Encyclopedia Turtlica

.:Timberhewn Units:.

Name	HP	Atk	Def	Stm	Spd	Cost	Damage/Alignment
Peasant	67	5	2	90	3	10 Food	Slashing/Divine
Grunt	75	6	3	100	5	15 Food 5 Wood	Piercing/Arcane
Slinger	67	6	2	100	4	15 Food	Ranged* Blunt/Arcane
Mystic	60	11	0	100	3	50 Food 25 Crystal	Ranged* Magic/
Hoggva	83	10	4	100	4	40 Food 25 Iron	Slashing/Divine
A. Grunt	90	5	6	100	3	60 Food 10 Wood 40 Iron	Piercing/Divine
Hunter	67	6	2	100	6	35 Food 15 Wood	Ranged* Piercing/Divine
Herbalist	67	5	2	100	5	45 Food	Blunt/Divine
Apprentice	60	13	0	100	4	75 Food 50 Crystal	Ranged* Magic/
Hastati	98	11	10	120	3	60 Food 15 Wood 15 Iron	Slashing/Arcane
Velite	82	8	8	120	4	45 Food 10 Wood	Ranged* Piercing/Arcane
Mauler	98	12	4	120	3	60 Food 15 Iron	Blunt/

.:Stoneborne Units:.

Name	HP	Atk	Def	Stm	Spd	Cost	Damage/Alignment
Militia	112	9	4	112	4	20 Food	Slashing/Divine
Pummeler	138	13	7	125	3	50 Food 75 Iron	Blunt/Divine
A Townguard	163	11	9	125	2	45 Food 10 Wood 50 Iron	Piercing/Arcane
Novice	113	21	1	138	4	100 Food 75 Crystal	Magic/
Axe Thrower	112	12	5	138	5	45 Food 15 Wood 25 Iron	Ranged* Slashing/Arcane
Staff Slinger	112	10	4	125	5	40 Food	Ranged* Blunt/Arcane
Shaman	100	20	0	125	3	75 Food 55 Crystal	Ranged* Magic/Arcane
Mini Balista	100	20	0	125	2	75 Food 50 Wood	Ranged* Piercing/Arcane
Legionnaire	163	15	9	150	4	65 Food 25 Iron	Slashing/Arcane
Stone Hurler	137	12	6	150	2	75 Food	Blunt/Arcane
Chemist	87	8	2	100	6	100 Food	Ranged* Magic/Arcane
Brute	138	14	4	125	3	80 Food	Slashing/Divine
Masher	138	14	4	125	2	85 Food 20 Wood	Blunt/Divine

.:Ironwrought Units:.

Name	HP	Atk	Def	Stm	Spd	Cost	Damage/Alignment
Firebrander	157	16	7	150	4	40 Food	Ranged* Magic/Arcane
Dart Thrower	175	18	8	165	5	65 Food 10 Wood 15 Iron	Ranged* Piercing/Divine
Woodcutter	193	24	7	150	3	120 Food 25 Iron	Slashing/Arcane
Forager	140	12	6	125	6	65 Food	Slashing/Divine
Druid	140	32	0	150	3	150 Food 125 Crystal	Ranged* Magic/Divine
Flailswingers	193	22	10	150	4	80 Food 120 Iron	Blunt/Divine
Hammerguard	193	20	9	150	3	110 Food 20 Iron	Blunt/Divine
Longswords	193	22	10	150	5	135 Food 150 Iron	Slashing/Divine
Steelfists	175	22	6	150	3	135 Food 50 Iron	Blunt/Arcane
Cleric	175	18	8	132	4	100 Food 10 Iron 75 Crystal	Magic/Divine
A. Lancer	228	16	12	165	3	110 Food 165 Iron	Piercing/Arcane
Marksturtle	157	16	7	150	7	130 Food 50 Wood 10 Iron	Ranged* Piercing/Divine
Triarii	245	18	13	180	3	100 Food 175 Iron	Piercing/Divine
Mini-Catapult	140	32	0	150	2	150 Food 100 Wood 25 Stone	Ranged* Blunt/Arcane
H. Axe Thrower	175	22	8	150	5	150 Food 100 Iron 25 Wood	Ranged* Slashing/Divine
Mage	158	34	2	165	4	200 Food 75 Crystal	Ranged* Magic/Arcane

.:Arcane Units:.

Name	HP	Atk	Def	Stm	Spd	Cost	Damage/Alignment
A. Peasant	200	20	12	160	4	50 Food 50 Iron	Slashing/Divine
Runed Axeturtle	275	35	17	200	3	150 Food 200 Iron 100 Crystal	Slashing/Arcane
Mounted Slingers	225	32	8	200	3	175 Food 100 Iron 25 Crystal	Ranged* Blunt/Arcane
Arcaneborn	200	46	5	200	3	165 Food 200 Crystal	Ranged* Magic/Arcane
High Priest	250	29	12	180	4	200 Food 150 Crystal	Magic/Divine
Apothecary	200	20	10	180	4	200 Food 150 Crystal	Blunt/Divine
Battlemage	275	35	17	220	4	180 Food 250 Iron 125 Crystal	Slashing/Divine
Steelforged Guard	350	29	19	240	2	225 Food 350 Iron	Piercing/Arcane
Guardians	200	23	11	180	7	190 Food 125 Iron	Ranged* Piercing/Divine
Crossbowturtles	225	26	13	200	6	200 Food 100 Wood 50 Iron	Ranged* Piercing/Arcane
Battlesiege Turtles	250	56	8	240	2	225 Food 200 Wood 125 Iron	Ranged* Blunt/Divine
Archmage	250	56	6	240	4	250 Food 300 Crystal	Ranged* Magic/Divine

.:Timberhewn Structures:.

Longhouse	Cost: 150 Lumber. Build Time 100 Hours. Description: Increases Housing by 5.
Barracks	Cost: 300 Lumber. Build Time 200 Hours. Description: Supports Grunts & Slingers.
Shrine	Cost: 200 Lumber. 50 Stone. 250 Crystal. Build Time 250 Hours. Description: Supports Mystics.
Forge	Cost: 250 Lumber. 100 Stone. 200 Iron. Build Time 180 Hours. Description: Supports Hoggva and (with Barracks) Armoured Grunts.
Vspakr Camp	Cost: 150 Food. Build Time 50 Hours. Description: Allows you to trade food for other resources.
Archery Range	Cost: 375 Lumber. 50 Stone. Build Time 250 Hours. Description: Supports Hunters.
Library	Cost: 300 Lumber. 50 Stone. Build Time 200 Hours. Description: Adds +3 to research rate. Also supports Apprentice
Alchemist's Lab	Cost: 350 Lumber. Build Time 150 Hours. Description: Supports Herbalists and can cultivate Tomatoes, Watermelons, and Saplings.
Siegeworks	Cost: 500 Lumber. 300 Stone. Build Time 300 Hours. Description: Allows sieges on enemy Towers and Barracks.
Sorcerer's Tower	Cost: 400 Lumber. 100 Stone. 500 Crystal Build Time 500 Hours. Description: Opens up Mana channeling for Grand Spells.
Sawmill	Cost: 400 Lumber. 50 Iron. Build Time 250 Hours. Description: Increases all Lumber harvested by 10%.
Stoneyard	Cost: 400 Lumber. 200 Stone. 50 Iron. Build Time 300 Hours. Description: Increases all Stone harvested by 10%.
Smelter	Cost: 450 Lumber. 250 Stone. Build Time 350 Hours. Description: Increases all Iron harvested by 10%.
Bakery	Cost: 350 Lumber. 150 Stone. Build Time 200 Hours. Description: Increases all Food harvested by 10%.
Warpsculpter	Cost: 550 Lumber. 50 Iron. 100 Crystal. Build Time 350 Hours. Description: Increases all Crystal harvested by 10%.
Guard Tower	Cost: 50 Lumber. Build Time 50 Hours. Description: Adds random attacks against enemies when fighting in the Enclave.

.:Stoneborn Structures:.

Longhouse	Cost: 200 Stone. Build Time 100 Hours. Description: Increases Housing by 12.
Barracks	Cost: 300 Stone. 50 Iron. Build Time 200 Hours. Description: Supports Mashers & Brutes.
Shrine	Cost: 300 Stone. 200 Crystal. Build Time 250 Hours. Description: Supports Shamans.
Forge	Cost: 300 Stone. 200 Iron. Build Time 180 Hours. Description: Supports Axe Throwers & Pummelers and (with Barracks) A.Townguard
Vspakr Camp	Cost: 300 Food. 100 Lumber. Build Time 100 Hours. Description: Allows you to trade food for more resources.
Archery Range	Cost: 375 Stone. 50 Iron. Build Time 300 Hours. Description: Supports Stone Hurlers & Staff Slingers
Library	Cost: 350 Stone. Build Time 200 Hours. Description: Adds +5 to research rate. Also supports Novice.
Alchemist's Lab	Cost: 350 Stone. 50 Lumber. Build Time 150 Hours. Description: Supports Chemists and can cultivate Corn, Cabbage, Garlic, and Spinnach.
Siegeworks	Cost: 500 Stone. 150 Iron. Build Time 300 Hours. Description: More powerful sieges on enemy Towers and Barracks. Also supports Mini-Balista
Sorcerer's Tower	Cost: 500 Stone. 150 Iron. 500 Crystal Build Time 500 Hours. Description: Opens up Mana channeling for Grand Spells. Larger Mana pool, more powerful spells can be cast.
Sawmill	Cost: 400 Stone. 100 Lumber. 50 Iron. Build Time 250 Hours. Description: Increases all Lumber harvested by 20%.
Stoneyard	Cost: 400 Stone. 200 Lumber. 50 Iron. Build Time 300 Hours. Description: Increases all Stone harvested by 20%.
Smelter	Cost: 450 Stone. 100 Lumber. 150 Iron. Build Time 350 Hours. Description: Increases all Iron harvested by 20%.
Bakery	Cost: 450 Stone. Build Time 200 Hours. Description: Increases all Food harvested by 20%.
Warpsculpter	Cost: 550 Stone. 50 Iron. 100 Crystal. Build Time 350 Hours. Description: Increases all Crystal harvested by 20%.
Guard Tower	Cost: 50 Stone. Build Time 50 Hours. Description: More Powerful random attacks against enemies when fighting in the Enclave.

.:Ironwrought Structures:.

Longhouse	Cost: 200 Iron. Build Time 100 Hours. Description: Increases Housing by 20.
Barracks	Cost: 300 Iron. 50 Lumber. Build Time 200 Hours. Description: Supports Firebranders, Woodcutters, & Hammerguard.
Shrine	Cost: 300 Iron. 200 Crystal. Build Time 250 Hours. Description: Supports Druids, & Clerics.
Forge	Cost: 300 Iron. 200 Stone. Build Time 180 Hours. Description: Supports Flailswingers, Steelfists & (with Barracks) Longswords, & Armoured Lancers.
Vspakr Camp	Cost: 400 Food. 100 Stone. Build Time 100 Hours. Description: Allows you to trade food for lots more resources.
Archery Range	Cost: 375 Iron. 50 Lumber. Build Time 300 Hours. Description: Supports Dart Throwers, & Marksturtles, and (with Forge) Heavy Axe Throwers.
Library	Cost: 350 Iron. Build Time 200 Hours. Description: Adds +8 to research rate. Also supports Mage.
Alchemist's Lab	Cost: 350 Iron. 50 Stone. Build Time 150 Hours. Description: Supports Forager and can cultivate Pumpkins & Dandelions.
Siegeworks	Cost: 500 Iron. 150 Lumber. Build Time 300 Hours. Description: More powerful sieges on enemy Towers and Barracks. Also supports Mini-Catapult.
Sorcerer's Tower	Cost: 500 Iron. 150 Stone. 500 Crystal Build Time 500 Hours. Description: Opens up Mana channeling for Grand Spells. Larger Mana pool, more powerful spells can be cast.
Sawmill	Cost: 400 Iron. 100 Lumber. 50 Stone. Build Time 250 Hours. Description: Increases all Lumber harvested by 33%.
Stoneyard	Cost: 400 Iron. 200 Stone. 50 Lumber. Build Time 300 Hours. Description: Increases all Stone harvested by 33%.
Smelter	Cost: 450 Iron. 100 Lumber. 150 Stone. Build Time 350 Hours. Description: Increases all Iron harvested by 33%.
Bakery	Cost: 450 Iron. Build Time 200 Hours. Description: Increases all Food harvested by 33%.
Warpsculpter	Cost: 550 Iron. 50 Stone. 100 Crystal. Build Time 350 Hours. Description: Increases all Crystal harvested by 33%.
Guard Tower	Cost: 50 Iron. Build Time 50 Hours. Description: Even More Powerful random attacks against enemies when fighting in the Enclave.

.:Arcane Structures:.

Longhouse	Cost: 200 Crystal. Build Time 100 Hours. Description: Increases Housing by 20.
Barracks	Cost: 300 Crystal. 50 Stone. Build Time 200 Hours. Description: Supports Firebranders, Woodcutters, & Hammerguard.
Shrine	Cost: 300 Crystal. 200 Stone. Build Time 250 Hours. Description: Supports Druids, & Clerics.
Forge	Cost: 300 Crystal. 200 Stone. Build Time 180 Hours. Description: Supports Flailswingers, Steelfists & (with Barracks) Longswords, & Armoured Lancers.
Uspakr Camp	Cost: 600 Food. 200 Stone. 100 Lumber. Build Time 100 Hours. Description: Allows you to trade food for lots more resources.
Archery Range	Cost: 375 Crystal. 50 Stone. Build Time 300 Hours. Description: Supports Dart Throwers, & Marksturtles, and (with Forge) Heavy Axe Throwers.
Library	Cost: 350 Crystal. Build Time 200 Hours. Description: Adds +8 to research rate. Also supports Mage.
Alchemist's Lab	Cost: 350 Crystal. 50 Stone. Build Time 150 Hours. Description: Supports Forager and can cultivate Pumpkins & Dandelions.
Siegeworks	Cost: 500 Crystal. 150 Stone. Build Time 300 Hours. Description: More powerful sieges on enemy Towers and Barracks. Also supports Mini-Catapult.
Sorcerer's Tower	Cost: 1000 Crystal. 250 Stone. Build Time 500 Hours. Description: Opens up Mana channeling for Grand Spells. Larger Mana pool, more powerful spells can be cast.
Sawmill	Cost: 400 Crystal. 100 Lumber. 50 Stone. Build Time 250 Hours. Description: Increases all Lumber harvested by 33%.
Stoneyard	Cost: 400 Crystal. 200 Stone. 50 Lumber. Build Time 300 Hours. Description: Increases all Stone harvested by 33%.
Smelter	Cost: 450 Crystal. 100 Lumber. 150 Stone. Build Time 350 Hours. Description: Increases all Iron harvested by 33%.
Bakery	Cost: 450 Crystal. Build Time 200 Hours. Description: Increases all Food harvested by 33%.
Warpsculpter	Cost: 550 Crystal. 150 Stone. Build Time 350 Hours. Description: Increases all Crystal harvested by 33%.
Guard Tower	Cost: 50 Crystal. Build Time 50 Hours. Description: Even More Powerful random attacks against enemies when fighting in the Enclave.

Crops

Name	Description	Maturity
Cucumber	Provides 20 Food each day.	
Tomatoes	Assign to armies. Use up to three times per battle to heal all units by 25% of their max HP	
Watermelons	Assign to armies. Passively increases Attack power by 20% for all units in the assigned army.	
Lumber Plot	Provides 50 Lumber each day.	
Corn	Assign to armies. Provides slow passive HP regen during battle for all deployed units in assigned armies.	
Cabbage	Assign to armies. Passively increases the Defense of units in assigned army by 33%	
Spinach	Assign to armies. All units in assigned army gets +10% max HP.	
Beehive	Goodie Hut reward. Doubles resources yielding crops output.	
Garlic	Assign to armies. Enemies fighting assigned army suffer -25% Attack power.	
Pumpkins	Assign to armies. Use in battle up to three times to deal 30 damage to all enemies.	
Spawn of Old Root	All friendly units in all armies everywhere passively get +10% max HP.	
Dandelions	Assign to armies. Passively increases the Defense of units in assigned army by 20%	
Runebloom	Provides 50 Crystal each day.	
Eggplant	Assign to armies. Use up to three times in battle to remove damaging DoT effects.	
Hot Peppers	Assign to armies. Units in assigned army get increased speed.	
Luna Blossoms	Goodie Hut reward. Assign to armies. Enemies fighting assigned army are pelted with random falling stars and receive slow DoT as well.	
Shadeweed	Assign to armies. Assigned army units normal attack inflight DoT to enemies, but assigned units suffer -33% Defense penalty	

Technologies

Arteria Res Publica: Cost ~ 12 Tomes Allows player to build Roads on the World Map. **Requires None.**
Preserving Meat: Cost ~ 10 Tomes Grants the player +10 Food income for each Hunter unit they posses which does not take part in the day's action. **Requires Timberhewn Archery Range.**
The Art of Subterfuge: Cost ~ 20 Tomes Grants +1 site range on the world map, revealing many more tiles. **Requires Stoneborne Library.**
Fertilizer: Cost ~ 18 Tomes Reduces time it takes for crops to mature by 2 days. **Requires Stoneborne Library. Stoneborne Alchemist's Lab**
Crystal Infusion: Cost ~ 30 Tomes Reduces Crystal cost for recruiting units by 25%. **Requires Ironwrought Shrine.**
Arcane Agriculture: Cost ~ 65 Tomes Doubles crop output. Either by doubling crops harvested or doubling the trickle-rate or resources granted by crops. **Requires Arcane Alchemist's Lab.**
Mage's Guild Labor Force: Cost ~ 90 Tomes Grants +15% Attack power for all magic units and increases all resource income by 20%. **Requires Arcane Library.**
Rationing: Cost ~ 65 Tomes Decreases the Food cost of recruiting new units by 20%. **Requires Arcane Library.**
Fortification Experts: Cost ~ 80 Tomes Citadel construction and upgrade times reduced by half. **Requires Arcane Library.**
Military Discipline: Cost ~ 7 Tomes Reduces Stamina cost for units using abilities. **Requires None.**
Treatise On Charcoal: Cost ~ 13 Tomes Increases Defense power of units by +10%. **Requires Timberhewn Forge.**
Metal Hardening Techniques: Cost ~ 13 Tomes Increases Attack power of units by +10%. **Requires Timberhewn Forge.**
The Practical Archer: Cost ~ 12 Tomes Increases Attack power of non-magic ranged units by +15%. **Requires Timberhewn Archery Range.**
Harsh Discipline: Cost ~ 14 Tomes Reduces friendly falter rate, making your lines more secure. **Requires Stoneborne Library.**
Arcane Attunement: Cost ~ 28 Tomes Increases Attack of all units that deal Magic Damage by +20%. **Requires Stoneborne Library.**

Forgemaster's Journal: Increases the Attack of all units wielding metal weapons by +15%. **Requires Stoneborne Metalsmith's Forge.**	Cost ~ 20 Tomes
Diary of Brutus 'The Fearless': Increases the defense of all units wearing metal armor by +15%. **Requires Stoneborne Metalsmith's Forge.**	Cost ~ 24 Tomes
Moving Targets: Increases the Attack of all non-magic ranged units by +15%. **Requires Stoneborne Archery Range.**	Cost ~ 18 Tomes
Centurion's Fieldguide: Increases the EXP your Heroes receive in battle by 40%. **Requires Stoneborne Archery Range.**	Cost ~ 24 Tomes
Enchanted Furnaces: Increases the Attack of all units wielding metal weapons by +20%. **Requires Ironwrought Metalsmith's Forge.**	Cost ~ 35 Tomes
Rune Alloys: Increases the Attack of all units wearing metal armor by +20%. **Requires Ironwrought Metalsmith's Forge.**	Cost ~ 40 Tomes
Strigidae Anatomy: Increases the Attack of all units dealing Piercing Damage by +25%. **Requires Ironwrought Metalsmith's Forge.**	Cost ~ 55 Tomes
Pendants of Attunement: Increases the Attack of all units dealing Magic Damage by +25%. **Requires Ironwrought Library.**	Cost ~ 40 Tomes
Medicine: Increases the max HP of all units by +15%. **Requires Ruins of Macrochelys (Goodie Hut).**	Cost ~ 50 Tomes
Siege Towers: Expands range of Guard Towers (effecting those tiles adjacent to the Enclave) and increases damage of tiles adjacent to Citadels. **Requires Ruins of Macrochelys (Goodie Hut).**	Cost ~ 48 Tomes
Intensive Training: Decreases the chance that units will Falter in battle. Also increases chance that a unit will become Zealous. **Requires Arcane Barracks.**	Cost ~ 60 Tomes
Blast Furnaces: Increases Attack power of all units wielding metal weapons by +25% and increases metal income by 25%. **Requires Arcane Metalsmith's Forge.**	Cost ~ 75 Tomes
Plate Layering: Increases Defense power of all units wearing metal armor by +25%. **Requires Arcane Metalsmith's Forge.**	Cost ~ 75 Tomes
Spy Network: All tiles are revealed with full vision. **Requires Arcane Keep.**	Cost ~ 80 Tomes
Arcane Bowstrings: Increases Attack power of all ranged non-magic units by +10% and removes Rain and Storm penalties for these units. **Requires Arcane Archery Range.**	Cost ~ 75 Tomes
Gift of Life: Increases the max HP of all units by +20%. **Requires Archimedes (Hero).**	Cost ~ 150 Tomes

The Arcane Apprentice Vol. 1: Allows player to recruit Apprentices, Novices, Mages, and Arch-Mages, if the Keep is sufficiently upgraded. **Requires None.**	Cost ~ 15 Tomes
Flames of Justice: Unlocks the Firestorm Grand Spell. **Requires Timberhewn Sorcerer's Tower.**	Cost ~ 8 Tomes
Windy Ways: Unlocks the Gale of Striking Grand Spell. **Requires Timberhewn Sorcerer's Tower.**	Cost ~ 8 Tomes
Defense Theories: Arcane War: Unlocks the Arcane Shield Grand Spell. **Requires Timberhewn Sorcerer's Tower.**	Cost ~ 10 Tomes
The Magefarmer's Boon: Unlocks the Heaven's Kiss Grand Spell. **Requires Stoneborne Library, Stoneborne Sorcerer's Tower.**	Cost ~ 8 Tomes
Flight Foot: Unlocks the Flight Foot Grand Spell. **Requires Stoneborne Library, Stoneborne Sorcerer's Tower.**	Cost ~ 14 Tomes
Shield of the Heaven's: Unlocks the Cyclone Grand Spell. **Requires Stoneborne Library, Stoneborne Sorcerer's Tower.**	Cost ~ 12 Tomes
Light of Purity: Unlocks the Light of Purity Grand Spell. **Requires Stoneborne Library, Stoneborne Sorcerer's Tower.**	Cost ~ 16 Tomes
Visions of Joy: Unlocks the Aura of Contentedness Grand Spell. **Requires Stoneborne Library, Stoneborne Sorcerer's Tower.**	Cost ~ 20 Tomes
Hand of Winter: Unlocks the Hand of Winter Grand Spell. **Requires Ironwrought Sorcerer's Tower.**	Cost ~ 28 Tomes
Font of Power: Unlocks the Font of Power Grand Spell. **Requires Ironwrought Sorcerer's Tower.**	Cost ~ 35 Tomes
Arcane Enlightenment: Unlocks the Arcane Enlightenment Grand Spell. **Requires Ruins of Macrochelys (Goodie Hut).**	Cost ~ 40 Tomes
Gifted Channelers: Decreases the cost of casting Grand Spells by half. **Requires Arcane Sorcerer's Tower.**	Cost ~ 85 Tomes
Cleansing Inferno: Unlocks the Cleansing Inferno Grand Spell. **Requires Arcane Sorcerer's Tower.**	Cost ~ 110 Tomes
Celestial Tears: Unlocks the Celestial Tears Grand Spell. **Requires Arcane Sorcerer's Tower.**	Cost ~ 125 Tomes
Blade of the Reaper: Unlocks the Blade of the Reaper Grand Spell. **Requires Arcane Sorcerer's Tower.**	Cost ~ 150 Tomes

Grand Spells

Eye of the Elements Cost ~ 250 Crystal
Description: Cast on any tile to reveal it and adjacent tile, and any enemies that reside there.

Requires Timberhewn Sorcerer's Tower.

Purge Cost ~ 450 Crystal
Description: Instantly purifies the targeted tile, but does not remove enemy garrison...
Does not work on enemy Towers.
Requires Timberhewn Sorcerer's Tower.

Firestorm Cost ~ 450 Crystal
Description : Set's targeted tile alight, and battles fought in that tile casue all enemy units to suffer 4 damage each round.
Requires Flames of Justice (Tech).

Gale of Striking Cost ~ 300 Crystal
Description: Stong winds aid your troops in targeted tile, increasing ranged (non-magic) damage by 25% and lowers ranged (non magic) damage of your foe by 25%. Cuts enemy Tower damage in half.
Requires Windy Ways (Tech).

Arcane Shield Cost ~ 250 Crystal
Description: Powerful energies prevent spells from the effecting the targeted tile, negating the effects of ***all*** Grand Spells in the targeted tile.
Requires Defense Theories: Arcane War (Tech).

Withering Plague Cost ~ 600 Crystal
Description: Unspeakable blight withers enemy Attack and Defense during battle in effected tile, reducing these stats by 33%
Requires Witch's Cottage (Goodie Hut).

Heaven's Kiss Cost ~ 100 Crystal
Description: Gentle rains fall upon targetted tile, increasing food yield of Grass tiles and making the enemy uncomfortable...
Requires The Magefarmer's Boon (Tech).

Flight Foot Cost ~ 300 Crystal
Allows armies in the effected tile to move 3 spaces in a single day instead of just 2.

Requires Flight Foot (Tech).

Cyclone Cost ~ 450 Crystal
Gale winds and the wrath of the elements trap enemy armies in their punishing embrace, locking the effected tile. No friendly troops may move into it and enemies cannot attack from it, though an effected tile may still be invaded. **Requires Shield of the Heavens (Tech).**

Light of Purity Cost ~ 250 Crystal
The light of truth and justice burns the false minds of the corrupt, and increases the chance that enemies will falter during battle in effected tiles.
Requires Light of Purity (Tech).

Aura of Contentedness Cost ~ 400 Crystal
A sense of quietude and peace fills workers with a sense of success and purpose, increasing their productivity and granting a +25% increase in the work-hours for the day. Must be cast on the Enclave.
Requires Visions of Joy (Tech).

Hand of Winter Cost ~ 600 Crystal
During battle in effected tiles, biting cold deals 6 damage and stuns 2 random enemies each round.

Requires Hand of Winter (Tech).

Font of Power Cost ~ 400 Crystal
Fills the quivers and mana pools of warriors fighing under the spells influence, granting +1 ammo for all unit abilities during battle in effected tiles.
Requires Font of Power (Tech).

Arcane Enlightenment Cost ~ 300 Crystal
Student and master alike become imbued with magicaly insight, and their minds overflow with brilliant concepts and theories, this spell increases Research rate by +10 for one day.
Requires Arcane Enlightenment (Tech).

Cleansing Inferno Cost ~ 700 Crystal
Relentless flames scour the battlefields of effected tiles and during battle deal 12 damage to all enemies each round.
Requires Cleansing Inferno (Tech).

Celestial Tears Cost ~ 650 Crystal
A refreshing rain of imbued waters is conjured over effected tiles, granting friendly troops fighting within a steady stream of health each round, equal to 10 HP.
Requires Celestial Tears (Tech).

Blade of the Reaper Cost ~ 850 Crystal
The Silent One is conjured from beyond, and every 2 rounds during battle in effected tiles, one random enemy is reduced to 1 HP. Beware, there is also a small chance the Reaper will claim the life of one of your own troops instead of the enemies! **Requires Blade of the Reaper (Tech).**

Shroud of Darkness Enemy Spell
Description: The enemy veils the battleground in a shadow of corruption, making your troops more likely to falter, reducing the damage of their ranged attacks by 50%, and halting friendly Towers/Citadels support.

Curse of Malignancy Enemy Spell
Description: Concentrated evil drives enemy units into a frenzy, doubling their Attack power and making them less likely to falter.

Rain of Suffering Enemy Spell
Description: Warped reality brings flaming meteors raining on friendly positions causing 15 damage to any unit it hits.

.:Heroes:.

Valbjorn:
The crafty Thane that defended the Enclave from the Strigidae vanguard, besides being a mighty warrior, he is also quite adept at utilizing the terrain to his advantage and thus increases the defense rating of all units under his command by an amount equal to his Power. This hero can also summon an ambush to attack the Support and Enemy Villain using his Energy to determine the damage.

Magnus:
Little is known of the Hive and it's denizens, as they keep to themselves most of the time, but in such times strange alliances are forged. The commander of the Drones uses his forces to cause extra damage to all enemy units every third round in combat, making him ideal for attacking large or powerful armies. Magnus can also Duel with an enemy villain, locking them in one-on-one combat and dealing extra damage equal to his Energy.

Ulfvaldr:
Once a simple farmer, but when his mate and his brood were slain, and himself captured and experimented on by the Strigidae, he become a dark angel of vengeance and rage. He has seen fit to use the warped 'gifts' bestowed upon him by his captors against them with grim determination, and with nothing more to lose he has become the Horde's worst nightmare. He is Ulfvaldr, Wrath of the Afflicted! Ulfvaldr makes an additional attack to a random enemy dealing damage equal to his Power, and all melee troops under his command gain his Energy as a bonus to their Attack.

Archimedes:
A reclusive 'truthseeker', he has spent his life studying the arcane in the hope to better the world around him. Though noble in goals, he rarely has dealings with the world, since he feels the world is consumed by distractions, trivialities, and ill-intentions. Archimedes' Power is added as HP to all units under his command, and he also can cast a powerful beam dealing twice his Energy as damage to opposite Frontline and Support.

.:Cheats:.

-because we can-

Free Resources	Click the icon that displays your resource stores and income (on the bottom left in Settlement View) and your get 100 of whatever resource you click. Hold Shift to get 500.
Level Up Hero	Click on the Hero's EXP display to get 10 free EXP Points. Hold Shift to get 50.
Rush Research	With Library and desired tech selected, click the Rush button that is near in the building interface at the bottom of the screen.
Rush Alchemists	It doesn't really take that long to find or extract a bunch of seeds now does it? Click Rush with an Alchemist's Lab & seed selected and you'll see that it's really doesn't.
Rush Plants	Click Mature to instantly raise a plant to it's harvest-able status.
Longer Days	Click the Hours Remaining icon at the top of the screen to get 10 additional work hours in the day. Hold Shift to get 50.
Insta-Capture	To instantly capture an enemy Tile, hover the cursor over it and hit Enter, then the tile will be yours.
Free Resources	Click the icon that displays your resource stores and income (on the bottom left in Settlement View) and your get 100 of whatever resource you click. Hold Shift to get 500.
Level Up Hero	Click on the Hero's EXP display to get 10 free EXP Points. Hold Shift to get 50.