

Age of Wonders Manual Addendum

About this Addendum:

12-20-99 Version 2.3

This represents the second release of the Age of Wonders manual addendum. Version 2.3 reflects the changes made with the Age of Wonders 1.2 patch and corrections to errors in the previous version. If you have any suggestions for future improvements, please keep the constructive criticism coming. Please visit the [Age of Wonders Website](#) and post your thoughts to the forum.

Written for the Players

Special Thanks to:

Lennart, Ray, Josh, Arno and everyone at Triumph who works on the game and whom make a Wonderous effort to listen to the players ideas and make them a reality.

Thanks to peZLand for formatting the Addendum as cool as possible.

Feedback or questions about the addendum can be e-mailed to Nordramor at nordramor@stratosgroup.com

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Race Relations and Morale

Default Initial Race Relations

(These can vary due to different scenario settings)

| | Human | Azrac | Lizard | Frost | Elf | Halfling | Dwarf | High | D Elf | Orc | Goblin | Undead |
|-----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| Human | <i>F</i> | P | P | P | N | N | N | P | N | N | N | W |
| Azrac | P | <i>F</i> | N | N | N | N | N | W | N | N | P | W |
| Lizard | P | N | <i>F</i> | P | N | N | N | W | N | N | N | W |
| Frostling | P | N | P | <i>F</i> | N | N | N | W | N | N | N | W |
| Elf | N | N | N | N | <i>F</i> | <i>F</i> | P | <i>F</i> | H | H | H | H |
| Halfling | N | N | N | N | <i>F</i> | <i>F</i> | <i>F</i> | P | H | H | H | H |
| Dwarf | N | N | N | N | P | <i>F</i> | <i>F</i> | <i>F</i> | H | H | H | H |
| Higman | P | W | W | W | <i>F</i> | P | <i>F</i> | <i>F</i> | H | H | H | H |
| Dark Elf | N | N | N | N | H | H | H | H | <i>F</i> | <i>F</i> | P | P |
| Orc | N | N | N | N | H | H | H | H | <i>F</i> | <i>F</i> | <i>F</i> | P |
| Goblin | N | P | N | N | H | H | H | H | P | <i>F</i> | <i>F</i> | P |
| Undead | W | W | W | W | H | H | H | H | P | P | P | <i>F</i> |

F = Friendly

P = Polite

N = Neutral

W = Wary

H = Hate

Race Relation Modifiers

Each race relation type has a point range assigned to it:

| Race Relation | Race Relation Point Range |
|---------------|---------------------------|
| Friendly | 80 - 100 |
| Polite | 60 - 79 |
| Neutral | 40 - 59 |
| Wary | 20 - 39 |
| Hate | 0 - 19 |

The following actions will either improve or worsen your race relationships:

| Action towards race | Race Relation Point Modifier |
|--|------------------------------|
| Raze city of race | -30 |
| Loot city of race | -30 |
| Migrate from race | -15 |
| Migrate to race | +10 |
| Upgrade city of race | +5 |
| Upgrade walls of race's city | +5 |
| Cancel looting of races' city | +20 |
| New game turn (until default relation reached) | +1 or -1 |

| Diplomatic Action towards race | Race Relation Point Modifier |
|--------------------------------|------------------------------|
| Making Alliance | +20 |
| Breaking Alliance | -40 |
| Making Peace | +10 |
| Breaking Peace/Declaring War | -20 |

Diplomatic actions can affect your race relationship with races not directly involved in the action. Example: Declaring war on the Elves will likely hurt your race relationship with the Halflings, but help your race relationship with the Orcs. The indirect impact of diplomatic actions varies from race to race and from action to action. The stronger the action, the greater the indirect race relation impact.

Unit Morale

Unit morale is a reflection of a unit's willingness to fight for your empire. A unit's morale is equal to your race relation with the unit's race plus or minus and modifiers. Machines, like Battering Rams, have no morale value and never receive stat penalties or figure into party status decisions.

| Unit Morale | Unit Morale Point Range | Unit Stat Modifiers |
|-------------|-------------------------|---------------------------|
| High | 80 - 100 | None |
| Good | 60 - 79 | None |
| Okay | 40 - 59 | None |
| Poor | 20 - 39 | -1 Defense, -1 Resistance |
| Terrible | 0 - 19 | -2 Defense, -2 Resistance |

If applicable, the following factors are added or subtracted from your race relation points when determining a unit's morale.

| Name | Unit Morale Point Modifier |
|----------------------------------|----------------------------|
| Friendly Terrain | +10 |
| Hostile Terrain | -10 |
| Panicked | -40 |
| Fear Trauma | -40 |
| Insufficient upkeep | 0 to -50 (5 turns) |
| Unit with Bard's skills in party | + 10 |
| Hostile unit in party | -10 (each unit) |

Party Status

Party status is a reflection of the overall morale of all units in the party. If the majority of the party contains units with okay, good, or high morale, the party status will be stable, content, or cheerful. A stable or better party status means no units in that party will desert or rebel. If, however, units with poor or terrible morale are in the majority, the party status will fall into unrest or unruly and there will be a chance each turn the units from that party will defect or rebel against your leadership. Higher-level units exert more influence in party status decisions than do lower-level units. Examples: An Orc Red Dragon with terrible morale will require a multiple Dwarven Giants with high morale to effectively suppress, while an Elf Archer with good morale can typically suppress a Goblin Spearman with poor morale.

| Party Status Name | Chance of Desertion per Turn |
|-------------------|------------------------------|
| Cheerful | 0% |
| Content | 0% |
| Stable | 0% |
| Unrest | 10% |
| Unruly | 50% |

City Status

Each city has a unique relationship with your empire. City status falls into two separate scales, hostile cities and friendly cities. To determine a city's status, start with your race relation value point value, then apply any applicable modifiers listed below. There are two separate scales listed, the first is for cities with whom your race relation (not city status) with the population is neutral, polite, or friendly. The second scale is for cities with whom your race relation (not city status) with the population is wary or hate.

| City Status for Friendly, Polite, and Neutral Race Relations | City Status Point Range | Chance of Rebellion per Turn |
|--|-------------------------|------------------------------|
| Cheerful | 80 - 100 | 0% |
| Content | 60 - 79 | 0% |
| Stable | 40 - 59 | 0% |

| City Status for Hate and Wary Race Relations | City Status Point Range | Chance of Rebellion per Turn |
|--|-------------------------|------------------------------|
| Enslaved | 80 - 100 | 0% |
| Oppressed | 60 - 79 | 0% |
| Stable | 40 - 59 | 0% |
| Unrest | 20 - 39 | 10% |
| Unruly | 0 - 19 | 50% |

| Name | City Relation Point Modifier |
|---------------------------|------------------------------|
| Friendly Terrain | +10 |
| Hostile Terrain | -10 |
| Wooden Wall | +5 |
| Stone Wall | +10 |
| Hate relation | -35 |
| Wary relation | -25 |
| Neutral relation | 0 |
| Polite relation | +15 |
| Friendly relation | +25 |
| Strong occupation forces | +75 |
| Average occupation forces | +50 |
| Weak occupation forces | +25 |

Racial Friendly/Hostile Terrains for City Status/Unit Morale

| Race Name | Racial Friendly Terrains | Racial Hostile Terrains |
|-----------|----------------------------|----------------------------|
| Azrac | Desert | Snow, Ice, Underground Ice |
| Dark Elf | Dirt | None |
| Dwarf | Dirt | None |
| Elf | Grass | Wasteland |
| Frostling | Snow, Ice, Underground Ice | Desert |
| Goblin | Dirt | None |
| Halfling | Grass | Wasteland |
| Highman | None | None |
| Human | None | None |
| Lizardman | Water | Desert, Wasteland |
| Orc | None | None |
| Undead | Wasteland | Grass |

Upkeep Costs

| Name | Gold Upkeep per Turn |
|---------------|---------------------------------|
| Level 1 Unit | 4 |
| Level 2 Unit | 6 |
| Level 3 Unit | 8 |
| Level 4 Unit | 10 |
| Hero Upkeep | 5 + (2 * Hero Experience Level) |
| Leader Upkeep | 0 |

| Name | Mana Upkeep per Turn |
|-----------------|----------------------|
| Air Elemental | 12 |
| Black Dragon | 12 |
| Black Spider | 6 |
| Earth Elemental | 12 |
| Fire Elemental | 12 |
| Fire Sprite | 6 |
| Giant Frog | 4 |
| Gold Dragon | 8 |
| Great Eagle | 6 |
| Water Elemental | 12 |
| Wild Boar | 4 |

Attack Ranges

| Range Name | Range in Hexes |
|------------|----------------|
| Touch | 0 |
| Melee | 0 |
| Short | 4 |
| Medium | 8 |
| Long | 12 |

Attack Abilities

| Name | Range | Attack | Damage | Repetition | Type |
|---------------------|--------|----------------|----------------|------------|---------------------|
| Archery | Medium | 4 | 2 | 2 | Physical |
| Black Bolts | Medium | 6 | 3 | 1 | Death |
| Black Breath | Short | 7 | 5 | 1 | Death |
| Call Flames | Medium | 5 | 4 | 1 | Fire |
| Charm | Touch | 5 | - | 1 | Special |
| Cold Breath | Short | 7 | 5 | 1 | Cold |
| Cold Strike | Melee | Unit's Attack | Unit's Damage | 2 | Cold, Physical |
| Death Strike | Melee | Unit's Attack | Unit's Damage | 2 | Death, Physical |
| Divine Breath | Short | 7 | 5 | 1 | Holy |
| Dominate | Touch | 6 | - | 1 | Special |
| Doom Gaze | Long | 6 | 5 | 1 | Death |
| Entangle | Touch | 7 | - | 1 | Special |
| Entangle Strike | Melee | Unit's Attack | Unit's Damage | 2 | Entangle, Physical |
| Fire Breath | Short | 7 | 5 | 1 | Fire |
| Fire Cannon | Long | 5 | 8 | 1 | Physical, Wall |
| Fire Musket | Long | 7 | 5 | 1 | Physical |
| Fire Strike | Melee | Unit's Attack | Unit's Damage | 2 | Fire, Physical |
| Flame Throwing | Short | 4 | 3 | 1 | Fire |
| Frost Bolts | Medium | 6 | 3 | 1 | Cold |
| Holy Bolts | Medium | 6 | 3 | 1 | Holy |
| Holy Strike | Melee | Unit's Attack | Unit's Damage | 2 | Holy, Physical |
| Hurl Boulder | Long | 3 | 7 | 1 | Physical, Wall |
| Hurl Stones | Medium | 3 | 1 | 4 | Physical |
| Invoke Death | Touch | 6 | - | 1 | Death |
| Lightning Bolts | Medium | 6 | 3 | 1 | Lightning |
| Lightning Strike | Melee | Unit's Attack | Unit's Damage | 2 | Lightning, Physical |
| Magic Bolts | Medium | 7 | 3 | 1 | Magic |
| Magic Strike | Melee | Unit's Attack | Unit's Damage | 2 | Magic, Physical |
| Poison Darts | Medium | 4 | 1 | 3 | Poison |
| Poison Strike | Melee | Unit's Attack | Unit's Damage | 2 | Physical, Poison |
| Possess | Touch | 5 | - | 1 | Special |
| Round Attack | Melee | Unit's Attack | Unit's Damage | 2 | Physical |
| Seduce | Touch | 4 | - | 1 | Special |
| Self Destruct | Touch | 7 | 6 | 1 | Fire, Wall |
| Shoot Black Javelin | Long | 5 | 5 | 2 | Death, Physical |
| Shoot Javelin | Long | 5 | 5 | 2 | Physical |
| Strike | Melee | Unit's Attack | Unit's Damage | 2 | Physical |
| Turn Undead | Touch | 3 + Turn Level | 3 + Turn Level | 1 | Special |
| Venomous Spit | Short | 5 | 4 | 1 | Poison |
| Wall Crushing | Touch | 6 | 6 | 1 | Wall |
| Web | Touch | 4 | - | 1 | Special |

Attack Ability Types

| Name | Attack Effects |
|-----------|---|
| Entangle | Traps enemy in vines for 3 combat turns |
| Fire | Sets target aflame for 3 combat turns |
| Cold | Freezes the target for 3 combat turns |
| Death | Curses target for 3 days |
| Holy | Causes target to suffer from vertigo for the duration of combat |
| Lightning | Stuns the target for 1 combat turn |
| Magic | None |
| Physical | None |
| Poison | Poisons target for 3 days |
| Wall | None, but attack can damage walls |

Combat Mechanics

Each attack, spell, and ability will compare two stats and make a random roll to see if it succeeds. Some forms of attacks, abilities, and spells require multiple successful rolls to have any effect. Some attacks, abilities, and spells with multiple, different effects will make separate, individual rolls for each effect and apply only the effects that had successful rolls. Most rolls involve only the comparison of two stats to determine chance of success.

| | |
|---|--|
| Default chance of success | 50% |
| Difference in stats being compared (Attacker's Stat – Defender's Stat) | + 10% for each point Attacker is higher - 10% for each point Defender is higher |
| Minimum Chance of Success | 10% |
| Maximum Chance of Success | 90% |

Damage rolls are calculated differently. Damage is calculated and applied immediately after each successful hit, before any other rolls. Defender's current Hit Points are subtracted by the final Damage amount. Units "die" immediately when their current Hit Points reach 0. A unit's listed Damage stat is only used for melee damage calculations. Any shown Damage stat applies individually to each missile or melee strike in a volley. Attacks with high Attack stats (5+ greater than the targets Defense stat) have a higher Minimum Damage, but do not have a higher Maximum Damage.

| | |
|--|--|
| Minimum Damage for when Attack stat is not 5 greater than Defense Stat | 1 |
| Minimum Damage for when Attack stat is 5 or more greater than Defense Stat | Minimum Damage increases above 1, but never exceeds Max Damage. The more the Attack stat exceeds the Defense stat by 5, the more Minimum Damage is raised. |
| Maximum Damage | Stat listed on attacker's ability, spell, or unit Archery's Damage stat = 2 = Max Damage 2 Solar Flare Damage stat = 4 = Max Damage 4 Unit's Damage stat = 3 = Max Damage 3 |
| Defender has Protection versus the Attack type | Half (50%) Damage applied |
| Defender has Immunity versus the Attack type | No (0%) Damage applied |

Builder's Guild and Shipyard Units

| Name | Attack | Defense | Resistance | Damage | Hits | Moves | Abilities |
|----------------|--------|---------|------------|--------|------|-------|---|
| Builder | 1 | 2 | 3 | 1 | 5 | 20 | Walking, Cold Immunity, Poison Immunity, Fearless, Construct |
| Drill | 2 | 2 | 2 | 3 | 6 | 10 | Walking, Poison Immunity, Tunneling, Fearless, Cold Protection, Wall Crushing |
| Flame Thrower | 1 | 2 | 3 | 1 | 8 | 20 | Walking, Poison Immunity, Flame Throwing, Fearless, Cold Protection |
| Dragon Ship | 1 | 3 | 3 | 1 | 20 | 32 | Sailing, Poison Immunity, Shoot Javelin, Vision II, Fearless, Cold Protection |
| Galley | 1 | 3 | 3 | 1 | 25 | 36 | Sailing, Shoot Javelin, Vision II, Fearless, Cold Protection |
| Galleon | 1 | 3 | 3 | 1 | 30 | 40 | Sailing, Poison Immunity, Marksmanship I, Shoot Javelin, Vision II, Fearless, Cold Protection |
| Transport Ship | 1 | 3 | 3 | 1 | 20 | 28 | Sailing, Poison Immunity, Vision II, Fearless, Cold Protection |

Summoned Units

| Name | Attack | Defense | Resistance | Damage | Hits | Moves | Abilities |
|-----------------|--------|---------|------------|--------|------|-------|--|
| Air Elemental | 5 | 2 | 3 | 3 | 12 | 32 | Flying, Fire Immunity, Cold Immunity, Lightning Immunity, Poison Immunity, Physical Immunity, Strike, Vision II |
| Black Dragon | 6 | 5 | 8 | 6 | 20 | 32 | Flying, Death Immunity, Strike, Vision II, Fearless, Poison Protection, Black Breath |
| Black Spider | 4 | 3 | 4 | 3 | 6 | 28 | Walking, Cave Crawling, Poison Immunity, Poison Strike, Strike, Web, Wall Climbing |
| Earth Elemental | 6 | 4 | 4 | 8 | 20 | 20 | Walking, Cave Crawling, Mountaineering, Poison Immunity, Strike, Tunneling, Fire Protection, Lightning Protection, Wall Crushing |
| Fire Elemental | 6 | 4 | 8 | 5 | 17 | 26 | Walking, Fire Immunity, Lightning Immunity, Poison Immunity, Fire Strike, Strike, Call Flames, Ignition, Physical Protection |
| Fire Sprite | 5 | 2 | 4 | 3 | 7 | 24 | Walking, Fire Immunity, Lightning Immunity, Poison Immunity, Fire Strike, Strike, Ignition |
| Giant Frog | 4 | 1 | 2 | 3 | 5 | 28 | Walking, Swimming, Strike |
| Gold Dragon | 5 | 7 | 8 | 5 | 20 | 32 | Flying, Holy Immunity, Strike, Vision II, Fearless, Fire Protection, Divine Breath |
| Great Eagle | 4 | 2 | 3 | 3 | 7 | 40 | Flying, Strike, Vision II |
| Water Elemental | 6 | 2 | 3 | 4 | 14 | 24 | Walking, Swimming, Strike, Physical Protection, Water Concealment |
| Wild Boar | 3 | 3 | 3 | 3 | 5 | 36 | Walking, Strike, Charge |

Terrain and Movement Types

| Terrain and Movement Types | Movement Point Cost |
|---|----------------------------|
| City | 3 |
| Desert | 4 |
| Dirt (with Cave crawling ability) | 4 (3) |
| Flying and Floating (over Mountains) | 4 (8) |
| Forest (with Forestry ability) | 6 (4) |
| Grassland | 4 |
| Hill (with Mountaineering ability) | 6 (4) |
| Ice | 4 |
| Lava (with Fire Halo spell enchantment) | Impassable (4) |
| Mountain (with Mountaineering ability) | Impassable (8) |
| Road (with Enchant Roads spell in effect) | 3 (2) |
| Snow | 4 |
| Steppe | 4 |
| Tunneling [Actually digging the tunnel, per hex.] | 10 |
| Water (Swimming and Sailing movement types) | 4 |

Experience and Gaining Levels

Units and Heroes alike each earn experience when they deliver the killing attack to a unit. Each unit is worth experience equal to its level when killed.

Examples:

A Dwarf Axeman, a level 1 unit, is worth 1 experience when killed. A Goblin Karagh, a level 4 unit, is worth 4 experience when killed.

Units require 2 x their level to earn a silver medal and 6 x their level to earn a gold medal.

Example:

An Elf Archer, a level 1 unit, require 2 experience to earn its silver medal and 6 experience to earn its gold medal.

| Unit Experience Level | Earned Experience Required | Unit Stat Modifiers |
|------------------------------|-----------------------------------|--|
| Silver Medal [Veteran] | 2 x Level of Unit | +1 Attack, +1 Defense, +1 Hit Point |
| Gold Medal [Elite] | 6 x Level of Unit | +1 Damage, +1 Resistance, +1 Hit Point |

Additionally, some units gain abilities when they earn their medals, but this varies from unit to unit. Most archer / ranged units gain the Marksmanship ability or increase their current Marksmanship ability when they earn medals.

Heroes and Leaders require more experience to level up. Heroes and Leaders receive 1 experience at the start of each new turn. When a Hero or Leader levels up, they earn 10 skill points to spend. These points are stored up over multiple levels if not spent.

| Hero Level | Experience Required to Level |
|------------|------------------------------|
| 1 - 10 | 15 per level |
| 11 - 20 | 20 per level |
| 21 - 30 | 25 per level |

| Stat Name | Skill Point Cost Per +1 |
|------------|-------------------------|
| Attack | 5 |
| Defense | 5 |
| Damage | 10 |
| Resistance | 5 |
| Movement | 2 |
| Hit Point | 5 |

Spell Spheres and Mana Node Generation

| Number of Sphere Picks | Mana Generation per Matching Sphere Node |
|------------------------|--|
| 0 | 0 |
| 1 | 15 |
| 2 | 20 |
| 3 | 25 |
| 4 | 30 |
| Power Node | 10 [Regardless of Sphere picks] |

Spell Reference Lists

Currently, only the Ranges, Attack, and Damage values of combat spells are listed. Radius stands for the number of hexes outward from the center hex the spell covers. Radius 0 spells affect only 1 hex, radius 1 is 7 hexes, radius 2 is 19 hexes, radius 3 is 37 hexes, and radius 4 is 61 hexes. Cone spells affect 12 hexes in a triangle shaped pattern.

Life Spells

| Name | Range | Attack | Damage | Repetition | Radius | Type |
|----------------|-------|--------|--------|------------|--------|------|
| Rejuvenate | - | - | - | - | 2 | - |
| Solar Flare | Long | 8 | 4 | 1 | 0 | Holy |
| Holy Woods | - | - | - | - | 1 | Holy |
| Turn Undead | Long | 6 | 5 | 1 | 0 | - |
| Recall Spirits | - | - | - | - | 1 | - |
| Sacred Wrath | - | 5 | 5 | 1 | - | Holy |
| Divine Storm | - | - | - | - | 4 | Holy |

Death Spells

| Name | Range | Attack | Damage | Repetition | Radius | Type |
|------------------|-------|--------|--------|------------|--------|---------|
| Death Ray | Long | 8 | 4 | 1 | 0 | Death |
| Disease Cloud | Long | 6 | 3 | 1 | 1 | Death |
| Evil Woods | - | - | - | - | 1 | Death |
| Animate Dead | - | - | - | - | 1 | - |
| Terror | - | 5 | - | 1 | - | Special |
| Pestilence Cloud | - | - | - | - | 2 | Poison |
| Mind Decay | Long | 5 | - | 1 | 1 | Special |
| Death Storm | - | - | - | - | 4 | Death |

Air Spells

| Name | Range | Attack | Damage | Repetition | Radius | Type |
|-----------------|-------|--------|--------|------------|--------|-------------------|
| Vaporize | Long | 7 | 5 | 1 | 0 | Physical |
| Chain Lightning | Long | 6 | 5 | Special | 0 | Lightning |
| Winds of Fury | Long | 8 (10) | 5 | 1 | 0 | Physical |
| Freeze Water | - | - | - | - | 1 | - |
| Cold Breath | Short | 6 | 5 | 1 | Cone | Cold |
| Shockwave | 0 | 8 | 5 | 1 | 3 | Physical, Wall |
| Lightning Storm | - | - | - | - | 1 | Lightning |

Earth Spells

| Name | Range | Attack | Damage | Repetition | Radius | Type |
|---------------|-------|--------|--------|------------|--------|-------------------|
| Entangle | Long | 7 | - | 1 | - | Entangle |
| Slow | - | 9 | - | 1 | - | Special |
| Poison Woods | - | - | - | - | 1 | Poison |
| Stoning | Long | 5 | 2 | 6 | 0 | Physical |
| Level Terrain | - | - | - | - | 1 | - |
| Tremors | - | 5 | 5 | 1 | - | Physical, Wall |
| Raise Terrain | - | - | - | - | 1 | - |

Fire Spells

| Name | Range | Attack | Damage | Repetition | Radius | Type |
|-------------------|--------|--------|--------|------------|---------|-------------------|
| Flame Arrow | Long | 8 | 4 | 1 | 0 | Fire, Physical |
| Call Flames | Medium | 9 | 3 | 1 | 0 | Fire |
| Cloud of Ashes | - | - | - | - | 3 | - |
| Fire Breath | Short | 6 | 5 | 1 | Cone | Fire |
| Swarm | Long | 6 | 1 | Special | Special | Fire |
| Fire Barrier | - | - | - | - | 1 | Fire |
| Fireball | Long | 8 | 6 | 1 | 1 | Fire, Wall |
| Sacrificial Flame | Long | 8 | 5 | 1 | 2 | Fire |
| Fire Storm | - | - | - | - | 2 | Fire |

Water Spells

| Name | Range | Attack | Damage | Repetition | Radius | Type |
|-----------------|--------|--------|--------|------------|--------|-------------------|
| Ice Shards | Long | 6 | 5 | 3 | 0 | Physical |
| Ooze | Medium | - | - | - | 2 | - |
| Vortex | - | - | - | 1 | 0 | Physical |
| Geyser | Long | 9 | 5 | 1 | 0 | Physical |
| Frost Beam | Long | 9 | 3 | 1 | 1 | Cold |
| Great Hail | Long | 5 | 5 | 3 | 1 | Physical, Wall |
| Healing Showers | - | - | - | - | 1 | - |
| Ice Storm | - | - | - | - | 4 | Cold |

All global, terrain altering spells without an upkeep cost last for three turns. Level Terrain, Animate Ruins, and Rejuvenate are exceptions to this rule. This includes all cloud spells (except Cloud of Ashes which has an upkeep cost) and all Holy Woods type spells.

Manual Corrections and Updates

(If you mark any corrections in the Manual, USE PENCIL, these changes are not necessarily final!)

Spells

Hold Champion, Life, 2nd Level

Corrected Description:

Gives a +2 bonus to Attack and Damage against units of Evil alignment.

High Prayer, Life, 3rd Level

Corrected Description:

Blesses all friendly units during combat, increasing Defense (+1), Resistance (+1), and restores up to 5 lost Hit Points.

Evil Champion, Death, 2nd Level

Corrected Name: Unholy Champion

Corrected Description:

Gives a +2 bonus to Attack and Damage against units of Good alignment.

Terror, Death, 2nd Level

Corrected Description:

All enemy units that fail a resist roll are panicked, severely hurting their morale (- 40 to morale) for the duration of combat.

Mind Decay, Death, 3rd Level

Corrected Description:

Evil spirits attempt to Dominate non-Undead units. If successful, the victims fall under your control and loose 1 hit point per turn. At the end of combat, all units controlled by Mind Decay die.

Haste, Air, 1st Level

Corrected Description:

All terrain types require 2 less movement points to move over, down to a minimum of 2.

Winds of Fury, Air, 2nd Level

Added effect with versions 1.1+:

Receives a +2 Attack bonus when targeting flying units.

Wind Walking, Air, 3rd Level

Corrected Description:

Gives enchanted unit the ability to Float over terrain.

Entangle, Earth, 2nd Level

Updated Description:

Attempts to entangle the target in vines, paralyzing them for 3 combat turns and lowering their defense by 2.

Stoning, Earth, 2nd Level

Corrected Description:

Sends 6 small stones towards an enemy during combat, each with a separate chance to hit and do damage.

Concealment, Earth, 3rd Level

Updated Description:

Allows the enchanted unit to hide in forests and thick underbrush. While hidden, the enchanted unit may only be seen on the global map by enemies directly adjacent to the unit or by units with True Seeing.

Level Terrain, Earth, 3rd Level

Updated Description:

Permanently lowers mountains, hills, forests, and underbrush to flatter, more easily passable terrain.

Fire Mastery, Fire, 4th Level

Added Bonus:

Also bestows Fire Protection upon all of the caster's units.

Warmonger, Fire, 4th Level

Clarification:

Veteran experience level is the same as if the unit earned the experience for a Silver Medal. (+1 to Attack, Defense, and Hit Points)

Dispel Magic, Cosmos, 1st Level

Clarification:

Can also be used to randomly remove an enchantment on an enemy unit.

Units

Elves

Nymph

Correction: Damage = 2

Ranger

Correction: Movement = 32

Nature Elemental

Update, Versions 1.2+: Entangle ability removed, Entangle Strike ability added, Healing ability added

Halflings

Rogue

Correction: Parry ability added

Centaur

Correction: Defense = 4

Dwarves

Berserker

Update, Version 1.1+: Cave Crawling ability added

Boar Rider

Correction: Defense = 3

Balloon

Clarification: Transports 5 units

Mole

Error: Unit picture is that of the Drill unit

Correction: Unit picture is that of a giant Mole (No weasels or badgers, just a mole)

Highmen

Avenger

Correction: Damage = 4

Human

Air Galley

Clarification: Transports 7 units

Azracs

Swordsman

Correction: Damage = 3

Elephant

Update, Version 1.2+: Attack = 3, Damage = 3

Lizardmen

Green Wyvern

Update, Version 1.2+: Cost = 98

Basilisk

Update, Version 1.2+: Cost = 202

Dark Elves

Executioner

Correction: Defense = 5

Goblins

Big Beetle

Update, Version 1.2+: Night Vision ability added

Undead

Swordsman

Correction: Death Immunity ability added

Skull Thrower

Correction: Movement = 20, Death Immunity ability added

Demon

Correction: Attack = 6, Poison Strike ability removed, Fire Strike ability added

Reaper

Update, Version 1.2+: Defense = 5, Damage = 6