spell may be cast in combination with undead status (Wraith, Lich) since an undead wizard may be assassinated by an agent with a magical weapon artifact. A recon report will not show the simulacrum symbol next to the wizard however, the symbol will be displayed in the results of a powerful revelation spell.

Spell #830 – Teleport Self

By using this spell, the wizard can teleport himself in to another group of his kingdom, regardless of distance from his present location. The receiving group must be of his own kingdom, and cannot already contain three wizards. There are no distance or area restrictions with this spell.

Spell #836 – Teleport Patrol

This spell allows the wizard to teleport his patrol sized group (0 brigades) to any area in Alamaze, without range restriction. Use in place of a movement order. You may not designate a sea terrain area as the destination. If this group has been issued a rest directive (Order #745), it is unable to move (be teleported) as it should have received the benefits of the rest order.

Spell #843 – Invisible Patrol

This spell allows the wizard's patrol sized group (0 brigades) to become invisible and so undetected by groups and agents alike. This is of course an excellent way to avoid combat or surprise an unsuspecting foe. Spell lasts for that month (game turn) cast.

Spell #845 – Invisible Brigade

This spell allows the wizard's brigade sized (up to 2 brigades) group to become invisible and so undetected by groups and agents alike. This is of course an excellent way to avoid combat or surprise an unsuspecting foe. Spell lasts for that month (game turn) cast.

Spell #846 – Invisible Division

This spell allows the wizard's division sized (up to 5 brigades) group to become invisible and so undetected by groups and agents alike. This is of course an excellent way to avoid combat or surprise an unsuspecting foe. Spell lasts for that month (game turn) cast.

Spell #847 – Invisible Army

This spell allows the wizard's army sized (up to 10 brigades) group to become invisible and so undetected by groups and agents alike. This is of course an excellent way to avoid combat or surprise an unsuspecting foe. Army sized groups are the largest that can be made invisible. Spell lasts for that month (game turn) cast.

Spell #850 – Teleport Brigade

This spell allows the wizard to teleport his brigade sized group (no more than 2 brigades) to any area in Alamaze, without range restriction. Use in place of a movement order. You may not designate a sea terrain area as the destination. If this group has been issued a rest directive (Order #745), it is unable to move (be teleported) as it should have received the benefits of the rest order.

Spell #851 – Teleport Division

This spell allows the wizard to teleport his division sized group (no more than 5 brigades) to any area in Alamaze, without range restriction. Use in place of a movement order. You may not designate a sea terrain area as the destination. If this group has been issued a rest directive (Order #745), it is unable to move (be teleported) as it should have received the benefits of the rest order.

Spell #852 – Teleport Army

This spell allows the wizard to teleport his army sized group (no more than 10 brigades) to any area in Alamaze, without range restriction. Use in place of a movement order. You may not designate a sea terrain area as the destination. If this group has been issued a rest directive (Order #745), it is unable to move (be teleported) as it should have received the benefits of the rest order.

Spell #853 – Teleport Army Group

This spell allows the wizard to teleport his army group sized force (any number of brigades) to any area in Alamaze, without range restriction. Use in place of a movement order. You

may not designate a sea terrain area as the destination. If this group has been issued a rest directive (Order #745), it is unable to move (be teleported) as it should have received the benefits of the rest order.

Spell #855 – Locate Character or Group

This spell allows the spellcaster to learn, through deep trance-induced meditations, the location of a specific group or emissary of any kingdom. certain magic may interfere with this process (such as a Ward spell) but normally it is quite effective. This spell is only valid on turn 5 or later.

Spell #858 – Unveil Group Locations

This spell allows a wizard to learn the location of all groups of a particular size in his region. This spell is only valid on turn 4 or later.

Spell #860 – Summon Minotaurs

Summoning powerful minotaurs (MI) by using strange whistles and shouts, a brigade of minotaurs appears in the caster's group to serve. This spell may only be cast in a forest or mountains area and in the wild (no pop center). Minotaur brigades consume 2,300 food and 2,500 gold. Maximum 5 minotaur brigades per group.

Spell #861 – Summon Skeletons

This spell may be cast in any terrain as well as population centers. The spell caster through this spell summons a skeleton brigade (SK) per two wizard levels (rounded down) so a pwr-7 wizard will create 3 skeleton brigades to arise from their ancient battle burial grounds and animate. They count as a brigade type. Skeleton brigades consume 0 food and 300 gold. Maximum 20 skeleton brigades per group.

Spell #862 – Summon Ghouls

This spell may only be cast in a forest or marsh area and in the wild (no pop center). The spell caster through this spell causes large numbers (a brigade's worth) of ghouls (GH) to arise from their ancient battle burial grounds. They count as a brigade type. Ghoul brigades consume 500 food and 700 gold. Maximum 5 ghoul brigades per group.

Spell #863 – Summon Wights

This spell may only be cast in a mountains area and in the wild (no pop center). The spellcaster through this spell causes large numbers (a brigade's worth) of wights (WT) to arise from their ancient battle burial grounds. They count as a brigade type. Wight brigades consume 500 food and 1,000 gold. Maximum 7 wight brigades per group.

Spell #864 – Summon Specters

Calling upon the slain heroes in Hades, the conjurer calls forth a brigade of Specters (SP). The spell is allowed in any terrain except the sea. Must be cast in the wild (no pop center). Specters can fly. Reference your kingdom setup for more info on flying. Specter brigades consume 500 food and 1,000 gold. Maximum 7 specter brigades per group.

Spell #865 – Summon Rock Golems

Forging huge golems out of rock and stone, the caster performs this complicated summoning. The spell is allowed only in the mountains. Must be cast in the wild (no pop center). Creates a brigade of Rock Golems (RG), tough, and good in melee and against popcenter's. Rock golem brigades consume 500 food and 1,500 gold. Maximum 5 rock golem brigades per group.

Spell #866 – Summon Mummies

Calling upon the fallen, the wizard calls forth a brigade of Mummies (MU), tough, and excellent in melee. The spell is allowed only in desert terrain. Must be cast in the wild (no pop center). One or more brigades of Mummies cause a terrible disease upon their enemies of which there is no protection. Mummy Rot inflicts -5% morale and -5% attrition. Morale loss from Mummy Rot is not a fear effect (no reduction) and is applied at the start of combat. Attrition losses from the disease are applied after the battle takes place upon surviving members. Mummy brigades consume 1,000 food and 2,000 gold. Maximum 5 Mummy brigades per group.

Spell #867 – Summon Iron Golem

Deep inside a dark cavern that is lost to all but a few with ancient knowledge, the wizard calls forth a mighty and towering Iron Golem (IG). An Iron Golem is the most feared creature in all the realm. No other has a stronger defense. This spell is allowed only in mountainous terrain. Must be cast in the wild (no pop center). An Iron Golem breathes

poisonous gas upon its enemies which inflicts -25% morale. Morale loss from an Iron Golem is not a fear effect (no reduction) and is applied at the start of combat. Iron Golems consume 3,000 food and 3,000 gold. Maximum one Iron Golem brigade per group.

Spell #868 – Summon Air Elemental

While conjuring to the Elemental Plane of Air, transforming a whirlwind of air, arises an Air Elemental (EA). This spell is allowed only in the plains. Spell must be cast in the wild (no pop center). An Air Elemental provides a 10% morale bonus when fighting in plains terrain. Air Elementals also provide a 10% reduction against enemy missiles (as wind storm). Air Elementals can fly. Reference your kingdom setup for more info on flying. Air Elementals consume 800 food and 1,500 gold. Maximum 5 Air Elemental brigades per group.

Spell #869 – Summon Earth Elemental

While conjuring to the Elemental Plane of Earth, transforming a clump of clay, arises an Earth Elemental (EE). This spell is allowed only in the mountains. Spell must be cast in the wild (no pop center). An Earth Elemental provides a 10% morale bonus when fighting in mountainous terrain. Earth Elementals also provide a 10% bonus to group defense (as shield). Earth Elementals consume 1,500 food and 2,500 gold. Maximum 5 Earth Elemental brigades per group.

Spell #870 – Wraith Form

This is a very black magic. The spell caster, by using this spell, gives up a human existence in exchange for immortality. The resulting wraith-mage is nearly invulnerable in game terms, ie., he cannot be assassinated or slain by normal means in combat. There is a cost: he may never research his power level further and his power level will be reduced to a power 5. Once cast the wraith form can never be reversed. The undead wizard may be killed by assassination with an agent equipped with a magical weapon classed artifact. A Kill Leaders and Wizard spell may also destroy a wraith. This spell may only be cast at the wizard's natural level (not boosted by artifacts).

Spell #871 – Transform to Lich

Among the darkest of all magics, this necro spell has the caster convert his mortal coil into a nearly immortal, undead lich. However, the lich can never advance beyond Power 7. Like Wraith Form, the undead wizard may be killed by assassination with an agent equipped with a magical weapon classed artifact. A Kill Leaders and Wizard spell may also

destroy a lich. This spell may only be cast at the wizard's natural level (not boosted by artifacts).

Spell #872 – Summon Fire Elemental

While conjuring to the Elemental Plane of Fire, transforming a burst of fire, arises a Fire Elemental (EF). This spell is allowed only in the desert. Spell must be cast in the wild (no pop center). A Fire Elemental provides a 10% morale bonus when fighting in desert terrain. Fire Elementals also provide a 10% bonus to combat group strength (as valor). Fire Elementals consume 950 food and 2,000 gold. Maximum 5 Fire Elemental brigades per group.

Spell #873 – Summon Water Elemental

While conjuring to the Elemental Plane of Water, transforming a pool of water, arises a Water Elemental (EW). This spell is allowed only in the marsh. Spell must be cast in the wild (no pop center). A Water Elemental provides a 10% morale bonus when fighting in marsh terrain. Water Elementals also provide a 25% reduction against charge attacks (as flash flood). Water Elementals consume 1,000 food and 2,250 gold. Maximum 5 Water Elemental brigades per group.

Spell #875 – Sacrifice

This dark magic has the caster restrain two general level leaders or marshal level leaders (i.e., including Commander, etc.) for a transformation of power. In this ritual, a general is sacrificed to make another general in the group a Marshal. Or sacrifice a Marshal-level to make another Marshal in the group a Warlord. Must name the leaders (by name not rank) to be both sacrificed and elevated. So, the group needs either two Generals or two Marshals in it, one is sacrificed, the other elevated. At either rank, it can be any of the three rankings within, for example, can be General, Major General or Commander.

Spell #877 – Transform to Nazgul

The necro caster takes a willing Grand Marshal or Lord Commander and does a transmutation to make him an immortal undead Nazgul. The undead leader will not advance further in rank. A Warlord becomes a Nazgul Lord Commander, a Lord Commander becomes a Nazgul Grand Marshal, a Grand Marshal becomes a Nazgul Marshal. Like Wraith Form, the undead leader may be killed by assassination with an agent equipped with a magical weapon classed artifact. A Kill Leaders and Wizard spell may also destroy a nazgul.

Spell #882 – Project Image Of Group

The caster creates an illusion where an imaginary group of his kingdom shows up on foreign intel in range up to 3 from the casting wizard. Requires an inactive kingdom group which shows up as the projected group and as masked on intel but is removed at the end of the turn (after intel results). The inactive group never actually leaves the capital. A level-1 recon is conducted at the designated area.

Spell #887 – Eagle Familiar

Calling upon his knowledge of Eagles, the nature-centric caster summons an Eagle that performs Advanced Recon (4 contiguous areas) as a level 7 agent, up to a distance of 10 areas.

Spell #888 – Raven Familiar

By using this spell, a wizard may order his raven familiar to perform a reconnaissance of an area exactly as a level 1 agent would. The target area must be within a ten-area range of the spellcaster's group. The results will be reported in the "agents on reconnaissance" section of the status update.

Spell #890 – Summon Monster I (Troglodyte)

Calling upon the arcane, the caster performs this complicate summoning and brings forth a brigade of Troglodytes (TG). The spell is allowed in any terrain but must be cast in the wild (no pop center). Troglodyte brigades consume 500 food and 500 gold. Maximum 10 Troglodyte brigades per group.

Spell #891 – Summon Monster II (Gnoll)

Calling upon the arcane, the caster performs this complicate summoning and brings forth a brigade of Gnolls (GL). The spell is allowed in any terrain but must be cast in the wild (no pop center). Gnoll brigades consume 650 food and 650 gold. Maximum 10 Gnoll brigades per group.

Spell #892 – Summon Monster III (Owlbear)

Calling upon the arcane, the caster performs this complicate summoning and brings forth a brigade of Owlbears (OW). The spell is allowed in any terrain but must be cast in the wild (no pop center). Owlbear brigades consume 750 food and 750 gold. Maximum 5 Owlbear brigades per group.

Spell #893 – Summon Monster IV (Gargoyle)

Calling upon the arcane, the caster performs this complicate summoning and brings forth a brigade of Gargoyles (GA). The spell is allowed in any terrain but must be cast in the wild (no pop center). Gargoyles can fly. Reference your kingdom setup for more info on flying. Gargoyle brigades consume 850 food and 850 gold. Maximum 5 Gargoyle brigades per group.

Spell #894 – Summon Monster V (Manticore)

Calling upon the arcane, the caster performs this complicate summoning and brings forth a brigade of Manticores (MC). The spell is allowed in any terrain but must be cast in the wild (no pop center). Manticores can fly. Reference your kingdom setup for more info on flying. Manticore brigades consume 950 food and 950 gold. Maximum 5 Manticore brigades per group.

Spell #895 – Summon Monster VI (Ettin)

Calling upon the arcane, the caster performs this complicate summoning and brings forth a brigade of Ettins (ET). The spell is allowed in any terrain but must be cast in the wild (no pop center). Ettin brigades consume 1,200 food and 1,200 gold. Maximum 3 Ettin brigades per group.

Spell #896 – Summon Monster VII (Umber Hulk)

Calling upon the arcane, the caster performs this complicate summoning and brings forth a brigade of Umber Hulks (UH). The spell is allowed in any terrain but must be cast in the wild (no pop center). Umber Hulk brigades consume 1,500 food and 1,500 gold. Maximum 3 Umber Hulk brigades per group.

Spell #897 – Summon Monster VIII (Gelatinous Cube)

Calling upon the arcane, the caster performs this complicate summoning and brings forth a brigade of Gelatinous Cubes (GC). The spell is allowed in any terrain but must be cast in the wild (no pop center). Gelatinous Cube brigades consume 1,750 food and 1,750 gold. Maximum 3 Gelatinous Cube brigades per group.

Spell #898 – Summon Monster IX (Shambling Mound)

Calling upon the arcane, the caster performs this complicate summoning and brings forth a brigade of Shambling Mounds (SM). The spell is allowed in any terrain but must be cast in the wild (no pop center). Shambling Mound brigades consume 2,000 food and 2,000 gold. Maximum 3 Shambling Mound brigades per group.

Spell #899 – Summon Pit Fiend

This spell may only be cast in a mountains area and in the wild (no pop center). The spellcaster through this spell summons a mighty pit fiend (PF) to arise from the lower planes of the abyss. Pit Fiends have a special effect during combat in that they immolate, which has the damaging effect of a wall of flame spell (25% damage before combat). Pit Fiends may fly (check setup for flyer information). Pit Fiend brigades consume 2,300 food and 2,300 gold. Maximum 3 pit fiend brigades per group.

Spell #933 – Imp Familiar

In his dimly lighted laboratory, the caster summons a mischievous Imp for the current turn. The Imp can carry out Assassination as a level 7 agent. Range 8 areas. Not detected as to kingdom whether successful or unsuccessful.

Spell #941 – Summon Demon

By using this spell the wizard causes a minor demon to materialize in the target area and attempt the assassination of a known emissary. He will have the chance of success of a level 14 agent, however a Ward on the target negates the spell and other types of magical protection will reduce his chance. The demon is considered as a living being. The demon will vanish after the mission, therefore will never be taken hostage.

Spell #942 – Summon High Demon

By using this spell, the wizard causes a high demon to materialize in the target area (no more than 10 areas away from the casting wizard's location) and attempt the

assassination of a known target (emissary, leader, wizard). This demon will have the chance of success of a level 12 agent, however a Ward on the target negates the spell and other types of magical protection will reduce his chances of success. The demon is considered as a living being and his chances of success will be modified by an agent doing a counter-espionage (Order #920) or guard (Order #925). The demon will vanish after the mission; therefore, he will never be captured.

Spell #966 – True Seeing

This special sorcery cleanses all illusion from the caster's area, allowing the wizard's group to see everything in his group's area as it is: invisible groups, hidden capitals, masked groups, illusionary groups, concealed emissaries will all be seen plainly and accurately. There is no increased benefit for multiple castings of this spell (or intrinsic version).

Spell #985 – Revelation

This powerful divination spell provides complete information regarding another kingdom. All relevant facts are displayed: emissaries, agents, priestesses, prisoners, regional reactions, groups, pop centers, seapower, artifacts, and treasury amounts. Hidden, invisible, and concealed entities will be revealed. No form of protection will prevent this revelation. This spell may be cast only once against another kingdom, so choose wisely. It is rumored that a high priestess of noble birth and residing within a Great Temple may cast this spell, but due to the exertion, will perish from the effort (no danger for the wizard).

Artifacts

Name	Class	Quality	Effect
Adept Twins	WIZARD	EXCELLENT	The Adept Twins, Vacco and Occav, are two adepts that will remain loyal to your force for the duration of the campaign. They may advance in power as would other wizards of your kingdom, and knows the spells of your other wizards.
Altar of the Holy Ancients	COVERT	EXCELLENT	The Altar of the Holy Ancients can divine the name or location of an artifact in the realm. Use Order #791 to divine the shortname of an artifact (similar to the priestess Order #790) or Order #794 to divine the location of an artifact (similar to the priestess Order #795). Each use costs 7,000 gold and is only useable once per turn.
Amulet of Protection	BENEVOLENT	FINE	Provides -50% (40% becomes 20%) to attempts to assassinate or kidnap the emissary in possession and 50% sleep resistance.
Ancient Annihilator	COVERT	FINE	Ancient Annihilator is a dagger that will increase the chance of assassinating any emissary by 10%, but will increase the chance against an Ancient One's consul by 30%.
Anglakel, Sword from the Sky	WEAPON	SUPERIOR	Anglakel, Sword from the Sky adds 25% to the group's combat value and increases the chance of killing enemy leaders and wizards. The risk of death for the possessor is reduced and that leader has a greater chance of being promoted while using this artifact. Anglakel also aids the group while investigating unusual encounters (by 25 points). Since this relic is a magical weapon-classed artifact, if in the hands of an agent, it will

			enable the agent to inflict lethal damage against an undead leader (nazgul) or wizard (wraith/lich) when performing an assassination attempt.
Armor of Anon	BENEVOLENT	FINE	The Armor of Anon is an ancient suit of armor that will protect the group's highest-ranking leader from the dangers of normal battle.
Axe of Farin	WEAPON	FINE	The Axe of Farin adds 10% to the group's combat value and increases the chance of killing enemy leaders and wizards. The risk of death for the possessor is reduced and that leader has a greater chance of being promoted while using this artifact. The Axe of Farin also aids the group while investigating unusual encounters (by 10 points). Since this relic is a magical weapon-classed artifact, if in the hands of an agent, it will enable the agent to inflict lethal damage against an undead leader (nazgul) or wizard (wraith/lich) when performing an assassination attempt.
Black Owl Totem	BENEVOLENT	FINE	The Black Owl Totem is a powerful relic that will allow the kingdom to issue a level 10 recon (detects invisibility) of an area 5 areas from the group by using Order #982.
Bow of Heracles	WEAPON	FINE	The Bow of Heracles adds 10% to the group's combat value and increases the chance of killing enemy leaders and wizards. The risk of death for the possessor is reduced and that leader has a greater chance of being promoted while using this artifact. The Bow also aids the group while investigating unusual encounters (by 10 points). Since this relic is a magical weapon-classed artifact, if in the hands of an agent, it will enable the agent to inflict lethal

			damage against an undead leader (nazgul) or wizard (wraith/lich) when performing an assassination attempt.
Champion Stallions	BENEVOLENT	FINE	The Champion Stallions provides a patrol +7 movement points in addition to any other bonuses and +5 to morale of group in possession.
Cloak of Disguise	COVERT	FINE	A Cloak of Disguise allows that an emissary (political or agent) will not be detected by a population center when relocating there (still subject to recon). Also, only 25% chance name is revealed when rebel or usurp.
Crown of Anzu	KING	SUPERIOR	The Crown of Anzu while in your ruler's possession will increase your kingdom's influence by 2 levels.
Crystal of Seeing	COVERT	EXCELLENT	The Crystal of Seeing empowers its owner to view 3 map areas as a level 1 agent performing a recon. Use Order #973 to scry up to three areas. No range limit.
Demon Bane	COVERT	FINE	Demon Bane is a dagger that will increase the chance of assassinating any emissary by 10%, but will increase the chance against demon princes by 30%.
Demon Death	COVERT	FINE	Demon Death is a dagger that will increase the chance of assassinating any emissary by 10%, but will increase the chance against demon princes by 30%.
Eklar the Wizard	SPECIAL	ENIGMA	Eklar the Wizard is a power-2 wizard and will remain loyal to your force for the duration of the campaign. He may advance in power as would other wizards of your kingdom, and knows the spells of your power-2 wizards.
Elan, Flaming Sword of the North	WEAPON	QUEST	Elan, Flaming Sword of the North adds 25% to the group's combat value and increases the chance of killing enemy leaders and wizards. The risk of death for the possessor

			is reduced and that leader has a greater chance of being promoted while using this artifact. Elan also aids the group while investigating unusual encounters (by 25 points). Since this relic is a magical weapon-classed artifact, if in the hands of an agent, it will enable the agent to inflict lethal damage against an undead leader (nazgul) or wizard (wraith/lich) when performing an assassination attempt.
Fire of the Void	SPECIAL	ENIGMA	A group located here, and in possession of an artifact, may issue Order #963 (Destroy Artifact). The item will be permanently destroyed and removed from the game.
Gem of Planes	WIZARD	QUEST	The Gem of Planes allows an adept to teleport a brigade-sized group, a power-1 a division, a power-2 an army, and power-3 an army group. Use Order #729 to teleport your group. Destination may be anywhere on the map other than a sea area. Limited to 10 areas from group's current location. A group that has used the gem for movement will not be allowed Order #731, #735 (pursue group) or Order #732 (intercept group).
Golden Spear of Lerix	WEAPON	FINE	The Golden Spear of Lerix adds 10% to the group's combat value and increases the chance of killing enemy leaders and wizards. The risk of death for the possessor is reduced and that leader has a greater chance of being promoted while using this artifact. The Spear also aids the group while investigating unusual encounters (by 10 points). Since this relic is a magical weapon-classed artifact, if in the hands of an agent, it will enable the agent to inflict lethal damage against an undead leader

			(nazgul) or wizard (wraith/lich) when performing an assassination attempt.
Great Axe of Hurblind	WEAPON	EXCELLENT	The Great Axe of Hurblind adds 15% to the group's combat value and increases the chance of killing enemy leaders and wizards. The risk of death for the possessor is reduced and that leader has a greater chance of being promoted while using this artifact. The Axe also aids the group while investigating unusual encounters (by 15 points). Since this relic is a magical weapon-classed artifact, if in the hands of an agent, it will enable the agent to inflict lethal damage against an undead leader (nazgul) or wizard (wraith/lich) when performing an assassination attempt.
Great Diamond	BENEVOLENT	FINE	Worth 20,000 gold.
Great Red Bats of the Lost Caves	BENEVOLENT	ENIGMA	Great Red Bats of the Lost Caves enables a division-sized force (up to 5 brigades) the power of flight. Reference your kingdom setup for more info on flying.
Green Dragon Mates	WEAPON	EXCELLENT	Green Dragon mates, Tornad and Sylva, will aid your group in several different ways. They provide +15 points to your group's strength value for investigating Unusual Encounters. In other types of battles, they will breathe a caustic acid upon your foes. Against popcenters, they are an intimidating presence and provide +15 to Threaten, Parley, and Diplomacy attempts. They may also carry a patrol (0 brigades, only leaders and wizards) and grant it the power of flight. Reference your kingdom setup for more info on flying.
Guardian Talisman	WIZARD	EXCELLENT	A Guardian Talisman acts as a constant ward spell for the

			possessing emissary (protection against sleep, reduction of being assassinated, etc.).
Horn of the Intrepid	BENEVOLENT	FINE	The Horn of the Intrepid is an artifact which will add 4,000 to the defense of the population center it is located in.
Key of the Gem	KING	FINE	A group possessing this key will grant access to investigate the Gem of Planes' encounter.
Key of the Maker	KING	FINE	A group possessing this key will grant access to investigate the Ring of Power's encounter.
Key of the Slayer	KING	FINE	A group possessing this key will grant access to investigate Elan's encounter.
Key of the Staff	KING	FINE	A group possessing this key will grant access to investigate the Staff of the Great Orator's encounter.
Knowledge Totem	WIZARD	FINE	A Knowledge Totem provides a level 4 recon when in possession of a character/group of their location. A population center possessing this artifact will not provide the recon however.
Last Herd of Winged Stallions	BENEVOLENT	ENIGMA	Last Herd of Winged Stallions enable a division-sized force (up to 5 brigades) the power of flight. Reference your kingdom setup for more info on flying.
Marshal Cora Draco	BENEVOLENT	EXCELLENT	Marshal Cora Draco is a noble and resourceful leader.
Morgal Blade	WEAPON	EXCELLENT	The Morgal Blade adds 15% to the group's combat value and increases the chance of killing enemy leaders and wizards. The risk of death for the possessor is reduced and that leader has a greater chance of being promoted while using this artifact. The Blade also aids the group while investigating unusual encounters (by 15 points). Since this relic is a magical weapon-classed artifact, if in the hands of an agent, it will enable the agent to inflict lethal damage against an

			undead leader (nazgul) or wizard (wraith/lich) when performing an assassination attempt.
Morning Star of Torag	WEAPON	EXCELLENT	The Morning Star of Torag adds 15% to the group's combat value and increases the chance of killing enemy leaders and wizards. The risk of death for the possessor is reduced and that leader has a greater chance of being promoted while using this artifact. The Morning Star also aids the group while investigating unusual encounters (by 15 points). Since this relic is a magical weapon-classed artifact, if in the hands of an agent, it will enable the agent to inflict lethal damage against an undead leader (nazgul) or wizard (wraith/lich) when performing an assassination attempt.
Narsil, Flame of the West	WEAPON	SUPERIOR	Narsil, Flame of the West adds 25% to the group's combat value and increases the chance of killing enemy leaders and wizards. The risk of death for the possessor is reduced and that leader has a greater chance of being promoted while using this artifact. Narsil also aids the group while investigating unusual encounters (by 25 points). Since this relic is a magical weapon-classed artifact, if in the hands of an agent, it will enable the agent to inflict lethal damage against an undead leader (nazgul) or wizard (wraith/lich) when performing an assassination attempt.
Nemrond the Wizard	WIZARD	SUPERIOR	Nemrond the Wizard is a power-3 wizard and will remain loyal to your force for the duration of the campaign. He may advance in power as would other wizards of your kingdom, and knows the spells of your power-3 wizards.

Onyx Amulet	WIZARD	EXCELLENT	An Onyx Amulet gives the possessing emissary (political or agent) the ability to Demonic Gate (pass through military groups at pop centers without the possibility of detection) with a 7-area range, use Order #351 rather than #350.
Oracle of the Old Gods	COVERT	EXCELLENT	The Oracle of the Old Gods can divine the name or location of an artifact in the realm. Use Order #791 to divine the shortname of an artifact (similar to the priestess Order #790) or Order #794 to divine the location of an artifact (similar to the priestess Order #795). Each use costs 7,000 gold and is only useable once per turn.
Orb of Anti-Magic	WIZARD	SUPERIOR	The Orb of Anti-Magic is a magical artifact which reduces the effect of all offensive spells (from both sides) in group battles by 50%.
Palantir Ambalar	COVERT	FINE	The Palantir Ambalar allows to view an area as if a level 1 agent performed a recon. Use Order #972 to scry the location. No range limit.
Palantir Crisnia	COVERT	FINE	The Palantir Crisnia allows to view an area as if a level 1 agent performed a recon. Use Order #972 to scry the location. No range limit.
Palantir Phonis	COVERT	FINE	The Palantir Phonis allows to view an area as if a level 1 agent performed a recon. Use Order #972 to scry the location. No range limit.
Palantir Redjak	COVERT	FINE	The Palantir Redjak allows to view an area as if a level 1 agent performed a recon. Use Order #972 to scry the location. No range limit.
Palantir Unikar	COVERT	FINE	The Palantir Unikar allows to view an area as if a level 1 agent performed a recon. Use Order #972 to scry the location. No range limit.
Plow of the Prophet	BENEVOLENT	FINE	Plow of the Prophet will double the food production of the population center it is residing within. Only one Plow will affect the popcenter.

Princess Xynia	BENEVOLENT	SUPERIOR	Princess Xynia of Imperial Blood joins the kingdom at your capital, provides +1 influence, and the region where she was rescued is raised one favorable reaction level.
Red Elk Mount	BENEVOLENT	FINE	The Red Elk Mount provides an emissary a range of 10 on relocation (political or agent), gives an agent a range of 10 on his missions.
Renowned Standard	WEAPON	FINE	The Renowned Standard, an artifact which will provide a pwr-2 Valor effect (+10%) in battle.
Ring of Invisibility	COVERT	EXCELLENT	The Ring of Invisibility in possession of an agent or fanatic adds four levels to his proficiency when he undertakes any mission and increases the cost of using him/her by 2,000 gold (the four levels).
Ring of Power	WIZARD	QUEST	The Ring of Power is a magical artifact which will immediately raise the power of the highest-ranking wizard in the group and will act as magical protection for him, greatly reducing the chance of being slain in combat by normal means or by assassin. Magic Research (Order #799), Rite of the Magi (Order #800), Wraithform (Spell #870), and Transform to Lich (Spell #871) may only be cast at the wizard's natural level (not boosted by this artifact).
Ring of Protection	BENEVOLENT	FINE	A Ring of Protection will give its wearer 20% protection from assassination and a 50% protection from spells such as sleep.
Ring of Spells	WIZARD	SUPERIOR	The Ring of Spells will add one power level to the highest-ranking wizard in the group. Magic Research (Order #799), Rite of the Magi (Order #800), Wraithform (Spell #870), and Transform to Lich (Spell #871) may only be cast at

			the wizard's natural level (not boosted by this artifact).
Rod of Fire	WIZARD	FINE	The Rod of Fire is a wizardly artifact that, when in a group containing a power-2 or higher wizard, allows that wizard to cast a power-2 Firestrike in combat against other groups without requiring an order (automatically cast)! Similar to combat spells, this damage is only reduced by ½ of group's defense (loss divider). The Rod of Fire also aids the group while investigating unusual encounters (by 20 points). More than one Rod in the group will stack their effects against a target. The Rod will trigger in every battle that may occur in the turn.
Ruler Eliminator	COVERT	EXCELLENT	Ruler Eliminator is a dagger that will increase the chance of assassinating any emissary by 10%, but will increase the chance against a king/queen/regent by 20%.
Scrying Mirror	COVERT	FINE	The Scrying Mirror allows to view an area as if a level 1 agent performed a recon. Use Order #972 to scry the location. No range limit.
Shield of Hector	BENEVOLENT	FINE	The Shield of Hector will protect your group's highest-ranking leader from the dangers of normal battle, although not from assassins nor various magics.
Smoke Mojo	BENEVOLENT	FINE	The Smoke Mojo is a relic of protection that allows a 50% saving throw for the possessor in certain circumstances.
Staff of Disdain	KING	EXCELLENT	The Staff of Disdain allows a ruler (King/Queen/Regent/Consul) to denigrate another kingdom in a region with a 75% success rate at a cost of 10,000 gold. Use Order #476. Usage does not count as the sole order for the ruler. The staff may only be used once per turn.

Staff of the Great Orator	KING	QUEST	The Staff of the Great Orator allows a ruler (King/Queen/Regent/Consul) to enamor a region at a cost of 10,000 gold. Use Order #471. Usage does not count as the sole order for the ruler. The staff may be used up to two times in a single turn.
Standard of Valor	WEAPON	FINE	The Standard of Valor, an artifact which will significantly aid the defensive capabilities of the group possessing it (additional 30%), and will significantly reduce casualties suffered in the event of retreat (75% fewer casualties).
Stone of All Minds	WIZARD	SUPERIOR	A large egg-shaped onyx artifact, the Stone of All Minds, an artifact which allows the wizards in the group possessing it to do magical research at 2,000 gold less per level than normal (use Order #801 instead of #799). It may also help increase the chance of exceeding the normal assured magical limit. Order #801 may only be used at the wizard's natural level (not boosted by artifacts).
Sword of Alvinitar	WEAPON	FINE	The Sword of Alvinitar adds 15% to the group's combat value and increases the chance of killing enemy leaders and wizards. The risk of death for the possessor is reduced and that leader has a greater chance of being promoted while using this artifact. The Sword also aids the group while investigating unusual encounters (by 10 points). Since this relic is a magical weapon-classed artifact, if in the hands of an agent, it will enable the agent to inflict lethal damage against an undead leader (nazgul) or wizard (wraith/lich) when performing an assassination attempt.

Valyrian Steel	BENEVOLENT	FINE	Valyrian Steel will significantly aid it's group investigating encounters.
Verdikar the Wizard	SPECIAL	ENIGMA	Verdikar the Wizard is a power-2 wizard and will remain loyal to your force for the duration of the campaign. He may advance in power as would other wizards of your kingdom, and knows the spells of your power-2 wizards.
Wand of Lightning	WIZARD	FINE	The Wand of Lightning is a wizardly artifact that, when in a group containing a power-2 or higher wizard, allows that wizard to cast a power-2 Lightning Strike in combat against other groups without requiring an order (automatically cast)! Similar to combat spells, this damage is only reduced by $\frac{1}{2}$ of group's defense (loss divider). The Wand of Lightning also aids the group while investigating unusual encounters (by 20 points). More than one Wand in the group will stack their effects against a target. The Wand will trigger in every battle that may occur in the turn.
Whowie Totem	BENEVOLENT	FINE	The Whowie Totem provides a +2 bonus to movement (so base of 20 pts becomes 22).

Status Points

Status points are awarded every 6 turns at 1/4th their value until the game ends where the full value is awarded to the player.

Class	Item	Interim Points	Game End Points
Artifact	Quest or Superior	100	400
Artifact	Excellent	50	200
Artifact	Fine	25	100
Covert	Agent L11+	100	400
Covert	Agent L8-10	50	200
Covert	Prisoner – Ruler	250	1,000
Covert	Prisoner – Demon Prince	225	900
Covert	Prisoner – Prince	200	800
Covert	Prisoner – Duke	150	600
Covert	Prisoner – Count	100	400
Covert	Prisoner – Baron	75	300
Covert	Prisoner – Governor	50	200
Covert	Prisoner – Ambassador	25	100
Covert	Prisoner – Fool	12	50
Covert	Prisoner – Agent (level x 15)	Varies	Varies
Economic	Highest Food Production	200	800
Economic	Highest Gold Production	200	800
Economic	Highest Census	200	800
Economic	Legendary Castle	500	2,000
Economic	Greater Castle	200	800
Economic	Castle	100	400
Economic	Citadel	300	1,200
Economic	Fortress	150	600
Economic	Great Temple	300	1,200
Economic	Wizard Tower	100	400
Economic	Great Mage Tower	200	800
Magic	Have a Pwr-7+ Wizard	150	600
Magic	Have a Pwr-5-6 Wizard	75	300
Military	Have a Warlord	150	600
Military	Have a Marshal	75	300
Military	Have an elite brigade	100	400

Military	Group > 100k vs PC	150	600
Military	Group > 70k vs PC	100	400
Military	Seapower (fleets x quality)	Varies	Varies
Political	Have influence 20+	100	400
Political	Have influence 17-19	50	200
Political	Member on high council	50	200
Political	Declared you as enemy	100	400
Political	You declared as ally	-100	-400
Political	Have a prince	50	200
Regional	Tight control in region	700	2,800
Regional	Control in region	500	2,000
Regional	Substantial in region	200	800
Regional	Significant in region	100	400
Citizenship	Survive until turn 12	50	200
Citizenship	Survive until turn 18	75	300
Citizenship	Survive until turn 24	100	400
Citizenship	Survive until turn 30	125	500
Citizenship	Survive until end of game	N/A	1,500
Victory	Standard (Rex) Victory	N/A	6,000
Victory	Team Victory	N/A	3,000
Victory	Usurper Victory	N/A	3,000

Charts

ALAMAZE CAMPAIGN CHARTS									
THE SEQUENCE OF EVENTS			EXPECTED AGENT EFFECTIVENESS UNDER VARIOUS MISSIONS						
1.	ADD/DROP STANDING ORDERS		AGENT PROFICIENCY LEVEL * NO DEFENDING AGENT *						
2.	GROUP TO GROUP ENCOUNTERS			LEVEL-1		LEVEL-5		LEVEL-10	
3.	GROUP TO POP CENTER ACTIONS			SUCCESS/CAUGHT		SUCCESS/CAUGHT		SUCCESS/CAUGHT	
4.	PRODUCTION		RECON / TRAIL	95%	0%	97%	3%	97%	3%
5.	TRADING		SABOTAGE	15%	15%	35%	3%	60%	3%
6.	RECEIVE SCHEDULED REINFORCEMENTS		STEAL ART (KINGDOM)	3%	20%	5%	3%	30%	3%
7.	GROUP CONSUMPTION		STEAL FD/GD/MI	15%	15%	35%	3%	60%	3%
8.	POLTICIAL EMISSARY ACTIVITIES		RESCUE	20%	3%	40%	3%	65%	3%
9.	THE KING'S ACTIONS		ASSASSINATIONS * NO DEFENDING AGENT *						
10.	HIGH COUNCIL ACTIONS		AMBASSADOR	25%	30%	45%	10%	70%	3%
11.	IMPROVE POP CENTER CAPABILITIES		BARON	5%	40%	25%	20%	50%	3%
12.	SPLIT/MOVE/COMBINE GROUPS		KING	3%	85%	3%	65%	25%	40%
13.	HIGH PRIESTESS ACTIONS		POWER-1	3%	60%	20%	40%	45%	15%
14.	DETERMINE REGIONAL CONTROL		POWER-4	3%	75%	5%	55%	30%	30%
15.	PERFORM MAGICAL RESEARCH		GENEERAL	25%	45%	45%	25%	70%	3%
16.	AGENT ACTIVITIES		WARLORD	10%	70%	30%	50%	55%	25%
17.	VICTORY CHECK		AGENT-4	30%	25%	50%	5%	75%	3%
18.	FOOD SPOILAGE		HIGH PRIESTESS	5%	65%	25%	45%	50%	20%
LEADER BONUSES			KIDNAPPING * NO DEFENDING AGENT *						
CAPTAIN		6%	AMBASSADOR	35%	20%	55%	3%	80%	3%
GENERAL		10%	BARON	15%	30%	30%	10%	60%	3%
MARSHAL		15%	KING	3%	75%	10%	55%	35%	30%
WARLORD		25%	AGENT-4	40%	15%	60%	3%	85%	3%
EMISSARY POWER AND USAGE COST			AGENT-10	3%	45%	30%	25%	55%	3%
TITLE	POWER	GOLD	HIGH PRIESTESS	10%	55%	30%	35%	55%	10%
AMBASSADOR			20%	1,000	STATUS POINTS AWARDED AS FOLLOWS				
GOVERNOR			30%	2,000	WINNING REX VICTORY CONDITION				6,000
BARON			50%	3,000	WINNING AS PART OF A TEAM VICTORY				3,000
COUNT			60%	4,000	SURVIVE UNTIL END OF GAME				1,500
DUKE			70%	5,000	TIGHT CONTROL OF REGION				2,800
PRINCE			80%	6,000	CONTROL OF REGION				2,000
REGIONAL INFLUENCE LEVELS			INFLUENCE 20+						400
% POPULATION		INFLUENCE		LEGENDARY CASTLE					2,000
0%		NONE		CITADEL					1,200
1% - 19%		MINOR		GREAT TEMPLE					1,200
20% - 35%		SIGNIFICANT		SEAPOWER (FLEETS x QUALITY)					VARIES
36% - 59%		SUBSTANTIAL		GROUP COMBAT VALUE 100K+ VS PC					600
60% - 99%		CONTROL		WARLORD					600
100%		TIGHT CONTROL		POWER-7+ WIZARD					600
GROUP SIZE			AGENT 11+						400
# OF BRIGADES		SIZE		RULER AS PRISONER					1,000
EMPTY		INACTIVE		PERCENTAGE OF TROOP EFFECTIVENES IN VARIOUS TERRAINS					
FIGURE ONLY		PATROL		TERRAIN	INFANTRY		CAVALRY		ARCHERS
1-2		BRIGADE		PLAINS	100%		100%		100%
3-5		DIVISION		FOREST	100%		50%		50%
6-10		ARMY		MOUNTAINS	100%		25%		50%
11-MORE		ARMY GROUP		DESERT	100%		100%		100%
BRIGADE EXPERIENCE			MARSH		100%		50%		100%
GREEN		75% Combat Value		PC	100%		50%		100%
REGULAR		100% Combat Value		SEA	DEPENDENT UPON SEA POWER				
VETERAN		125% Combat Value		SEASONAL EFFECTS		REGIONS 1-3, 5-7		REGIONS 4, 8-13	
ELITE		175% Combat Value		50% GOLD AND 25% FOOD		WINTER		SUMMER	

SEQUENCE OF EVENTS	
1.	Add/Drop Standing Orders
2.	Group to Group Encounters
3.	Group to Population Center Actions
4.	Production
5.	Trading
6.	Receive Scheduled Troop Reinforcements
7.	Group Consumption
8.	Political Emissary Activities
9.	King's Actions
10.	High Council Actions
11.	Improve Population Center Capabilities
12.	Split/Move/Combine Groups & Naval Actions
13.	High Priestess Activities
14.	Perform Magical Research (Wizard Activities)
15.	Determine Regional Control
16.	Agent Activities
17.	Victory Check
18.	Food Spoilage

	REGIONS 1-3, 5-7		REGIONS 4, 8-13	
SEASON	FOOD	GOLD	FOOD	GOLD
SPRING	100%	100%	100%	100%
SUMMER	100%	100%	25%	50%
AUTUMN	100%	100%	100%	100%
WINTER	25%	50%	100%	100%

Winter Regions: The Crown Islands (1), Darkover (2), The Diamond Coast (3), Triumvia (5), Zanthia (6), Nyvaria (7)

Summer Regions: Krynn (4), The Sword Coast (8), Pelinor (9), Zamora (10), Mythgar (11), The Untamed Lands (12), Stormgate (13)

RANK	POWER	GOLD COST
Prince	80%	6,000
Duke	70%	5,000
Count	60%	4,000
Baron	50%	3,000
Provincial Governor	30%	2,000
Ambassador	20%	1,000
Fool	N/A	N/A

INDICATOR	EFFECT
Crown	Ruler (King, Queen, Regent, Consul) has Crown of Anzu
Staff	Ruler has Staff of Disdain or Staff of Great Orator
Saves	Figure has Smoke Mojo
Dagger	Agent/Fanatic has Ancient Annihilator, Demon Bane, Demon Death, or Ruler Eliminator
Enchanted Weapon	Agent/Fanatic has Weapon-classed artifact
Boosted	Agent/Fanatic has Ring of Invisibility
Disguised	Figure has Cloak of Disguise
Guarded	Figure has Guardian Talisman
Hidden	Figure has Mist Talisman
Gate Enabled	Figure has Onyx Amulet
Mounted	Figure has Red Elk Mount
Protected	Figure has Amulet of Protection or Ring of Protection
Concealed	Figure is affected by a Conceal Emissary spell
Slept	Figure is affected by a Sleep spell
Warded	Figure is affected by a Ward spell
Blessed	Figure is affected by a High Priestess Bless spell

LEVEL	EFFECT
Elite	Fights at 175% combat value
Veteran	Fights at 125% combat value
Regular	Fights at 100% combat value
Green	Fights at 75% combat value

TERRAIN	INFANTRY	CAVALRY	ARCHERS
Plains	100%	100%	100%
Forest	100%	50%	50%
Mountain	100%	25%	50%
Desert	100%	100%	100%
Marsh	100%	50%	100%
Population Center	100%	50%	100%
Sea	* Dependent on Seapower Fleets/Quality, Not Troops		

LEADER	COMBAT EFFECT
Warlord	Adds 25% to group value
Lord Commander	Adds 17% to group value
Grand Marshal	Adds 16% to group value
Marshal	Adds 15% to group value
Commander	Adds 12% to group value
Major General	Adds 11% to group value
General	Adds 10% to group value
Captain Major	Adds 7% to group value
Captain	Adds 6% to group value
Centurion	Adds 5% to group value

Enhancement	Bonus	Cost
Greek Fire	+10% attack	15,000 gold
Ramming Head	+5% attack	8,000 gold
Cannons	+20% attack	35,000 gold
Reinforced Hulls	+10% defense	12,000 gold
Admiral Maneuvers	+25% defense	40,000 gold
Spyglass	+10% intercept	3,000 gold

Terrain Trait	Plains	Forest	Mountain	Marsh	Desert	Sea
Flight	2.5	2.5	3.5	2.5	2.5	2.5
Supremacy	3	4	5	4	4	3
Mastery	3.5	5	6	5	5	3.5
Advantage	4	6	7	6	6	4
Standard	5	7	8	7	7	5
Disadvantage	5.5	8	9	8	8	5.5
Adversity	6	9	10	9	9	6

Additional bonuses:

- **Supremacy:** +30% combat in terrain, Greater Masking (hides group info of any size), may issue Evasion (Order #118) as a defensive maneuver in terrain
- **Mastery:** +20% combat in terrain, Greater Masking (hides group info of any size)
- **Advantage:** +10% combat in terrain, Lesser Masking (hides group info if 5 or less brigades)
- **Standard:** No adjustment
- **Disadvantage:** -10% combat in terrain
- **Adversity:** -20% combat in terrain

Magical Prowess Level	Assured Level	Research Cost	Pwr-3	Pwr-2	Pwr-1	Adept	Rite of Magi
Supremacy	9	7,000	1	3	1	1	100%
Mastery	7	8,000		2	2	1	90%
Advantage	7	9,000		2	1	2	80%
Standard	6	10,000		1	2	1	70%
Substandard	6	11,000			2	2	60%
Disadvantage	5	12,000			2	2	50%
Nonmagical	5	13,000			1	3	40%

Plateau levels have additional cost:

At 3rd level: +10,000 gold

At 5th level: +30,000 gold

At 7th level: +60,000 gold

ASSASSINATION			
MISSION	SUCCESS	CAPTURE	DANGER
King/Queen/Regent/ Consul/Demon Prince	-25%	90%	Yes (death if fail)
Prince	-20%	75%	Yes
Duke	-10%	65%	No
Count	-5%	50%	No
Baron	0%	45%	No
Provincial Governor	15%	40%	No
Ambassador	20%	35%	No
Fool	10%	70%	No
High Priestess	0%	70%	No
Noble Maiden	15%	55%	No
Agent	45% - Victim Level x 5%	10% + Victim Level x 5%	No
Fanatic	40% - Victim Level x 5%	5% + Victim Level x 5%	No
Warlord	5%	75%	Yes
Lord Commander	10%	72%	No
Grand Marshal	15%	70%	No

Marshal	15%	65%	No
Commander	20%	60%	No
Major General	20%	55%	No
General	20%	50%	No
Captain Major	30%	45%	No
Captain	30%	40%	No
Centurion	30%	35%	No
Wizard	0% - Wizard Level x 5%	60% + Wizard Level x 5%	Yes (Power-5+)
Adept	5%	45%	No

KIDNAPPING			
MISSION	SUCCESS	CAPTURE	DANGER
King/Queen/Regent/ Consul/Demon Prince	-15%	80%	Yes (death if fail)
Prince	-10%	65%	Yes
Duke	0%	55%	No
Count	5%	40%	No
Baron	10%	35%	No
Provincial Governor	25%	30%	No
Ambassador	30%	25%	No
Fool	15%	60%	No
High Priestess	5%	60%	No
Noble Maiden	20%	50%	No
Agent	55% - Victim Level x 5%	0% + Victim Level x 5%	No
Fanatic	50% - Victim Level x 5%	5% + Victim Level x 5%	No

BRIBERY			
MISSION	SUCCESS	CAPTURE	DANGER
King/Queen/Regent/Consul (+10,000 gold)	10%	50%	No
Demon Prince (+6,000 gold)	10%	45%	No
Prince (+6,000 gold)	10%	45%	No

Duke (+5,000 gold)	10%	40%	No
Count (+4,000 gold)	10%	35%	No
Baron (+3,000 gold)	10%	30%	No
Provincial Governor (+2,000 gold)	10%	25%	No
Ambassador (+1,000 gold)	10%	20%	No

RESCUE HOSTAGE/PRISONER

MISSION	SUCCESS	CAPTURE	DANGER
Any Figure	15%	5%	No

SABOTAGE

MISSION	SUCCESS	CAPTURE	DANGER
Food/Gold/Defenses	10%	20%	No
Seapower/Elite Ship	10%	20%	No

STEAL

MISSION	SUCCESS	CAPTURE	DANGER
Food/Gold/Mithril	10%	20%	No
Artifact (Kingdom)	-20%	25%	No
Artifact (Wild, Fine)	-30%	35%	No
Artifact (Wild, Excellent)	-45%	50%	No

RECONNAISSANCE

MISSION	SUCCESS	CAPTURE	DANGER
Any Map Area/Trail Group	90%	-5%	No
Seapower	(Automatic)	N/A	N/A
Search for PC/Group/Encounter	(Automatic)	N/A	N/A

Map

The **Fire of the Void** volcano location on the map (to destroy artifacts) is at area KH.

