



The Peoples of Auriga
Revision 1.0

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Introduction

Welcome to Endless Legend!

This is the world called "Auriga". It is an ancient world, steeped in history – and in blood. It could be called many things: Rich and bountiful, ruined and tortured, magical and majestic. For its eight great nations and many minor ones, it is also called "home." A home full of beauty as well as danger, and a home which seems to be slowly fading into the long dark night of the universe. Which of the many warring leaders will rise up to control the future of Auriga, and perhaps even save it? And what deaths will these leaders inflict, what riches will they control, and what price will they pay to achieve this ultimate goal?

This Bestiary provides instructions to help you play the game. If you have further questions, please visit our forums:

<http://forums.amplitude-studios.com/>



The Wild Walkers





Who are the Wild Walkers

A faction of creators and builders, these peoples strive to bind rocks and trees into great living monuments. Their relationship with Dust is intense and dangerous; under its influence they can suddenly explode into berserker rages.

Faction traits

The Sharing: Formed through ancient bonds with the beasts of Auriga, heightened senses tell when predators or prey are close.


Living Towns: Wild Walkers' craft was to grow rocks and trees into great buildings, creating living towns of green towers within the green forests. **(Effect: +1 Industry on terrain with forest)**

Seed Storage: Seeds of domesticated plants are stored for sowing, making crops more reliable and increasing the amount of Food produced by each unit of Population. **(Effect: +10 food on city / +20% food on city / +1 city Upkeep)**

Sewer system: The drop in nauseating odors and infectious diseases, thanks to the new public sanitation system, instantly gives an Approval bonus to your City. **(Effect: +25 approval on city / +1 Influence / +1 city Upkeep)**

Way of the Woodlands: The forests provide supplies, camouflage, and ready defenses to those who know how to exploit them. **(Effect: WIP / Can be unlocked in the Research Tree Era IV)**








Heroes

Tlato Mosi Pakwa		HERO (RANGED)			
		ATTRIBUTES			
		♥ LIFE	92	➡ SPEED	4
		⚔ ATTACK	40	🛡 DEFENSE	28
		⚡ INITIATIVE	20	★ DAMAGE	22
		👁 VISION	3		
		CAPACITIES			
🌳	Forest Rage				
⚙	Industry Efficiency				
📈	General Overall				
STORY					
<p>A talented hunter trained to track over great distances, Pakwa came from a tribe that had the cheetah as its fetish. She was adept at taking long, circular sweeps around Wild Walker towns and cities, keeping a careful eye for whatever changes may have occurred. A rarity among the Madfairires, Pakwa still occasionally uses her powers of the Sharing to travel as a cheetah.</p> <p>This nearly proved her undoing, as once when chased by a starving pack of Lycans she was forced to remain in her feral form for more than 12 hours. Plunging deep into an ancient forest to escape her pursuers, Pakwa found a hiding place in the ruins of an Endless site full of decayed and inactive Dust. Her presence caused it to awaken, seep into her, and return her to sanity. When the Lycans arrived minutes later, they came face to face with a warrior-god of the forests who slew half of the hunting pack and sent the rest running home.</p> <p>Wiser for her experience, Pakwa remains the most gifted hunter of the clan, but uses her abilities as a cheetah only sparingly and when in great need.</p>					


Soyala Tocho		HERO (RANGED)	
	ATTRIBUTES		
	♥ LIFE	92	➡ SPEED 4
	⚔ ATTACK	40	🛡 DEFENSE 284
	⚡ INITIATIVE	20	★ DAMAGE 22
	👁 VISION	3	
	CAPACITIES		
🌲	Forest Rage		
⚙	Industry Boost		
👤	General DMG		
STORY <p>Even within a relatively serious clan, Tocho had a reputation for grimness. It went from bad to worse when his elder brother was killed by a pack of wild yeti; Tocho hunted them one by one and made a crest of their hair for his helmet. His reputation as a cold-hearted and dangerous hunter earned him the nickname "Winter Lion", and his troops are in awe of their demanding and pitiless leader.</p>			

Témoc Rayen
 HERO (RANGED)


ATTRIBUTES

 LIFE	74	 SPEED	4
 ATTACK	46	 DEFENSE	22
 INITIATIVE	16	 DAMAGE	40
 VISION	3		

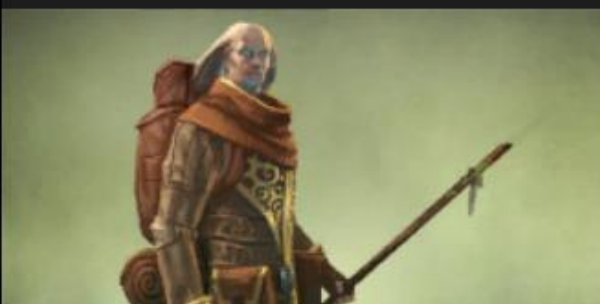
CAPACITIES

-  Forest Rage
-  General Overall


STORY


Cuauhtémoc's became a legendary figure in Wild Walker mythology the day he finally tracked down Moema Isi, a ruthless Wild Walker killer who'd murdered an entire clan-family six winters past. Using the Sharing and transforming into the form of a huskie, Cuauhtémoc trailed Moema over ice and vale for two years until eventually trapping the killer at Blind Man's Bluff. Cuauhtémoc's patience, dedication, and endurance make him a formidable leader.

Units

Settler		UNIT DESIGN (👤 INFANTRY)		
	ATTRIBUTES			
	📖 LIFE	24	➡️ SPEED	4
	⚔️ ATTACK	10	🛡️ DEFENSE	5
	⚡ INITIATIVE	16	💥 DAMAGE	6
	👁️ VISION	3		
	COST 120 ⚙️ 1 👤			
CAPACITIES				
 Forest Rage  Homesteader				
STORY				
<p><i>The backbone of any migration or colonization effort, Settlers are the hardy few willing to strike out and found a new home.</i></p>				

Dekari Ranger		UNIT DESIGN (🏹 RANGED)		
	ATTRIBUTES			
	📖 LIFE	60	➡️ SPEED	4
	⚔️ ATTACK	46	🛡️ DEFENSE	14
	⚡ INITIATIVE	34	💥 DAMAGE	30
	👁️ VISION	3		
	COST 60 ⚙️			
CAPACITIES				
 Forest Rage  Long Range				
STORY				
<p><i>Accustomed to warfare first in the trees and then from towers of their people, the archers of the Wild Walkers are among the most dangerous troops on Auriga.</i></p> <p><i>When striking from above, they can efficiently damage and cripple enemy units.</i></p>				

Agache Shaman		UNIT DESIGN (👤 SUPPORT)		
	ATTRIBUTES			
	📖 LIFE	36	➡️ SPEED	4
	🗡️ ATTACK	16	🛡️ DEFENSE	30
	⚡ INITIATIVE	30	💥 DAMAGE	10
	👁️ VISION	3		
	COST 30 ⚙️			
CAPACITIES				
<div>🌲👤 Forest Rage</div> <div>🛡️👤 Bark Skin</div>				
STORY				
<p><i>These shaman of the Wild Walkers are masters of the Sharing, an ancient rite that channels the rage of beasts. They are dangerous in battle, fighting with both spells and claws.</i></p>				

Tenei Walker		UNIT DESIGN (👤 INFANTRY)		
	ATTRIBUTES			
	📖 LIFE	180	➡️ SPEED	4
	🗡️ ATTACK	18	🛡️ DEFENSE	42
	⚡ INITIATIVE	18	💥 DAMAGE	32
	👁️ VISION	3		
	COST 140 ⚙️			
CAPACITIES				
<div>🌲👤 Forest Rage</div>				
STORY				
<p><i>These incarnations of the powers of the forest followed the Wild Walkers when they emigrated from the vast woods of Auriga to the cities of the plains. A symbol of the origins of the Wild Walkers, they are also powerful front-line fighters.</i></p>				



The Vaulters





Who are the Vaulters

The true origin of the Vaulters is lost even to themselves. Their history, as they teach it to their children, begins within a great, metal habitat lodged beneath the surface of Auriga. Naturally conservative and wary, the Vaulters have limited relations with the other peoples of Auriga.

Faction traits

Holy Resource: In the workings of the Great Orrery that is the universe, your people value and exploit one Strategic Resource above all others. Once it has been selected and collected, you gain powerful new abilities. (Effect: Provides the ability to define a Strategic Resource as a Holy Resource which can be used as a booster. When the booster is activated, it gives: Teleportation (between cities) / +200% Affinity Resource per Turn during winter / -50% Expansion Disapproval)

Knack for Knowledge: A people used to hardship and penury manage to get more out of whatever they have on hand. (Effect: +1 science on terrain with science)

Public Library: The first step in improving science is to bring together existing knowledge. This building will help to increase the Science produced by each unit of Population. (Effect: +10 science on city / +20% science on city / +1 city upkeep)

Open-pit mine: A crude assembly of shacks housing the workers and tools (pickaxes, pans, barrels etc) needed to excavate and process a common resource.

Deep Generator: Harnessing the mighty power of the timeless fires of the deep, Vaulter backup generators provide sustainable and reliable energy that lacks on the surface. All resources are boosted. (Effect: WIP / Can be unlocked in the Research Tree Era II)

Strength of the Vault: Better defenses, a tough and resilient population, good planning - many things contribute to common defense. (Effect: WIP / Can be unlocked in the Research Tree Era III)

Endless Recycling: Clever engineers and nimble fingers combine to get maximum use out of any sort of artifact or scrap coming from the ruins that litter Auriga. (Effect: WIP / Can be unlocked in the Research Tree Era III)

Heroes

Nadjne Zolya



HERO (RANGED)

ATTRIBUTES

♥ LIFE	92	➡ SPEED	4
⚔ ATTACK	34	🛡 DEFENSE	34
⚡ INITIATIVE	20	💥 DAMAGE	22
👁 VISION	3		

CAPACITIES


- 🔧 Technolover
- 👤 General DEF
- 🔗 Science Efficiency

4 Long Range








STORY

There is a fundamental tension at the heart of Vaulter society. Certain Vaulters believe that Auriga is now their home and that they must learn the planet's ways; others keep their eyes fixed firmly on the stars and strive to reclaim the old knowledge needed to build space vessels.

A pragmatist, Zolya dreams of the stars but keeps her eyes fixed firmly on the world around her -- which is one of the reasons she often has her axe in hand. Trained as a scout and hunter in the deep, dark tunnels of Auriga, she won her tattoos fighting Kazanji in the caverns surrounding an extinct volcano. Making the transition to the surface once the Vaulters started foraging and trading outside, she was rapidly promoted after several famous feats of tenacity and endurance. Now known as "Nadjne Ezmerfold" or "Thousand-Mile Nadjne", she is often found leading armies, and the armies are often found grumbling at the pace she sets.


Rill Kata
 HERO (RANGED)

ATTRIBUTES

 LIFE	92	 SPEED	4
 ATTACK	34	 DEFENSE	34
 INITIATIVE	20	 DAMAGE	22
 VISION	3		

CAPACITIES

 Technolover

 Long Range

 Science Boost

 General ATK

STORY

After a near-death experience at fifteen when necrotic tissue in her foot almost took her life, Kata became a convert to the Community of the Great Orrery, a Vaulter religious order dedicated to venerating the complex machinery of their ancestors. The reason? A functioning auto-medic apparatus carried out the amputation, subsequently attaching an artificial foot. From that day forth Kata rose to prominence as a fierce champion of the machine, learning much in the process.

Petrov Judit

HERO (✕RANGED)

ATTRIBUTES

♥ LIFE	92	➡ SPEED	4
⚔ ATTACK	40	🛡 DEFENSE	28
⚡ INITIATIVE	16	★ DAMAGE	34
👁 VISION	3		

CAPACITIES

- 🔧 Technolover
- 👤 General DEF
- 🔬 Science Efficiency

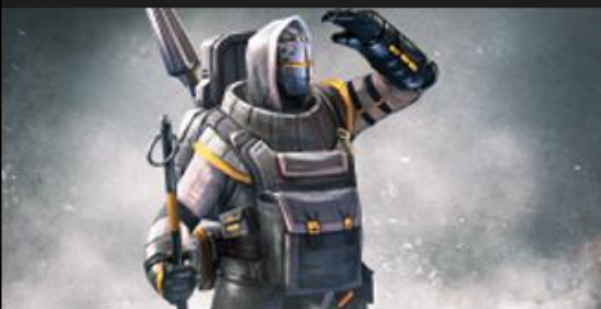
4 Long Range

STORY

Nicknamed "Ghost" as a child on account of her ability to emerge from the shadows and scare the life out folks, Judit loved nothing more than the stealth and solitude of Auriga's subterranean realm. With a mischievous streak, Judit's unique abilities were eventually channelled by an understanding teacher, and in time she became one of the Vaulter's most reliable guide runners. Instilling loyalty through her talents rather than her charm, Judit is keen to lead those who share her beliefs.

Units

Settler



UNIT DESIGN (INFANTRY)

ATTRIBUTES

LIFE	24	SPEED	4
ATTACK	10	DEFENSE	5
INITIATIVE	16	DAMAGE	6
VISION	3		

COST 120 1

CAPACITIES

- Technolover
- Homesteader

STORY

The backbone of any migration or colonization effort, Settlers are the hardy few willing to strike out and found a new home.

Marine



UNIT DESIGN (RANGED)

ATTRIBUTES

LIFE	68	SPEED	4
ATTACK	38	DEFENSE	18
INITIATIVE	20	DAMAGE	34
VISION	3		




COST 80




CAPACITIES

- Technolover

STORY

Trained through years of warfare in the freezing depths of Auriga, marines do not fear the cold, the dark, or the enemy.

<i>Dawn Officer</i>		UNIT DESIGN (🐾 CAVALRY)		
	ATTRIBUTES			
	📖 LIFE	116	➡️ SPEED	4
	⚔️ ATTACK	18	🛡️ DEFENSE	34
	⚡ INITIATIVE	32	💥 DAMAGE	22
	👁️ VISION	3		
		COST 80 ⚙️		
CAPACITIES				
<div>  Technolover </div>				
<div>  Charge </div>				
STORY				
<i>Training, magic, and partially powered armor allows the Dawn Officer to leap into battle and strike from afar.</i>				

<i>Titan</i>		UNIT DESIGN (👤 INFANTRY)		
	ATTRIBUTES			
	📖 LIFE	156	➡️ SPEED	4
	⚔️ ATTACK	24	🛡️ DEFENSE	50
	⚡ INITIATIVE	14	💥 DAMAGE	30
	👁️ VISION	3		
		COST 140 ⚙️		
CAPACITIES				
<div>  Technolover </div>				
<div>  Defensive Impulse </div>				
STORY				
<i>A giant construct of relics, machines, and magic, the Titan is a formidable melee warrior on offense or defense.</i>				



The Broken Lords





Who are the Broken Lords

A faction of knights and town-builders that exist only as energy / spirits wrapped in their great suits of armor. They are noble warriors and lords wearing the pristine, polished armor of chivalry and adhering to chivalric ideals, even though they are immaterial and have lost their humanity.

Faction traits

Appetite for Dust: Living things - whether or not they have bodies - require an energy source. In this case, it is only Dust. (Effect: No food)

Dust Efficient: Sensitive to Dust and attuned to its properties, it is easier to find and collect this magical substance. (Effect: +1 on terrain with Dust)

Dustborn: Beings of energy and spirit require only Dust to be created. (Effect: create population from Dust)

Dust Dependent: With a physiology and psyche attuned only to Dust, normal healing magic does not function. (Effect: WIP)

Empire mint: A public building dedicated to collecting Dust and minting currency increases the Dust produced by each unit of Population. (Effect: +10 Dust on city / +20% Dust on city)

Advanced armor: Advanced metallurgy leads to the creation of armor with Titanium, Glassteel or Iron alloys; the use of such materials is expensive but worth the cost. (Effect: unlocks tier 1 armors made of Titanium or Glassteel)

Heroes

Baron Joslyn Deyval



HERO (INFANTRY)

ATTRIBUTES

♥ LIFE	128	➡ SPEED	4
⚔ ATTACK	34	🛡 DEFENSE	46
⚡ INITIATIVE	36	★ DAMAGE	46
👁 VISION	3		

CAPACITIES


- 🔮 Arcane Heals
- 🎯 Dust Efficiency
- 👤 General DEF




STORY

Lycorn Manor lies at the foot of the Eastridge Marches, a critical border between the empire of the Broken Lords and the land bridge of the Burning Mountains that reaches the shores inhabited by the Necrophages. Warriors by nature and necessity, the Lycorns have a pivotal role in the defense of the empire. Joslyn, a third son, left to seek his fortune and soon found himself up to his gorget in fame and Necrophage blood.




Knighted for his acts on the field of Rilldell, he was made a baron by one thankful duke and soon reduced to outlawry by a less friendly one. Now turned mercenary, he is loved as much as he is feared as a leader of troops and winner of battles.




Deyval developed a reputation for battlefield ferocity, attacking with a certain mad glee. He grew to prefer long blades, which are better for keeping the claws and poisons of the Necrophages away from him. Though not in the least a religious man, he is known to recite some sort of phrase or prayer at the end of each successful battle - a mystery whose secret even his closest lieutenants have not unraveled.





Duke Unwin Weybridge		HERO (INFANTRY)	
	ATTRIBUTES		
	♥ LIFE	128	➡ SPEED 4
	⚔ ATTACK	34	🛡 DEFENSE 46
	⚡ INITIATIVE	36	★ DAMAGE 46
	👁 VISION	3	
	CAPACITIES		
🧙	Arcane Heals		
🔧	Dust Boost		
👤	General DEF		
STORY <p><i>Determined to find a cure to the Broken Lord's most shameful practice--the "feeding" on real, living creatures to prolong their own lives--shortly after having won recognition as a skilled knight, Duke Unwin set off into the darklands of the north where legends spoke of Dust-mancers of incredible ability. Long did Duke Unwin search the icy wastes, but rather than finding answers, Duke Unwin regressed into the kind of debased creature he'd set out hoping to cure. Returning to his birth lands, Duke Unwin was disowned by his family on account of his hungry, feral ways that had served him so well in the north. Filled with self-loathing, he now offers his services to the highest bidder, hoarding coin and still harbouring a desire to mount another expedition to find a cure.</i></p>			

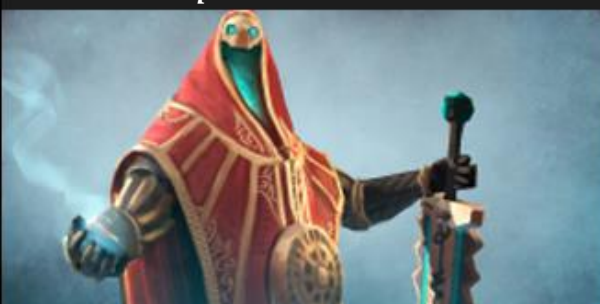


Duke Leofric Whitechapel		HERO (INFANTRY)	
	ATTRIBUTES		
	♥ LIFE	128	➡ SPEED 4
	⚔ ATTACK	40	🛡 DEFENSE 52
	⚡ INITIATIVE	32	💥 DAMAGE 40
	👁 VISION	3	
	CAPACITIES		
 Arcane Heals  General DEF			
STORY <i>His younger years characterised by quite extraordinary entitlements and indulgences, Leofric grew up a brat of almighty proportions. At the annual House Ulsgate tournament, when he should've riding in the contest for the honour of his House, Leofric would often feign injury, gain the sympathy of some impressionable and comely maiden, and then take great delight in showing her his lance. Leofric's world came crashing down in his eighteenth year when, near the conclusion of that year's tourney, his father caught him gallivanting with the daughter of a sworn family enemy. White-hot with rage, Leofric's father frog-marched the boy out onto the field, then made him saddle up and joust with Sir Doran of House Umber, one of the four remaining riders. Sir Doran took the challenge as a great insult, and proceeded to humilate Leofric over seventeen tortuous rounds. A laughing stock, blazing with a shame that dimmed but never went out, Duke Leofric went on from that day forth to become one of the greatest knights to grace the Amber Fields, and now seeks even bigger challenges.</i>			

Units

Settler		UNIT DESIGN (INFANTRY)		
	ATTRIBUTES			
	LIFE	24	SPEED	4
	ATTACK	10	DEFENSE	5
	INITIATIVE	16	DAMAGE	6
	VISION	3		
COST 120		1		
CAPACITIES				
 Arcane Heals  Homesteader				
STORY <i>The backbone of any migration or colonization effort, Settlers are the hardy few willing to strike out and found a new home.</i>				

Stalwarts		UNIT DESIGN (INFANTRY)		
	ATTRIBUTES			
	LIFE	140	SPEED	4
	ATTACK	18	DEFENSE	46
	INITIATIVE	10	DAMAGE	22
	VISION	3		
COST 60				
CAPACITIES				
 Arcane Heals  Soul Leech				
STORY <i>The mainstay and backbone of the Broken Lords' armies, the infantry units learn to take and hold ground at a slow but solid pace. Being touched by the Curse of the Lords, they are occasionally able to heal themselves by reducing the health of enemy troops.</i>				

Ryder		UNIT DESIGN (CAVALRY)		
	ATTRIBUTES			
	LIFE	108	SPEED	6
	ATTACK	26	DEFENSE	34
	INITIATIVE	28	DAMAGE	28
	VISION	3		
	COST 60			
CAPACITIES				
 Arcane Heals  Life Drain  Charge				
STORY				
<p><i>Riding armored mounts similar to themselves, the cavalry of the Broken Lords fall upon their enemies not merely with the force of their charge, but also with the lightning of their zealous faith.</i></p>				

Dust Bishop		UNIT DESIGN (SUPPORT)		
	ATTRIBUTES			
	LIFE	132	SPEED	4
	ATTACK	16	DEFENSE	28
	INITIATIVE	6	DAMAGE	34
	VISION	3		
	COST 120			
CAPACITIES				
 Arcane Heals  Life Siphon				
STORY				
<p><i>A holy leader within the church of the Broken Lords, they are responsible for the well-being of the troops with whom they serve. Able to summon the Blessed Curse in the midst of battle, their capability as healers is important on the battlefield.</i></p>				



The Necrophages





Who are the Necrophages

A hive-people that survive by ingesting or converting others as they infect them with their plague, the Necrophages are scavengers and survivors. Part zombie and part insect, they reproduce via interspecific kleptoparasitic ovipositing parthenogenesis.

Faction traits

Recycling: It is important that nothing goes to waste. (Effect: +1 cadaver per killed unit / +1 food stockpile per 8 cadavers recycling)

Agriculturally Challenged: Poor planning and mediocre tools lead to substandard yields and quality for food production. (Effect: -1 on terrain with Food)

Will of the Hive: Focused on a common goal, all soldiers dedicate themselves body and soul to victory. (Effect: +4 attack on declared war(s) on unit)

Fast Epimorphosis: Extremes of evolution and environment can teach advanced organisms the secrets of rapid regeneration. (Effect: +5% health regeneration on empire)

Cull the Herd: There are many different ways to pay taxes... (Effect: +2 Food per population per minor village pacified on controlled region on city)

Pitiless: One does not debate with one's next meal. (Effect: No peace / Alliance – No bribe / talk technologies)

Necrodrone: Adept at striking from the air, Necrodrones damage both by striking and by spitting a cloud of caustic poison. (Effect: Unlock the Necrodrone)

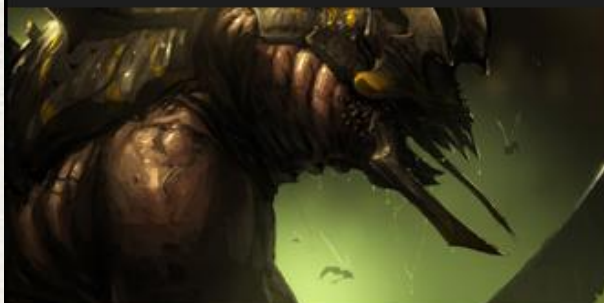
Alchemist's Furnace: At the heart of the titanium and glassteel extraction method is a vast furnace used to smelt the purified resources out of their mineralized forms... (Effect: unlock the extractors Glassteel and Titanium)

Cannon Fodder: Simple beings with simple lives and a single goal can be maintained inexpensively. (Effect: -50% Dust on unit / Can be unlocked in the Research Tree Era II)

Demanding Gods: Hunger - for Food, recognition, or glory - can drive one to extreme behavior. (Effect: +40% Approval on empire per sacrificed population (The Approval effect will last for a number of turns equal to the number of Population points before the Sacrifice. This effect is cumulative if more than one Population point is Sacrificed) / Can be unlocked in the Research Tree Era II)

Heroes

Feeds on Bones



HERO (INFANTRY)

ATTRIBUTES

♥ LIFE	164	➡ SPEED	4
⚔ ATTACK	40	🛡 DEFENSE	34
⚡ INITIATIVE	24	★ DAMAGE	28
👁 VISION	3		

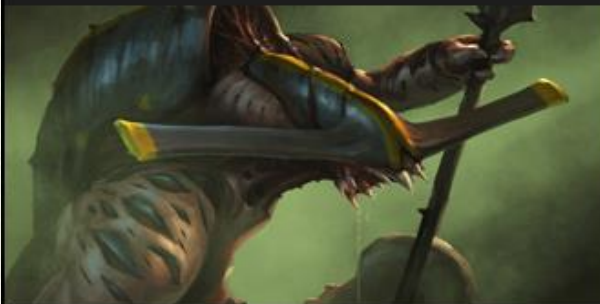
CAPACITIES

👤 Slavery	🏠 Disease Immunity
👤 General ATK	
❄ Disease Immunity	

STORY

The lone survivor of the Vaulter massacre of the Necrophage nest known as The Dark Maze, Feeds on Bones gained his name as he gnawed on the remains of his dead comrades, too weak from the battle to forage elsewhere. Through his slow recuperation his rage burned brighter and brighter, until one day in its incandescence he struck out of his birthplace, seeking vengeance. Death would've been inevitable if not for the Dust infection that resulted from the Vaulter auto-defenses. With his newfound intelligence, Feeds on Bones backed away to live the life of a mercenary for hire.

Empty Belly



HERO (INFANTRY)

ATTRIBUTES

LIFE

164

SPEED

4

ATTACK

40

DEFENSE

34

INITIATIVE

24

DAMAGE

28

VISION

3

CAPACITIES

Slavery

Disease Immunity

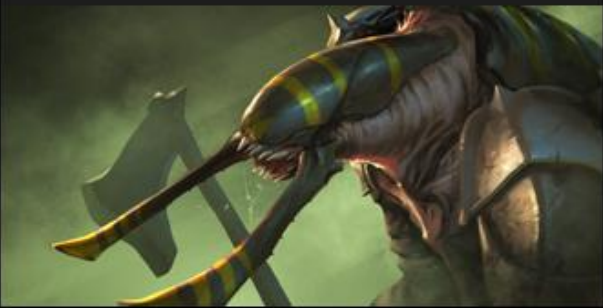




General DMG

Disease















STORY













Saying that the Necrophage Empty Belly was driven by hunger is like saying the rain is driven by gravity - hunger is the constant and inevitable companion of the Necrophages. In the case of DD, however, the insatiability was agonizing rather than merely annoying, and drove it to constant foraging or constant battle in order to feed. Driven to eat its own young, that act - forbidden except in times of urgent desperation - made it an outcast from its hive.



After Roving Clan hunters chased it off a cliff and into the sea, DD ended up in a half-submerged grotto filled with broken technology of the Endless. It was there that DD was impregnated by Dust, brought to self-awareness, and reconciled with its rupture from the hive. The creature that emerged to once again travel Auriga was different from the one that fell in; though always hungry and always restless, DD is now able to think, act, and plan rationally without being driven to acts of madness by its hunger.


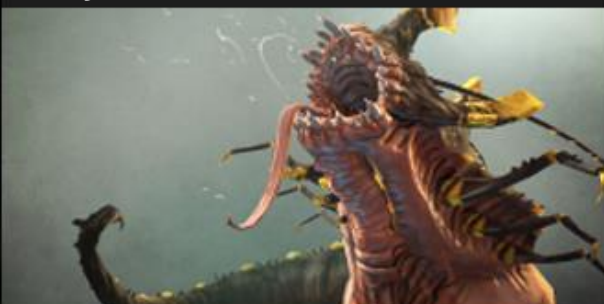











Long Fangs		HERO (INFANTRY)			
		ATTRIBUTES			
		♥ LIFE	146	➡ SPEED	4
		⚔ ATTACK	46	🛡 DEFENSE	34
		⚡ INITIATIVE	16	★ DAMAGE	40
		👁 VISION	3		
CAPACITIES					
 General ATK		 Disease Immunity			
 General DMG					
 Disease					
STORY					
<p><i>A traitor to his species, Long Fangs will one day go to his grave cursed forevermore by his brethren. The charge is somewhat unfair. Long Fangs, after supping on a Dust-infected Vaulter, became one of the rare "uplifted" Necrophages who could begin to develop empathy and compassion for their enemies. Stepping in and killing a celebrated Necrohunter who was about to murder three defenseless Vaulter children, Long Fangs barely escaped with his life in the aftermath. Now he stalks Auriga looking for causes he can believe in.</i></p>					

Units

Settler		UNIT DESIGN ( INFANTRY)		
	ATTRIBUTES			
	 LIFE	24	 SPEED	4
	 ATTACK	10	 DEFENSE	5
	 INITIATIVE	16	 DAMAGE	6
	 VISION	3		
	COST 120  1 			
CAPACITIES				
 Homesteader				
 Disease				
 Disease Immunity				
STORY				
<i>The backbone of any migration or colonization effort, Settlers are the hardy few willing to strike out and found a new home.</i>				

Forager		UNIT DESIGN ( INFANTRY)		
	ATTRIBUTES			
	 LIFE	100	 SPEED	4
	 ATTACK	22	 DEFENSE	34
	 INITIATIVE	30	 DAMAGE	24
	 VISION	3		
	COST 60 			
CAPACITIES				
 Disease				
 Disease Immunity				
STORY				
<i>Skilled at leaving and tracking pheromone-scented trails, the Forager can also spit highly corrosive acid.</i>				

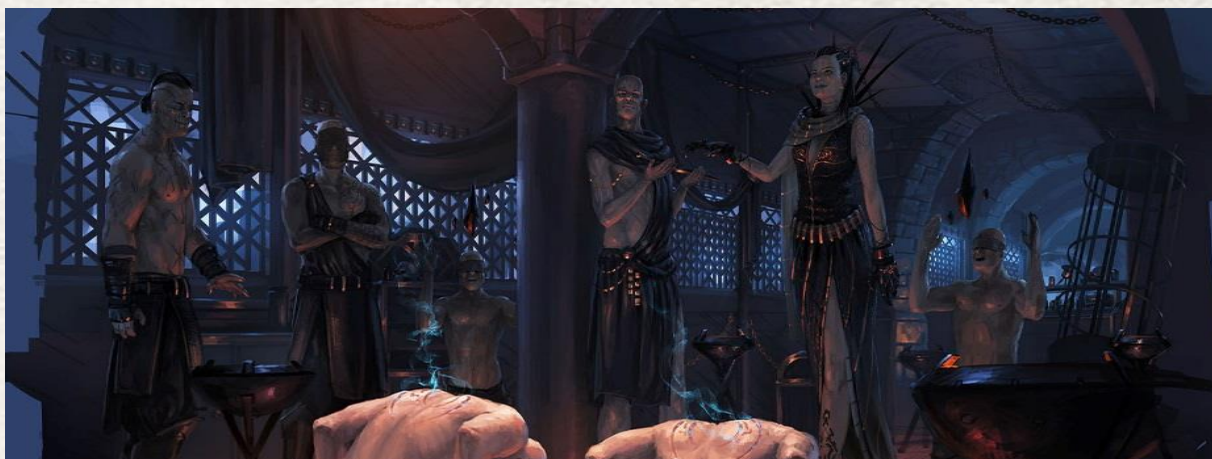
Necrodrone		UNIT DESIGN ( FLYING)		
	ATTRIBUTES			
	 LIFE	124	 SPEED	4
	 ATTACK	36	 DEFENSE	36
	 INITIATIVE	30	 DAMAGE	36
	 VISION	3		
COST 120 				
CAPACITIES				
 Disease				
 Disease Immunity				
STORY				
<i>Adept at striking from the air, Necrodrone damage both by striking and by spitting a cloud of caustic poison.</i>				

Proliferator		UNIT DESIGN ( SUPPORT)		
	ATTRIBUTES			
	 LIFE	52	 SPEED	4
	 ATTACK	20	 DEFENSE	32
	 INITIATIVE	26	 DAMAGE	22
	 VISION	3		
COST 120 				
CAPACITIES				
 Parasite				
 Disease				
 Disease Immunity				
STORY				
<i>The great reproduction factory of the Necrophages, a Proliferator resurrects friend and foe by planting an egg that controls their minds.</i>				



The Ardent Mages





Who are the Ardent Mages

The primary power of these sorcerers comes from their anger. Having survived a long history of slaughter and starvation, the powers that they discovered – and that permitted them to survive – were those based on Dust magic, agony, and rage.

Faction traits

Power through Pain: Ardent Mages can more easily manipulate the magic properties of Dust, changing them into powerful spellcasters.

Arcana of Matter: Through crude pain experiments, Mages and Artificers blend their first insights into Dust, enabling the construction of pillars that boost science nearby, and spells that increase unit defense.

Arcana of Agility: By ingesting a unique Dust-concoction that brings on searing pains, Mages can dedicate themselves to the art of awareness, and learn how the mind can overcome the limitations of the body.

Arcana of Authority: This branch of Dust magic is focused on bending the will of others. Through such understanding, allies may champion your causes more readily, and enemies will fight with less passion.

Arcana of Materializing: Most of the Dust that finds its way into the hands–and bodies–of the races of Auriga is but a mere drop in an ocean. Through extreme pain rituals, Ardent Mages can begin to unlock more of these vast untapped resources.

Arcana of Renewal: Ardent Mages are rightly feared for their mastery of the destructive aspects of Dust magic, but it is less well known that intense study of the properties of Dust can lead to curative abilities.

Dust Purifier: By refining the Dust used in spells, the potency of all Dust magic increases.

Painosphere: Mages hardened to the everyday pain rituals that would cripple lesser mortals can increase the potency of their spells by visiting the Painosphere and experiencing true agony.

Dust Mechanics: Deeper insights into the storage and transferral of Dust allows increased quantities of the substance to be delivered from all towering pillars, raising the strength of their effects.

Sacrificial Amplifiers: By strapping living, breathing Mages to the sides of the massive pillars, human vessels can act as magnifying conduits, increasing the power of pillars across your empire. The screams, and the stench of cooked skin and shit is a small price to pay.

Heroes

Zarcha Attinul



HERO (RANGED)

ATTRIBUTES

♥ LIFE	92	➡ SPEED	4
⚔ ATTACK	34	🛡 DEFENSE	28
⚡ INITIATIVE	12	★ DAMAGE	40
👁 VISION	3		

CAPACITIES

🔥	Ardent Rage
👤	General DMG
🧙	Science Boost

STORY

Attinul showed great promise even before starting formal training. It was this natural skill that helped her to survive when lost in the Dune Ridges, a situation caused by a coming of age expedition that was attacked by Sand Jotus. She crawled out of the desert days later, a dried and desiccated husk kept alive only by the intensity of her will. Rapid ascension through the rigors of the East Sandsea Hall academies was followed by a departure for other lands; Attinul remains obsessed by the development of her own powers and the destruction of Jotus.

Unusual for an Ardent Mage she has learned skills of hunting and tracking in order to find her prey. Attinul is therefore capable in a number of roles not traditionally attributed to students from the Wizards' academies, such as scouting, infiltration, and butchering game.

High Inquistor Asalah Arca

HERO (RANGED)

ATTRIBUTES


♥ LIFE	92	➡ SPEED	4
⚔ ATTACK	34	🛡 DEFENSE	28
⚡ INITIATIVE	12	★ DAMAGE	40
👁 VISION	3		

CAPACITIES

- 🔥 Ardent Rage
- ⚔ General INI
- 🔮 Science Boost

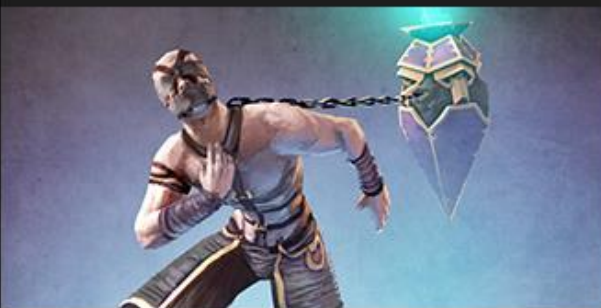
STORY

Born to the Felkani clan, who inhabit some of Auriga's most inhospitable desert climes, young Asalah quickly grew accustomed to the hardships of Ardent Mage life. With a merciless sun beating down from overhead, and only stunted brush and skinny livestock for company, even the banal task of scratching a day-to-day living inflicted a degree of pain upon the clansmen. Among the young especially, the temptation to alleviate this discomfort was immense. Not for Asalah, however. When she discovered one day that a friend had stolen a plate of flatbreads, rather than seek to share in the pickings she whipped up a frenzy of indignation among her peers, and, with the help of a whipping branch, chastised the perpetrator. In time, Asalah's iron discipline and unflinching honesty saw her rise far in the ranks of the Ardent Mage army, but her ability to unearth the truth from even the most defiant subject did not go unnoticed. Inevitably, she was inducted into the Ardent Inquisition. Nowadays, sickened by the creeping laxity of Ardent Mage society, the High Inquisitor offers her services to any group who shares her attitude towards slackers.

Sunseeker Zakiya Eli		HERO (RANGED)	
		ATTRIBUTES	
		LIFE 110	SPEED 4
		ATTACK 28	DEFENSE 40
		INITIATIVE 20	DAMAGE 28
		VISION 3	
CAPACITIES			
Ardent Rage			
General DEF			
General INI			
STORY			
<p><i>It will take the sands of time a thousand years to scrub the name of Sunseeker Eli from the collective memory of the Ardent Mages. A political animal who grew the Al-Rubit branch of the priesthood into a powerful force, she is a skilled coalition builder with an instinctive ability to ferret out the secret weaknesses of all those who cross her path. With an immense pain threshold to boot, and famed for holding the record for the longest walk over broken glass, Sunseeker Eli remained a skilled wizard held in great respect by her people. All these feats pale into insignificance, however, as compared to the night she let a Necrophage swarm annihilate more than five hundred of her clansmen. "A gift to the gods," she called it. "An Appeasement of Agony to pay for our sins of weakness." Banished by the Saoshyant himself, Sunseeker Eli wanders Auriga seeking to lead those she views as deserving.</i></p>			

Units

Settler





UNIT DESIGN (INFANTRY)

ATTRIBUTES

♥ LIFE	24	➡ SPEED	4
⚔ ATTACK	10	🛡 DEFENSE	5
⚡ INITIATIVE	16	★ DAMAGE	6
👁 VISION	3		

COST 120  1 

CAPACITIES

-  Ardent Rage
-  Homesteader

STORY

The backbone of any migration or colonization effort, Settlers are the hardy few willing to strike out and found a new home.

Telsem Warlock



UNIT DESIGN (INFANTRY)

ATTRIBUTES

♥ LIFE	92	➡ SPEED	4
⚔ ATTACK	36	🛡 DEFENSE	20
⚡ INITIATIVE	16	★ DAMAGE	44
👁 VISION	3		

COST 60 

CAPACITIES

-  Ardent Rage

STORY

Devout and disciplined, the Telsem Warlock is the rank-and-file of the Ardent Mages' armies, capable of leaving a trail of scorched destruction in his wake.

Ateshi Zealot



UNIT DESIGN (🌀 SUPPORT)

ATTRIBUTES

♥ LIFE	60	➡ SPEED	4
⚔ ATTACK	40	🛡 DEFENSE	18
⚡ INITIATIVE	20	💥 DAMAGE	34
👁 VISION	3		

COST 60 ⚙

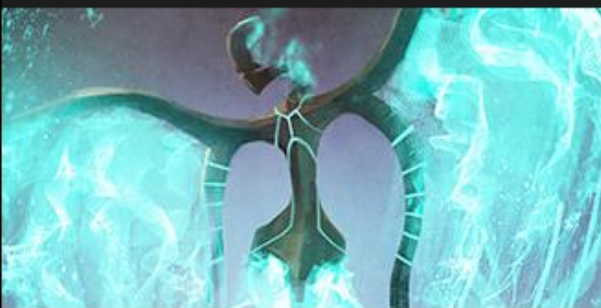
CAPACITIES

- 🔥 Ardent Rage
- 🌧 Fire Rain

STORY

It is said the very air in the vicinity cools as an Ateshi Zealot conjures a rain of fire to hurl onto the enemy's ranks, but this more preferable to being in the burning firing line.

Eneqa Wing



UNIT DESIGN (🌀 FLYING)

ATTRIBUTES

♥ LIFE	132	➡ SPEED	4
⚔ ATTACK	38	🛡 DEFENSE	34
⚡ INITIATIVE	30	💥 DAMAGE	34
👁 VISION	3		

COST 250 ⚙

CAPACITIES

- 🔥 Ardent Rage
- 🛡 Resurrection

STORY

It is said that the worst way to die is to burn. With wings of blazing flame sending motes of fire into the air, these airborne combatants strike fear into the bravest of foes.



The Roving Clan





Who are the Roving clan

Traders, explorers, and adventurers, the Roving Clans are nomadic and mercantile. Traversing Auriga on their great beasts of burden, the Clans bring commerce and hard-headed negotiation to the far corners of the world.

Faction traits

[TBD] Analysis Lab

Peace and Prosperity: Once a peace treaty has been signed, Roving Clans can enjoy immediate Commercial and Research agreements with their newfound partners.

Mercenary Comforts: By furnishing their sellswords with opulent digs, mouth-watering delicacies, and extra coin, Roving Clan mercenaries are that little bit extra motivated to perform.

Make Trade Not War: The Roving Clans believe that warfare is only for desperate fools; they do not view it as a viable option.

Insider Trading: In exchange for small "donations", traders in the Roving Clans' marketplaces will give up information on who's buying and selling.

Cuts Both Ways: Whether another empire buys or sells, the Roving Clans traders will always take a slice of the transaction.

Keys to the Market: Another empire getting too big for their boots? Perhaps we should ban them from the market and see how they fare then!

Nomadic Cities: By gaining full control of the giant scarabs upon whose backs many tents of the great caravan cities rest, the Roving Clans can move their settlements at will.

Heroes

Siryi Alastra



HERO (RANGED)

ATTRIBUTES





♥ LIFE	92	➡ SPEED	6
⚔ ATTACK	34	🛡 DEFENSE	34
⚡ INITIATIVE	20	★ DAMAGE	40
👁 VISION	3		


CAPACITIES

- 🏃 Fast
- 👤 General HP
- 🎯 Pop Dust

STORY

From her youngest years, Siryi was fascinated by the concepts of number and shape. Her father was a fruitseller, and every day he would set up a stall brimming with luscious peaches, fairberries, and bright round citruses, with all his wares stacked in clever arrangements. Siryi's love of mathematics and patterns grew out of this life, and she would help total ledgers, count stock, and many other things besides. One day she vowed she would join the Clans' mathematical Academy of Tedad to learn the secrets of this realm. In the late years of her youth, however, a long famine decimated her father's trade, and he had to travel further and further for less and less produce. Bandits would steal his fruits, so Siryi insisted on becoming his jarkar, a personal guard. A fiend with a pair of scimitars, many a thief learnt a painful lesson at Siryi's hand, and her name became legendary. One day she hopes to get back to her first love, mathematics, but for now, with her father in safe retirement, Siryi is saving her Dust as a sellsword.

<i>Bazi Safar Bahas</i>		HERO (RANGED)			
		ATTRIBUTES			
		♥ LIFE	92	➡ SPEED	6
		⚔ ATTACK	34	🛡 DEFENSE	34
		⚡ INITIATIVE	20	★ DAMAGE	40
		👁 VISION	3		
		CAPACITIES			
 Fast					
 General INI					
 Dust Boost					
STORY					
<p><i>Bahas was destined to be a loner. As a child he already disappeared for hours at a time, exploring the land around the clan's encampment or running alongside their giant steeds. After his adolescence those hours stretched into days spent scouting, seeking, and wandering. He soon left home and moved from clan to clan, spending years touring the wide spaces of Auriga. He gained many of his trademark features then: a yellow bandanna, eyes that tend to squint as if forever in the wind and sunlight, and a mouth half-lifted in a perpetual grin.</i></p> <p><i>Bahas was changed forever by an encounter high on the cold mountains of Drakkenhome, where he was befriended by an equally restless Drakken who showed him some of the treasures of the Endless. Now an eager seeker and explorer of the mysteries of Auriga, his knowledge of the Endless and Dust goes far beyond what his silent and introspective character displays. For this reason he has been made an honorary Bazi (Captain) of the Roving Clans, able to levy and command troops wherever he may be.</i></p>					

Illegra Mordicant		HERO (RANGED)			
		ATTRIBUTES			
		♥ LIFE	110	➡ SPEED	6
		⚔ ATTACK	34	🛡 DEFENSE	40
		⚡ INITIATIVE	16	★ DAMAGE	34
		👁 VISION	3		
		CAPACITIES			
⚡	Fast				
⚡	General INI				
♥	General HP				
STORY					
<p><i>Born on the back of a great beast of burden during a fierce thunderstorm, Illegra Mordicant was fated to become a leader of men. Brave and shrewd, she first showed her knack for command when the trade caravan of which she was part became split from its jarkar—guard unit—during a sandstorm in the dangerous Adoban Wastes. After three days of waiting with no sign of help, Mordicant climbed atop the largest pack beast and roused the frightened traders from their hopelessness, instilling in them a deep belief that they could navigate the hostile sands and find refuge. They did indeed, though fully a quarter of them perished and the rest were forever changed. Known behind her back as "Gharqa" -- The Unstoppable Force -- Illegra has a reputation for completing whatever journey, negotiation, or project she sets out on.</i></p>					

Units

Settler



UNIT DESIGN (INFANTRY)

ATTRIBUTES

♥ LIFE	24	➡ SPEED	6
⚔ ATTACK	10	🛡 DEFENSE	5
⚡ INITIATIVE	16	💥 DAMAGE	6
👁 VISION	3		

COST 120 ⚙️ 1 🧑

CAPACITIES



Fast

Homesteader

STORY

The backbone of any migration or colonization effort, Settlers are the hardy few willing to strike out and found a new home.

Dervish



UNIT DESIGN (CAVALRY)

ATTRIBUTES

♥ LIFE	100	➡ SPEED	6
⚔ ATTACK	20	🛡 DEFENSE	34
⚡ INITIATIVE	36	💥 DAMAGE	24
👁 VISION	3		

COST 80 ⚙️

CAPACITIES




Fast


Charge

STORY








A mainstay of the Rocing Clans' hordes, the Dervish excels in rapid and devastating charges that take advantage of its mobility and mass.


Kassai





UNIT DESIGN ( RANGED)

ATTRIBUTES

 LIFE	92	 SPEED	6
 ATTACK	34	 DEFENSE	34
 INITIATIVE	26	 DAMAGE	28
 VISION	3		

COST 90 


CAPACITIES


-  Fast
-  Charge

STORY








Perhaps the most rapid military unit on Auriga, the Kassai move with exceptional speed both in and out of battle.


Yirmak





UNIT DESIGN ( INFANTRY)

ATTRIBUTES

 LIFE	108	 SPEED	6
 ATTACK	38	 DEFENSE	34
 INITIATIVE	34	 DAMAGE	42
 VISION	3		

COST 140 

CAPACITIES

-  Fast
-  Charge

STORY

Though the fast and powerful Yirmak is technically a cavalry unit, its fearsome claws and aggressive nature make it quite effective in melee.



The Drakkens



Who are the Drakkens

An ancient and venerable race, the drakes and dragons of the Drakkens prize lore, history, and wisdom above all things. Few in number but exceedingly powerful, they do not seek war but rather relationships, information, and knowledge. Faction histories, artifacts, and ruins are highly prized by the Drakkens while wealth, military power, and advanced technology are viewed as insignificant.

Faction traits

Diplomatic Pressure: Masters of statecraft, this people can force Peace, Truce, or even an Alliance on other players due to their wisdom, persuasion, and prestige.

Well Connected: Being an ancient race with ties to all the other peoples of Auriga, this empire knows the location of every other race's capital.

Advanced Diarchy: Experienced at the necessary negotiation and discussion that takes place within a government, this faction can more rapidly put complex Empire Plans into motion.

Endless Excavation: Hereditary keepers of Endless artifacts and knowledge, no other peoples are so adept at unearthing secrets and mysteries from ancient sites.

Heroes

Archivist Nachampassesa






HERO (SUPPORT)

ATTRIBUTES


♥ LIFE	182	➡ SPEED	4
⚔ ATTACK	34	🛡 DEFENSE	34
⚡ INITIATIVE	16	★ DAMAGE	28
👁 VISION	3		


CAPACITIES

-  Fast learner
-  General HP
-  Food Boost

STORY

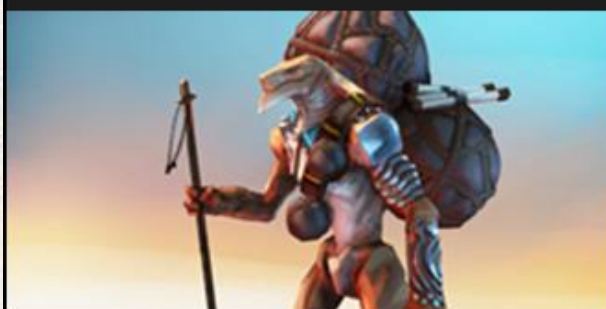
As with most of its kind, Nachampassesa spent the time of his coming of age roaming Auriga in order to add to the Drakken store of knowledge. While mapping a particularly promising fault crater, Nachampassesa fell through into an ancient bunker of the Endless. In a moment of ecstasy driven by Dust, adrenaline, and euphoria, Nachampassesa gained a deep perception of the uses of Dust. When he returned weeks later to study and archive the contents of the bunker, he discovered that it had been looted by Vaulters. Driven to rage by this act of thievery and vandalism, Nachampassesa tracked and killed the group through a series of tunnels. The experience was formative in more ways than one; he became both claustrophobic and a lifelong enemy of the Vaulter people. To this day he remains wary and mistrustful of the Vaulters and tends to strike before speaking; a level of aggressiveness rare among the pacifist Drakken.

Archivist Jiraduveja		HERO (SUPPORT)		
	ATTRIBUTES			
	♥ LIFE	182	➡ SPEED	4
	⚔ ATTACK	34	🛡 DEFENSE	34
	⚡ INITIATIVE	16	★ DAMAGE	28
	👁 VISION	3		
	CAPACITIES			
🧠	Fast learner			
📈	General Overall			
★	Prestige Boost			
STORY				
<p>Something of a split-personality of the Drakken city of Nabalís, unbeknownst to his brethren in the Silicate Machinery Library, Jiraduveja spent his off-time haunting the Fighting Pits of the city's Lower Reaches. To begin with he would only watch, his face pressed his face up against the fence, while juvenile Necrophage fought to the death. The spilling of their pungent fluids would wet his tongue, and he would spasm with bloodlust. It wasn't enough. Hooded and cloaked, Jiraduveja eventually entered the pits himself, fighting the creatures with a double-edged weapon known as a saw-cleaver. Maybe it was his passion, but Jiraduveja evolved into a formidable master of combat. When the inevitable happened, and word of his prowess reached his Loremaster, Jiraduveja was thrown out of the Library in disgrace. He didn't care. In fact, he was pleased that he could finally follow his true vocation: Soldier of Fortune.</p>				

Lorekeeper Lakaspassar		HERO (SUPPORT)		
	ATTRIBUTES			
	♥ LIFE	200	➡ SPEED	4
	⚔ ATTACK	34	🛡 DEFENSE	46
	⚡ INITIATIVE	8	★ DAMAGE	22
	👁 VISION	3		
	CAPACITIES			
🧠	Fast learner			
👤	General HP			
★	Prestige Boost			
<p>STORY</p> <p><i>A brave, fearless Drakken, young Lakaspassar didn't hesitate when she was asked to be part of a small company tasked with the retrieval of important Endless relics believed stolen by Roving Clan traders. Afterwards, flushed with pride at her part in the successful mission (and with adrenaline), Lakaspassar continued to work for the highly clandestine Reclamation Order, swiftly becoming an integral member of their far-ranging raids. On one crusade, however, deep in the dark places of Vaulter territory where the sun is a distant memory and a Drakken feels ill at ease, Lakaspassar's group was fallen upon by a ferocious band of Vaulter soldiers. They were slaughtered save for one; Lakaspassar barely escaped with her life. She blamed herself for her brethren's death and her lack of foresight, vowing one day to avenge their deaths. Whether she does this from inside or outside the Vaulter ranks is up to higher powers; all she knows is that she will be a mercenary until her debt is paid.</i></p>				

Units

Settler



UNIT DESIGN (INFANTRY)

ATTRIBUTES

♥ LIFE	24	➡ SPEED	4
⚔ ATTACK	10	🛡 DEFENSE	5
⚡ INITIATIVE	16	💥 DAMAGE	6
👁 VISION	3		

COST 120 ⚙️ 1 🧑

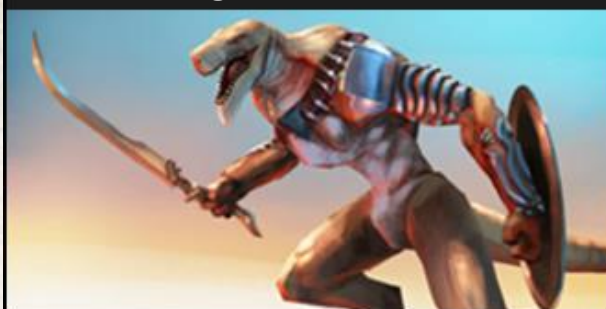
CAPACITIES

- 🧠 Fast learner
- 🏠 Homesteader

STORY

The backbone of any migration or colonization effort, Settlers are the hardy few willing to strike out and found a new home.

Drakkenling



UNIT DESIGN (INFANTRY)

ATTRIBUTES

♥ LIFE	164	➡ SPEED	4
⚔ ATTACK	16	🛡 DEFENSE	42
⚡ INITIATIVE	18	💥 DAMAGE	18
👁 VISION	3		



COST 90 ⚙️




CAPACITIES

- 🧠 Fast learner

STORY

Though it does not fly, a Drakkenling's agility and sharp reflexes still make it a frightening melee opponent.

Wyvern		UNIT DESIGN (🦅 FLYING)		
	ATTRIBUTES			
	📖 LIFE	100	➡ SPEED	4
	⚔️ ATTACK	34	🛡️ DEFENSE	26
	⚡ INITIATIVE	22	💥 DAMAGE	38
	👁️ VISION	3		
	COST 110 ⚙️			
CAPACITIES				
 Fast learner				
STORY				
<i>The scout and 'eyes' of the faction. Wyverns are used to patrol the skies near Drakken cities, warning of enemies.</i>				

Ancient		UNIT DESIGN (🦅 FLYING)		
	ATTRIBUTES			
	📖 LIFE	132	➡ SPEED	4
	⚔️ ATTACK	26	🛡️ DEFENSE	38
	⚡ INITIATIVE	34	💥 DAMAGE	28
	👁️ VISION	3		
	COST 120 ⚙️			
CAPACITIES				
 Fast learner				
 Shared Wisdom				
STORY				
<i>Sage and solemn, the Ancient is seldom found outside the halls and towers of Drakken cities. When it is, it generally means that a lot of enemies are going to die.</i>				



The Cultists





Who are the Cultists

The Cultists of the Eternal End convert minor factions to their religion, which is a movement dedicated to bringing about the end... of the Endless. This faction can even convert villages that other players control, which removes the bonuses of that village for the other player – even if they are allies.

Faction traits

High Seat of the Queen: Cultists Affinity.

The Power of Belief: Charismatic preaching, emotional manipulation, and propaganda are all used to great effect by the Cultists. Converted villages are shown as models, and as the number of villages grow so does the Influence of the Cult.

Weapons of the Enemy: When the cult successfully captures an enemy city, it is razed directly (or: auto-queue ""razing"""). Booster gain depending on the destroyed city (**+1 Industry booster per pop / +1 Science booster per pop**)

Persuasiveness: Silver-tongued, clever, and possessed of powerful persuasive charms, this faction has a naturally high level of Influence.

Walls of Faith: With the zeal of fanatics, all soldiers and civilians are prepared to throw their lives down defending their city.

Destructive Analysis: Forever disgusted by the random waste and ruin of the Endless's civil war, the Cultists are careful to study and learn from the enemy cities that they deconstruct.

We Are Legion: As the number of converted troops increases, the Cultists learn much on how to integrate, train, and fanaticize other peoples. This experience serves them well.

Conversion: Knowledge of the rites of the Cultists - and a fanatic belief in the Queen's purpose - permits the conversion of Pacified villages.

Heroes

Andom the Seer



HERO (SUPPORT)

ATTRIBUTES

♥ LIFE	146	➡ SPEED	4
⚔ ATTACK	40	🛡 DEFENSE	34
⚡ INITIATIVE	16	★ DAMAGE	46
👁 VISION	3		

CAPACITIES

- General HP
- Prestige Boost

STORY

Originally a slave or employee in the Cultist capital (there is little distinction between the two roles), the presence of the Queen slowly took over Andom's sensitive mind. Now consumed by visions of the End, Andom is often either in existential pain or a state of confusion. In fact, Andom sees not merely the end of the Endless and of the Queen's great plan, but of the universe itself. Whether these visions are the result of mathematical forecasts, emanations of the Queen's mental distress, or simple madness, they are compelling and powerful enough to imbue Andom with enormous charisma.

Urol the Speaker

HERO (SUPPORT)

ATTRIBUTES

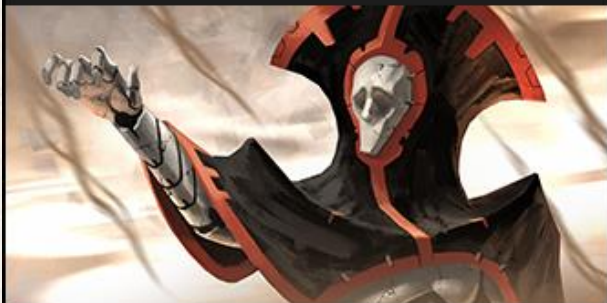
♥ LIFE	146	➡ SPEED	4
⚔ ATTACK	40	🛡 DEFENSE	46
⚡ INITIATIVE	12	★ DAMAGE	34
👁 VISION	3		

CAPACITIES

- General DEF
- General HP

STORY

Once a low-level automaton who wandered curiously around the wrong ruin, Urol was blasted by the Queen's psychic emanations when she was having a particularly rage-filled day. The force of the telepathic blast wiped Urol's mind clean as a blank slate; what replaced it was the Queen's concern of the moment which happened to be the inability of her many diverse followers to communicate efficiently. As a result, Urol now babbles constantly in the tongues of all the peoples of Auriga. At times transmitting the words of the Queen, at times merely succumbing to his own ravings, his followers have the difficult task of determining which is which...

Edra the Listener

HERO (SUPPORT)

ATTRIBUTES

♥ LIFE	110	➡ SPEED	4
⚔ ATTACK	46	🛡 DEFENSE	40
⚡ INITIATIVE	20	★ DAMAGE	40
👁 VISION	3		

CAPACITIES

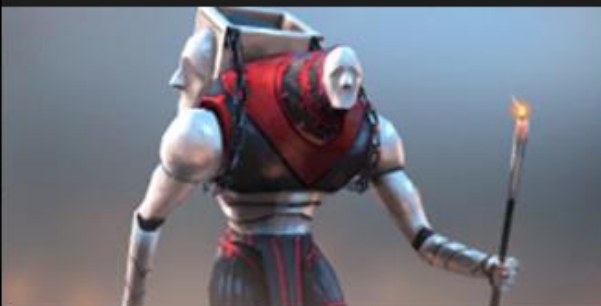
- 👊 General DMG
- 🛡 General DEF

STORY

Silent and spectral, Edra travels Auriga with head cocked to the side, listening with such intensity that at times it is said that Edra "smells the future". Though there are numerous guesses and rumors about her origin, decades of concentration have reworked her features into a generic image of the Queen herself. As a result, any hypotheses as to the character and capacities of this Hero are meaningless -- as the Queen wills. Every bit as unbalanced as any being that has been visited by the Queen's telepathic mumblings, Edra nevertheless has the uncanny skill of predicting events -- of widely varying importance -- with great accuracy.

Units

Settler



UNIT DESIGN (INFANTRY)

ATTRIBUTES

♥ LIFE	24	➡ SPEED	4
⚔ ATTACK	10	🛡 DEFENSE	5
⚡ INITIATIVE	16	★ DAMAGE	6
👁 VISION	3		

COST 120  1 

CAPACITIES

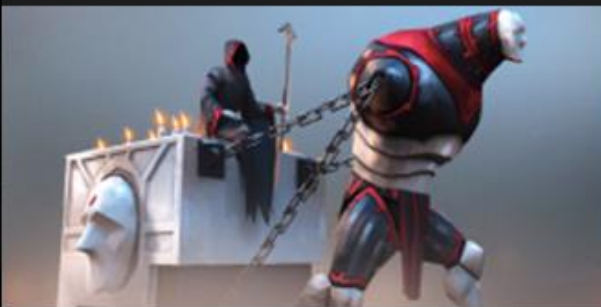


Homesteader

STORY

The backbone of any migration or colonization effort, Settlers are the hardy few willing to strike out and found a new home.

Preacher



UNIT DESIGN (SUPPORT)

ATTRIBUTES

♥ LIFE	36	➡ SPEED	4
⚔ ATTACK	12	🛡 DEFENSE	28
⚡ INITIATIVE	26	★ DAMAGE	14
👁 VISION	3		

COST 30 




CAPACITIES





Unlashed potential

STORY

Trained to convert others to the cause of the Eternal End, the Preachers spread (by force if necessary) the teachings of the Cultists.

Fanatic		UNIT DESIGN (CAVALRY)		
	ATTRIBUTES			
	LIFE	124	SPEED	4
	ATTACK	20	DEFENSE	30
	INITIATIVE	30	DAMAGE	22
	VISION	3		
COST 80				
CAPACITIES				
 Charge				
STORY				
<i>Fanatics are massive due to their many robotic parts, and can use this weight to execute damaging cavalry charges.</i>				

Nameless Guard		UNIT DESIGN (RANGED)		
	ATTRIBUTES			
	LIFE	84	SPEED	4
	ATTACK	50	DEFENSE	20
	INITIATIVE	24	DAMAGE	44
	VISION	3		
COST 120				
CAPACITIES				
None				
STORY				
<i>Tall and armed with excellent bows, the Nameless Guards are the eyes of the Cult and the first to strike enemies.</i>				

Minor Factions



The Kazanji

Who are the Kazanji

STORY

The Kazanji generate energy not from food but from fire. They live in cold, dry, relatively barren areas. Their form is defined by a very dense and resistant skeleton, around which energies of fire and Dust coalesce.

Unit : Daemon



STORY

The priests of the fire-fed Kazanji, Daemons defend their holy places by inflicting terrifying visions on the minds of their attackers.

UNIT DESIGN (FLYING)

ATTRIBUTES

♥ LIFE	156	➡ SPEED	4
⚔ ATTACK	22	🛡 DEFENSE	42
⚡ INITIATIVE	26	★ DAMAGE	34
👁 VISION	3		

COST 180 ⚙️

ASSIMILATION BONUSES

ON EMPIRE

+5% Prestige per village

ON UNIT

⚡ Chain lightning

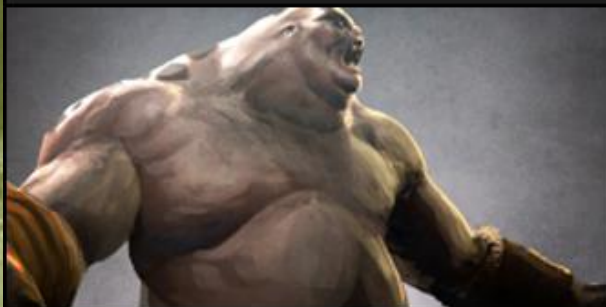
The Urces

Who are the Urces

STORY

These are giant and powerful ogres, simple-minded but humble and withdrawn. Their size and style shows that they are heavy laborers / pit diggers.

Unit : Rumbler



STORY

The Urces peoples appear as peaceable giants who dig, build, and move on seemingly without reason. However, when defending their dwellings or fighting for trusted friends, they become mountains of rage and the great sweeps of their clubs are devastating.



UNIT DESIGN (INFANTRY)

ATTRIBUTES

♥ LIFE	156	➡ SPEED	4
⚔ ATTACK	20	🛡 DEFENSE	40
⚡ INITIATIVE	2	★ DAMAGE	22
👁 VISION	3		

COST 90

ASSIMILATION BONUSES

ON EMPIRE

- 5% Industry Cost on buildings per village

ON UNIT

Beam

The Sisters of Mercy

Who are the Sister of Mercy

STORY

A group of warrior clerics sworn to acts of mercy. Mercy could be either healing the wounded, or beheading those who do evil.

Unit : Justicere



STORY

Front line fighters and warrior clerics, Justiceres deal death with one hand and healing with the other.

UNIT DESIGN (#SUPPORT)

ATTRIBUTES

♥ LIFE	52	➡ SPEED	4
⚔ ATTACK	16	🛡 DEFENSE	30
⚡ INITIATIVE	22	💥 DAMAGE	22
👁 VISION	3		

COST 60 ⚙

ASSIMILATION BONUSES

ON EMPIRE

+5% Life regeneration on armies per Village

ON UNIT



Disease immunity



Immune to debuff

The Jotus

Who are the Jotus

STORY

The ancestors of this faction were bred for blood sports and as watch beasts. The beasts have rudimentary intelligence and great ferocity; their clans are held together more by fear and strength than by more sophisticated social bonds.

Unit : Tetike



STORY

The advantage of the Tetike is that one of the two heads is generally alert. While the confusion of having two heads managing one body does not necessarily make them more dangerous in attack, they have excellent defense and are very hard to sneak up on.

UNIT DESIGN (X-RANGED)

ATTRIBUTES

♥ LIFE	68	➡ SPEED	4
⚔ ATTACK	42	🛡 DEFENSE	24
⚡ INITIATIVE	34	★ DAMAGE	40
👁 VISION	3		

COST 180 ⚙

ASSIMILATION BONUSES

ON EMPIRE

+0.5 Vision range on armies per villages

ON UNIT

👆 Free counter

The Erycis

Who are the Erycis

STORY

Large and formidable multi-headed hydra. They have hands with claws capable of manipulating tools, but tend to fight with their large, fearsome jaws and teeth.

Unit : Vinesnake



STORY

A bottom-feeder, capable of eating almost anything, these creatures extract poisons from their food and isolate them in a specialized gland - an ability that permits them to feed in extreme environments.

When threatened, they can also expel the contents of that gland as a highly toxic cloud.



UNIT DESIGN (INFANTRY)

ATTRIBUTES

♥ LIFE	100	➡ SPEED	4
⚔ ATTACK	36	🛡 DEFENSE	24
⚡ INITIATIVE	22	★ DAMAGE	38
👁 VISION	3		

COST 110

ASSIMILATION BONUSES

ON EMPIRE

+0.5 Movement per Village

ON UNIT



Circular attack

The Silics

Who are the Silics

STORY

Slow-moving elementals, heavily affected by Dust. The Silics guard the great underground farms where crystal is grown and nurtured; promising ones are blessed with intelligence and life.

Unit : Harmonite



STORY

These guardians of the great underground farms where crystal is grown and nurtured are themselves intelligent minerals. They can use their symbiosis with the earth to immobilize enemies.



UNIT DESIGN (INFANTRY)

ATTRIBUTES

♥ LIFE	140	➡ SPEED	4
⚔ ATTACK	24	🛡 DEFENSE	46
⚡ INITIATIVE	10	★ DAMAGE	28
👁 VISION	3		

COST 120 ⚙

ASSIMILATION BONUSES

ON EMPIRE

+0.2 Strategic Resource on mines per village

ON UNIT



Disease immunity

Beam

The Delvers

Who are the Delvers

STORY

Were deep underground after the bombings; fought their way back up to the light. Miners, tunnelers, explorers

Unit : Dredge



STORY

These diggers, with overdeveloped shoulders and arms, make exceedingly dangerous troops. Skilled at breaking rock, they can also crack the toughest armors.

UNIT DESIGN (INFANTRY)

ATTRIBUTES

♥ LIFE	84	➡ SPEED	4
⚔ ATTACK	34	🛡 DEFENSE	30
⚡ INITIATIVE	20	★ DAMAGE	34
👁 VISION	3		

COST 90 ⚙

ASSIMILATION BONUSES

ON EMPIRE

+5% Dust on City Dust per village

ON UNIT

🌀 Cicular attack

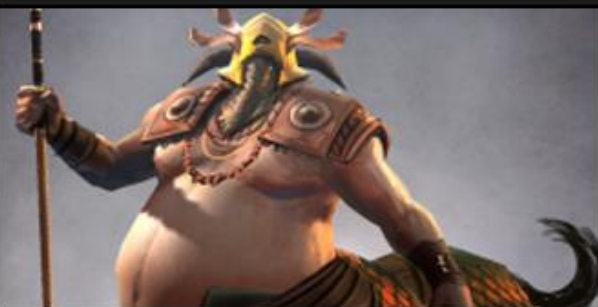
The Bos

Who are the Bos

STORY

The Bos are centaurs, modeled along the lines of the Huns and the armies of Attila. They are warriors, nomads, and relatively uneducated. They are large, shaggy beasts that are well-adapted to cold climates, and can be found anywhere across Auriga.

Unit : Centaur



STORY

Messenger, sentry, and scout, the Centaurs' role is to know all that happens within a day's ride of the herd. Lightly armored, they are better adapted to summer weather.

UNIT DESIGN (CAVALRY)

ATTRIBUTES

♥ LIFE	108	➡ SPEED	4
⚔ ATTACK	20	🛡 DEFENSE	32
⚡ INITIATIVE	32	★ DAMAGE	24
👁 VISION	3		

COST 80 ⚙

ASSIMILATION BONUSES

ON EMPIRE

+5% Food on City Food per village

ON UNIT

👉 Free counter attack

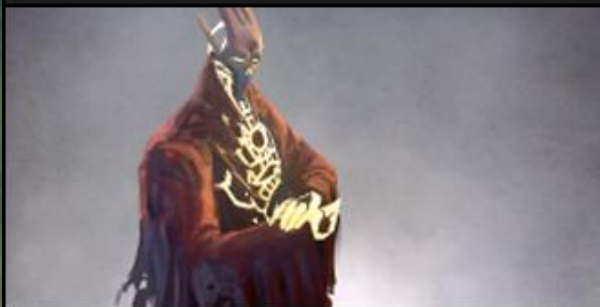
The Haunts

Who are the Haunts

STORY

An echo or 'ghost' effect of the Virtual bombings, this faction are the partially intelligent remnants of Virtual Endless, typically found in ruins.

Unit : Ended



STORY

Legends says these are lost spirits of ancient people, kept partially sentient by being bound with Dust. Immune to cold, they terrify enemies even more in winter.

UNIT DESIGN (FLYING)

ATTRIBUTES

♥ LIFE	100	➡ SPEED	4
⚔ ATTACK	40	🛡 DEFENSE	30
⚡ INITIATIVE	28	★ DAMAGE	46
👁 VISION	3		

COST 250 ⚙

ASSIMILATION BONUSES

ON EMPIRE

+5% Science on City Science per village

ON UNIT

- 🦠 Disease immunity
- ⚡ Chain lightning

The Ceratan

Who are the Ceratan

STORY

The Ceratan are arachnoid centaurs; giant spider ticks with human torsos. They are a subterranean people, so tend to have white hair and pale skin. They prefer feed on anything warm-blooded, but can survive on cold-blooded beasts or even other insectoid.

Unit : Drider



STORY

The sentries and police of this subterranean arachnid people, Driders are pacifist units that briefly immobilize friendly units with a healing web.

UNIT DESIGN (🛡️SUPPORT)

ATTRIBUTES

❤️ LIFE	108	➡️ SPEED	4
🔪 ATTACK	14	🛡️ DEFENSE	20
⚡ INITIATIVE	2	💥 DAMAGE	26
👁️ VISION	3		

COST 60 ⚙️

ASSIMILATION BONUSES

ON EMPIRE

+5% Defense on units per village

ON UNIT

🕒🛡️ Cocoon

The Urnas

Who are the Urnas

STORY

These are itinerant tribes that follow herds and crops according to the seasons. Skilled foragers accustomed to living off the land, they are well known for their belligerence and their skill with the bow.

Unit : Orc



STORY

The Orc hunters of the Hurnas are known for their surprising speed and their sophisticated use of the bow. It is generally preferable to have them as allies rather than enemies.

UNIT DESIGN (X-RANGED)

ATTRIBUTES

♥ LIFE	60	➡ SPEED	4
⚔ ATTACK	42	🛡 DEFENSE	16
⚡ INITIATIVE	28	★ DAMAGE	34
👁 VISION	3		

COST 80 ⚙

ASSIMILATION BONUSES

ON EMPIRE

+5% Attack on units per Village

ON UNIT



Immune to winter mov. penalty

The Gauran

Who are the Gauran

STORY

These large, slow-moving herbivores retain some vestiges of their less intelligent ancestors. Though they are often on four legs for eating and resting, they rise up on two for observation or using tools.

Unit : Minotaur



STORY

These troops are recruited from the non-alpha males that accompany the Gauran herds. They execute their fearsome charge on two legs, grasping their weapons and bellowing.

UNIT DESIGN (INFANTRY)

ATTRIBUTES

♥ LIFE	100	➡ SPEED	4
⚔ ATTACK	30	🛡 DEFENSE	36
⚡ INITIATIVE	32	★ DAMAGE	30
👁 VISION	3		

COST 180 ⚙

ASSIMILATION BONUSES

ON EMPIRE

+5% Max HP on units per village

ON UNIT

🧠 Immune to winter mov. penalty

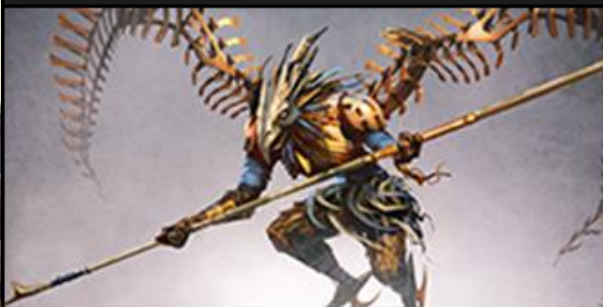
The Nidya

Who are the Nidya

STORY

Though bird-like in their appearance, the Nidya are closer to humanoid than one might think. The young are birthed, not hatched, and like other advanced peoples their habitats are carefully chosen for defense, foraging, and observation.

Unit : Arpuja



STORY

The Arpuja of the Nidya tribes are airborne warriors, rapid flyers and highly maneuverable. Acting as scouts and light troops, they ensure that the Nidya warrens are never taken by surprise.

UNIT DESIGN (RANGED)

ATTRIBUTES

♥ LIFE	108	➡ SPEED	4
⚔ ATTACK	30	🛡 DEFENSE	30
⚡ INITIATIVE	22	★ DAMAGE	30
👁 VISION	3		

COST 90 

ASSIMILATION BONUSES

ON EMPIRE

+5% Initiative on units per village

ON UNIT

 Circular attack

The Geldirus

Who are the Geldirus

STORY

The origins of this species are found in a pack of wolves that were driven into inhospitably high tundra after losing a series of fights with the Drakken. Infected by Dust in an ancient ruin of the Endless, their new form has rendered them indifferent to the coldest environments and seasons.

Unit : Ice Warg



STORY

Impervious to cold and powerfully muscled, the hardy Ice Wargs move freely even during Auriga's harsh Dark Season.

UNIT DESIGN (INFANTRY)

ATTRIBUTES

♥ LIFE	92	➡ SPEED	4
⚔ ATTACK	34	🛡 DEFENSE	24
⚡ INITIATIVE	22	💥 DAMAGE	50
👁 VISION	3		

COST 120 ⚙

ASSIMILATION BONUSES

ON EMPIRE

+5% Damage per village

ON UNIT

🧠 Immune to Winter mvt penalty

Annexes - Capacities

Battle Attribute bonuses: Increases ATK/DMG depending on enemy unit type

Warrior Slayer (ATK bonus against Infantry)	
Level 1	+20%
Level 2	+30%
Level 3	+40%
Level 4	+50%
Knight Slayer (ATK bonus against Cavalry)	
Level 1	+20%
Level 2	+30%
Level 3	+40%
Level 4	+50%
Range Slayer 1 (ATK bonus against Ranged)	
Level 1	+20%
Level 2	+30%
Level 3	+40%
Level 4	+50%
Dragon Slayer 1 (ATK bonus against Flying)	
Level 1	+20%
Level 2	+30%
Level 3	+40%
Level 4	+50%
Support Slayer (ATK bonus against Support)	
Level 1	+20%
Level 2	+30%
Level 3	+40%
Level 4	+50%

Other Battle Attribute bonuses

Confidence (DEF bonus when receiving melee damage)	
Level 1	+20%
Level 2	+30%
Level 3	+40%
Sharp senses (DEF bonus when receiving projectile damage)	
Level 1	+20%
Level 2	+30%
Level 3	+40%
Block (DEF bonus when attacked)	
Level 1	+2
Level 2	+4
Level 3	+8
Level 4	+12
Precision (Attack bonus range (if Ranged weapon equipped))	
Level 1	+1
Level 2	+2
Level 3	+3
Swiftess (ATK bonus if (INIT > enemy INIT))	
Level 1	+15%
Level 2	+30%
Level 3	+50%
Level 4	+80%
Retaliation (CRITICAL bonus after receiving damage)	
Level 1	+12
Level 2	+25
Level 3	+50
Master of the Dark (ATK bonus during Winter / DEF bonus during Winter)	
Level 1	+10% / +10%
Level 2	+20% / +20%
Level 3	+30% / +30%
Children of the Light (ATK bonus during Summer / DEF bonus during Summer)	
Level 1	+10% / +10%
Level 2	+20% / +20%
Level 3	+30% / +30%

Simple Battle bonuses

Elusive Target (damages bonus)	
Level 1	-25%
Level 2	-50%
Level 3	-75%
Valiant Spirit (Attack bonus)	
Level 1	+10%
Level 2	+20%
Level 3	+30%
Bastion (Defense bonus)	
Level 1	+10%
Level 2	+20%
Level 3	+30%
Lethal Striker (Critical bonus)	
Level 1	+10%
Level 2	+20%
Level 3	+30%
Healthy Living (Life bonus)	
Level 1	+10%
Level 2	+20%
Level 3	+30%
Alacrity (INIT bonus/ MVT bonus (map) / MVT bonus (battle))	
Level 1	+3 / +1 / +1
Level 2	+3 / +2 / +1
Level 3	+3 / +4 / +1

Battle attribute debuffs on opponents

Unsteady (ATK malus on target, during next round)	
Level 1	-10%
Level 2	-20%
Level 3	-30%
Level 4	-40%
Exhaustion (DEF malus on target, during next round)	
Level 1	-10%
Level 2	-20%
Level 3	-30%
Level 4	-40%
Feebleness (CRIT malus on target, during next round)	
Level 1	-10%
Level 2	-20%
Level 3	-30%
Level 4	-40%
Halt (INIT malus on target, during next round)	
Level 1	-10%
Level 2	-20%
Level 3	-30%
Level 4	-40%

Battle Capacities altering Armor and HP

Regeneration (HP bonus regenerated per round in defending stance)	
Level 1	+2
Level 2	+4
Level 3	+8
Life drain (HP bonus drained from opponent)	
Level 1	+2
Level 2	+4
Level 3	+8

Base Unit Capacities

Soul Leech (HP bonus on kills)		
Level 1		+20%
Charge (ATK bonus per tile crossed (this turn) before attacking)		
Level 1		+20%
High ground (ATK bonus if on higher ground than the target)		
Level 1		+30%
Bark Skin (ATK bonus added as flat DEF bonus on friendly target)		
Level 1		+5%
Level 2		+10%
Level 3		+15%
Stun		
Level 1	Targeted unit won't play its next round	
Slow down		
Level 1	The opponent is slowed for the next round	
Life Siphon		
Level 1	Drain the life of the enemy and heal all the friendly units around him (The heal value is equal at the ATK)	
Homesteader		
Level 1	Can colonize a neutral region	
Precision (ATK range increase)		
Level 1		+1
Level 2		+2
Level 3		+3
Defensive Impulse (Send an impulse when it counter-attack)		
Level 1	50% of the ATK on the tiles around	
Parasite		
Level 1	Resurrect the target when it dies and put it under the player's control Don't work on people with Disease Immunity	
Fire Rain		
Level 1	Deals damages to the initial target and all its adjacent ally (20%)	
Resurrection		
Level 1	Come back to life after 2 rounds. Create an AOE of fire when resurrect	
Shared Wisdom (Moral bonus to adjacent units)		
Level 1		+1
Unlashed potential		
Level 1	Buff all attributes	

Hero City Capacities (FIDSP/Approval)

Food Boost (City Food bonus per Hero level / +1% Food per hero LVL)	
Level 1	+2
Level 2	+4
Level 3	+6
Industry Boost (City Industry bonus per Hero level / +1% Ind. per hero LVL)	
Level 1	+2
Level 2	+4
Level 3	+6
Dust Boost (City Dust bonus per Hero level / +1% Dust per hero LVL)	
Level 1	+2
Level 2	+4
Level 3	+6
Science Boost (City Science bonus per Hero level / +1% Science per hero LVL)	
Level 1	+4
Level 2	+8
Level 3	+12
Influence Boost (City Influence bonus per Hero level / +1% Inf. per hero LVL)	
Level 1	+1
Level 2	+2
Level 3	+3
Food Efficiency (Base Food bonus per Population / +1% Food per hero LVL)	
Level 1	+1
Level 2	+2
Level 3	+3
Industry Efficiency (Base Industry bonus per Population / +1% Ind. per hero LVL)	
Level 1	+1
Level 2	+2
Level 3	+3
Dust Efficiency (Base Dust bonus per Population / +1% Dust per hero LVL)	
Level 1	+1
Level 2	+2
Level 3	+3
Science Efficiency (Base Science bonus per Population / +1% Science per hero LVL)	
Level 1	+2
Level 2	+3
Level 3	+4
Productivity (Base FIDSP bonus per pop on City)	
Level 1	+1
Golden Arborist (Dust bonus on Forest)	
Level 1	+1
Level 2	+2
Level 3	+3
City Guards (city disapproval per unit in garrison)	
Level 1	-5%
Level 2	-10%
Level 3	-15%

Hero City Capacities (other)

Master Trainer (XP bonus per turn to units in garrison)	
Level 1	+4
Slavery (Food bonus per pop for each village / Industry bonus per pop for each village)	
Level 1	+1 / +1
Cautious (City Defense Point bonus per Hero level / Vision range bonus on all region buildings)	
Level 1	+1 / +1

Faction Capacities

Vaulters: Technolover	
Level 1	Equipment is more efficient if made from the same material than the holy resource
Wild Walkers : Forest Rage (ATK bonus when on a Forest)	
Level 1	+30%
Broken Lords : Arcane Heals	
Level 1	Can be healed with (Dust)
Necrophages : Disease	
Level 1	Spread disease to target opponent, dealing damage each turn
Necrophages : Disease Immunity	
Level 1	All their units are immune to the disease
Ardent Mages : Ardent Rage	
Level 1	Deals higher damages depending on the missing health
Roving Clans : Fast (SPEED bonus)	
Level 1	+2
Drakkens : Fast learner (XP bonus)	
Level 1	*2
Cultists : Conversion	
Level 1	Permits the conversion of Pacified villages

Hero bonuses on all Units in his army

General HP (HP bonus on army)	
Level 1	+15 / +5%
Level 2	+30 / +10%
Level 3	+45 / +15%
General DEF (DEF bonus on army)	
Level 1	+3 / +5%
Level 2	+6 / +10%
Level 3	+10 / +15%
General ATK (ATK bonus on army)	
Level 1	+5 / +5%
Level 2	+10 / +10%
Level 3	+15 / +15%
General DMG (DMG bonus on army)	
Level 1	+4 / +5%
Level 2	+8 / +10%
Level 3	+12 / +15%
General INIT (INIT bonus on army)	
Level 1	+2 / +5%
Level 2	+4 / +10%
Level 3	+8 / +15%
General OVERALL (ATK,DEF,INIT,DMG bonus on army)	
Level 1	+5%ATK / +5% DEF / +2 INIT / +3 DMG
Level 2	+10%ATK / +10% DEF / +4 INIT / +6 DMG

Hero capacities

Last Stand	
Level 1	Comes back to life if dies during a battle which finishes on a victory
Prosperous Leader	
Level 1	(Dust) bonus per Population) if assigned to a city
Lead from the Front	
Level 1	(Attack) bonus to units if assigned to an army
Friends with the Locals	
Level 1	(Industry) bonus per (Population) and (Food) bonus per (Population) if assigned to a city, depending on city's number of pacified villages
Stone Wall	
Level 1	(Defense) bonus to units if assigned to an army
Innovator	
Level 1	(Science) bonus per (Population) if assigned to a city
Industrialist	
Level 1	(Industry) bonus per (population) if assigned to a city
Warlord	
Level 1	(Attack), (Defense), (Initiative) and (Critical) bonuses to units if assigned to an army

Minor faction capacities

Unstoppable	
Level 1	No debuffs can be applied on this unit
Sweep Attack	
Level 1	Attack all units in a cone of 1
Intimidation	
Level 1	Lower the initiative of adjacent opponents
Cocoon	
Level 1	Heal an ally and stun it for the rest of the turn, while increasing its DEF
Rotative attack	
Level 1	Attack all the adjacent opponents
Chain Lightning	
Level 1	Attack transferred to its neighbors
Beam	
Level 1	Attack all enemy in a line of 3
Snow Walker	
Level 1	Immune to winter penalty on movement