



-----Read me-----

# ART of MYTH Tagset for myth II version 1.8



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## ART of MYTH TIPS and HINTS

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See the in game hints for Read me notes and tips...

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# ART of MYTH

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Files:  
AoM-ARTofMYTH Tagset-A1

AoM-ARTofMYTH Tagset-B1

AoM-ARTofMYTH Tagset-V1

AoM-ARTofMYTH Maps-b1

AoM-ARTofMYTH-Tagset-1-8

AoM-ARTofMYTH-MAPS-A

ZTAG-PATCHtagset-AoM1-8

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**Patch updates available** for omnipatch -->  
PatchAoMmapsAtomapsA

AoM-ARTofMYTH Tagset-A1

AoM-ARTofMYTH Tagset-B1

AoM-ARTofMYTH Tagset-V1

AoM-ARTofMYTH Maps-b1

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So you wanna make a AoM map ....Ztag here's a patch file to add into your plugs that will make it easier take the file out when going online to play ... just toss it in your plugins folder then open loathing and create your map... (ZTAG-PATCHtagset-AoM1-8)

(To create a Ztag from existing AoM 1-8 Tagset use omnipatch file..

(PatchAoMagset-1-8atoZtag)

(note: use only one Ztag in your plugins folder at a time and remove for online game play)

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**to test more cwr maps** > (<http://hl.udogs.net/files/Uploads/%20User%20Uploads/Points/betas/>)

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**may also be compatible with other map packs** by PoinT and ARMY.

CWR-CAMPAIGN MAPS-C

WAVA-CAMPAIGNmaps-A

CPR-Maps-vA

B32-Maps

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<http://tain.totalcodex.net/authors/show/548>

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**changes...** AoM Tagset :Things added, adjusted and fixed....

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**Maps:** fix list... 1.8

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0-

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**Tagset:** fix list... 1.8

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0-

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---patches available here to new versions... <http://hl.udogs.net/.../Points/betas/>---

---Forum Discussions <http://tain.totalcodex.net/forum/>

---Get games going... Gate of Storms server or Marisunet server

-- Thanks again to all that contributed 3d models, textures, sounds, images, and time over the years.

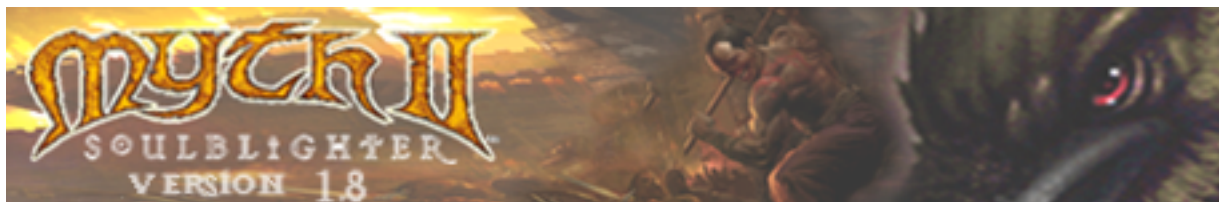
A detailed list of contributors can be found in the file maker pro database for CWR--

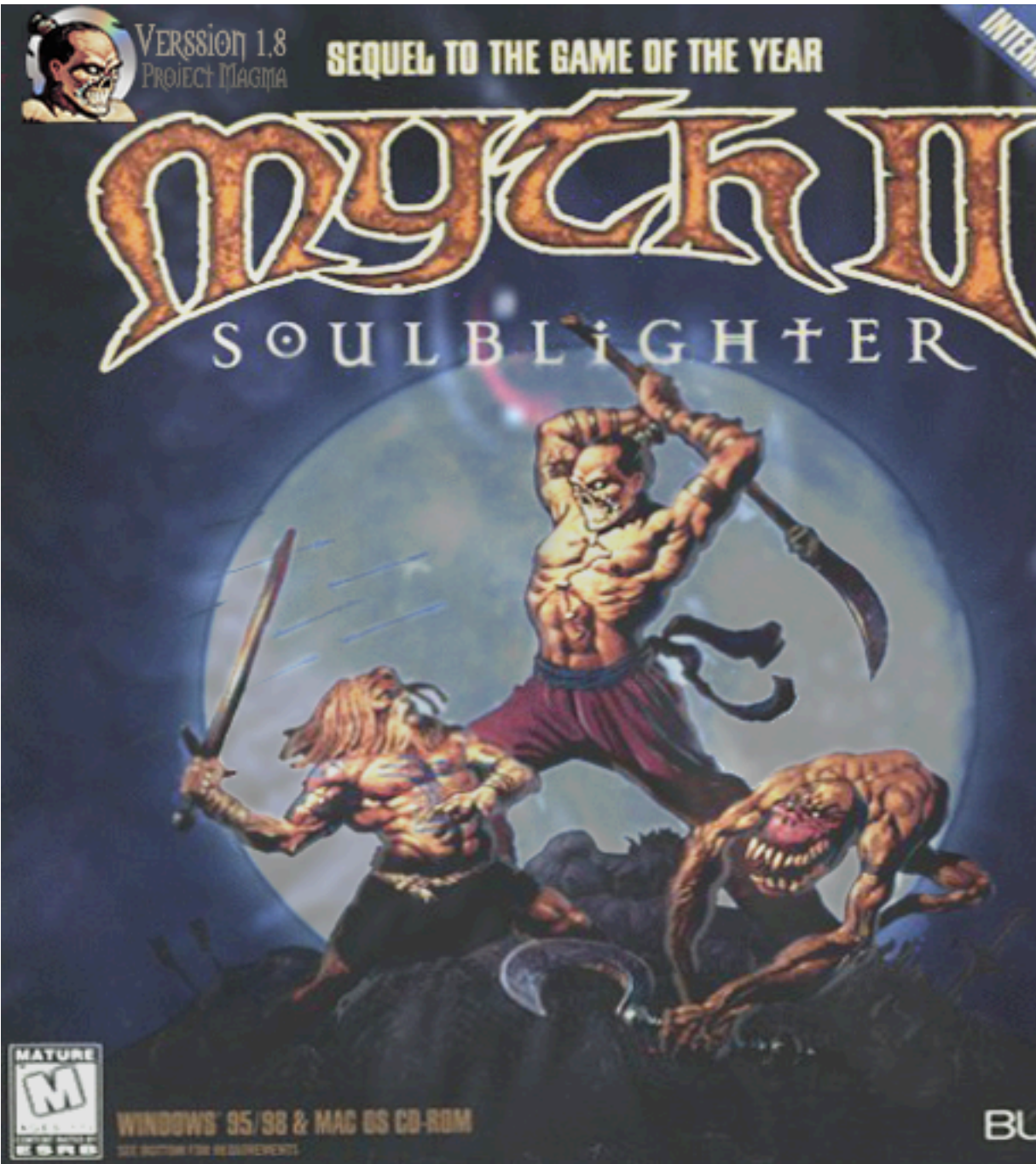
--made with FEAR, LOATHING, OAK, blood, sweat, and the occasional tear.

--Copyright ... ARMYmunitions Factory 2001-2014, Bungie, Project Magma, Take2 .

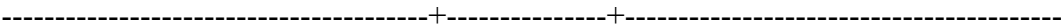
this ain't your Papa's Myth.... play the new AoM and live free die well.

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Myth II Soulblighter Bungie's 1996 Game of the Year  
Bungie, Take 2  
Project Magma  
Tain.totalcodex.net  
<http://www.mythdev.com>



-----Read me-----

ART of MYTH Maps for myth II version 1.8



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**MYTH II Converted CoOP Maps :**



This sets up the myth II soulblighter campaign and multi maps for AoM (ART of MYTH) and should also work with any B32 (base 32 tagset).

So the story.... The forces of Dark have returned you go out and blight their souls. Basically the same as The myth II soulblighter campaign with a few adjustments for AoM... Veterans are more prevalent and you will have some both easy and hard fights with AoM active...

this is the beta version... Enjoy.  
Point

PointsG @ gmail.com

<http://tain.totalcodex.net/authors/show/548>

Thanks to.... projectmagma  
Bungie fear and loathing and beta testers....  
Thanks to the whole Myth community and ARMY crew..

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**MythII soulblighter campaign levels Converted**

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- 01 Dawson's Creek  
>guys still stuck in top corner
- 02 Graveyard
- 03 Town Gates

- 04 Outside the Keep
  - 05 Inside the Keep
  - 06 Destroy Bridge
  - 07 World is Knot enough
  - 08 The Great Library
  - 09 Escape From Madigral
  - 10 Landing at White Falls
  - 11 Ambushed night
  - 12 Mountain Pass
  - 13 The Deciever
  - 14 With Friends Like These
  - 15 Desert March
  - 16 Catacombs
  - 17 Defend Muirthemne
  - 18 Tain Shard
  - 19 The Tain
  - 20 Camp
  - 21 Munitions dump
  - 22 Dam it
  - 23 Battle 1
  - 24 Battle 2
  - 25 Soulblighter
- ee a long awaited drinking party

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### **AoM campaign levels**

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- AoM Ice in the Eyes-CoOp (the night is dark and full of terrors)
- AoM The Gates of Numenor (Karylia's Keep)
- AoM Dead Men Sing No Songs
- AoM Heroes Fade CoOp
- AoM Till DEATH takes HOLD CoOp
- AoM Mazzarines Mines CoOp
- AoM The Big Horn CoOp
- AoM DELM'S KEEP CoOp
- AoM SIEGE of DELM CoOp
- AoM FIRES of MAZZ CoOp
- AoM FORTMAZZED CoOp
- AoM MAZARINES REMISE CoOp
- AoM CastleMazz CoOp
- AoM WORLD of MYTH CoOp

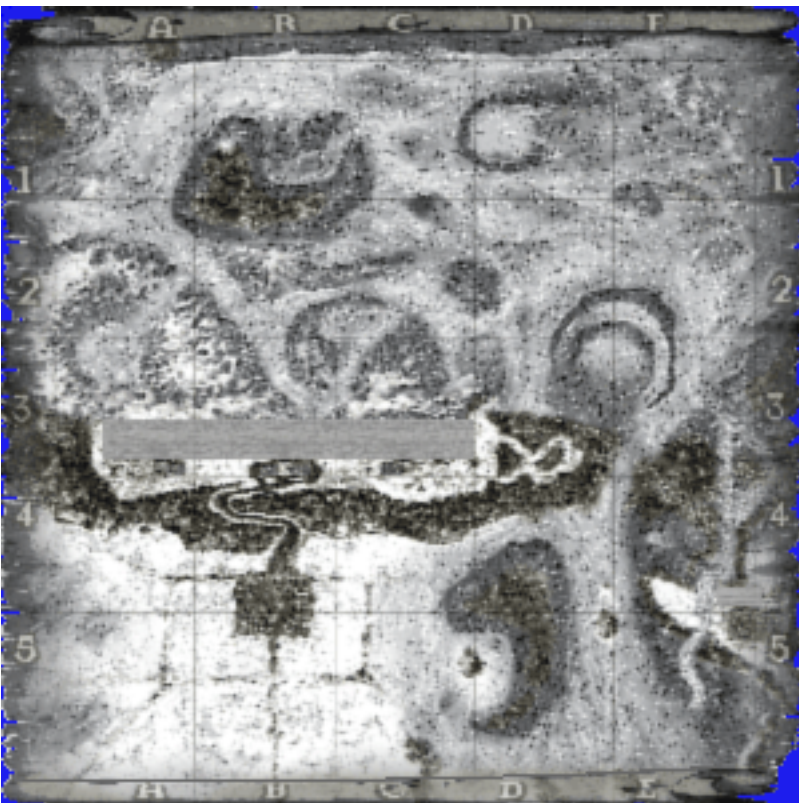
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### **Multiplayer Maps:**

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-----AoM Maps

- AoM ARTofMYTH S2
  - AoM Dead Men Sing No Songs S2
  - AoM IFiHADanARMY S2
  - AoM TEMPLEofDOWERsins S2
  - AoM FACTIONStribesTHRONES S2
- 



AoM Ice in the Eyes-CoOp (the night is dark and full of terrors)



AoM Archers Draw -CoOp (a better day to fight cwr)



AoM A Heroes Hope



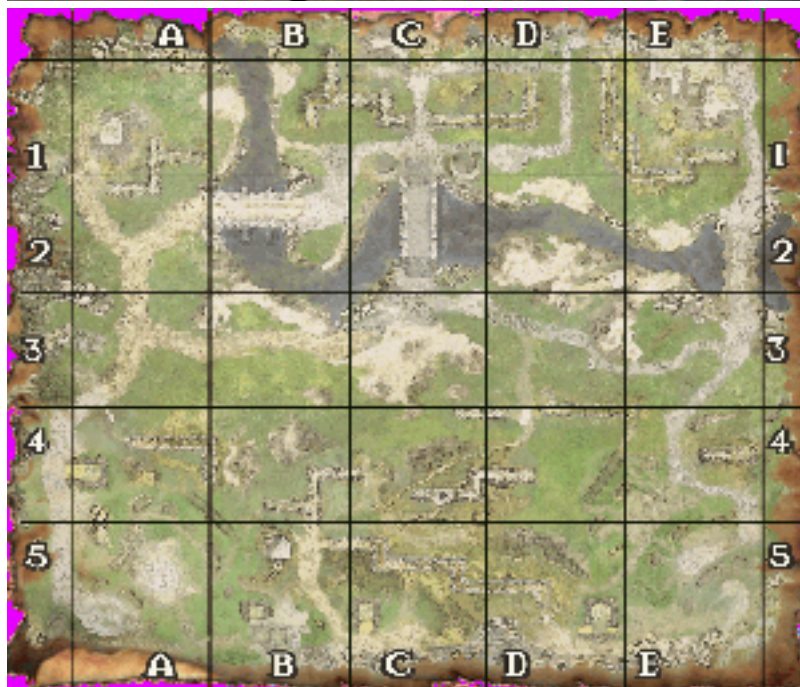
AoM Temple of Dower Sins



AoM The Art of Myth



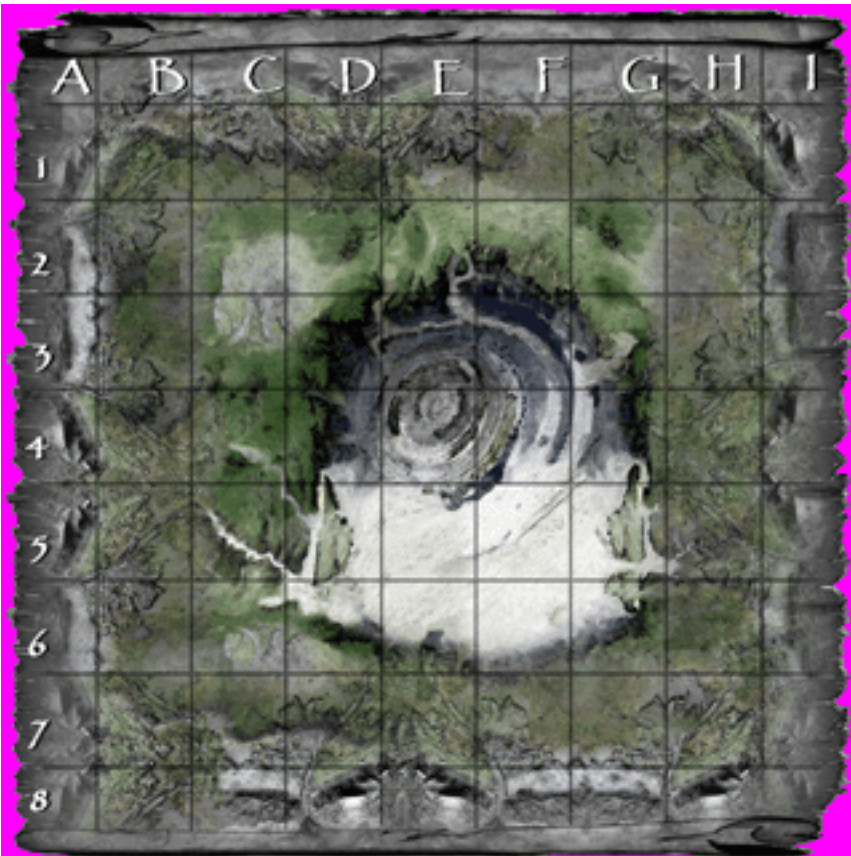
AoM The Big Horn CoOp



AoM Till DEATH takes HOLD CoOp



AoM The Gates of Numenor (Karylia's Keep)



AoM Dead Men Sing No Songs



AoM CastleMazz CoOp

AoM Heroes Fade CoOp





AoM Mazzarines Mines CoOp





AoM SIEGE of DELM CoOp





AoM DELM'S KEEP CoOp





AoM FIRES of MAZZ CoOp



AoM FORTMAZZED CoOp



AoM MAZARINES REMISE CoOp



AoM WORLD of MYTH CoOp







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AoM to do List

700 aom mazz remize miss matched color map -mine mazz  
700 castle mazz mismatched color map mine

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-----  
-----  
-----  
-----  
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**128 per map ... monsters and artifacts..**

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-----AoM--

Light-good / Dark-evil

00-

@01-Brigand light

+01-Brigand dark

@02-warrior light

+02-Thrall

@03-Berzerk

+03-Norsemen

@04-@alcknight

+04-Maul

@05-Stygknight human

+05-Stygnight undead (arrows no damage)

@06-Heron guard (1 heal)

+06-Mrykridia

@07-Archer (flame arrow)

+07-Souless -(poison spear) Archer Dark (flame arrow)

@08-Dwarf (6 satchels)

+08-Ghoul (puss or clever)

@09-@spear man (spear-sword-bow)

+09- orc Spear Man (spear-sword-bow)

@09b@Standard Bearer (boosts morale)  
+09b- Orc Standard Bearer (boosts morale)  
@10-Warlock (fire ball,fire ring)  
+10-Fetch (lightning, lightning shield)  
@11-@Crossbow (poison bolt)  
+11+Crossbow (poison bolt)  
@12-Trow light  
+12-Myrk big / Trow dark  
@13- firblog  
+13 breUnor  
@13b mortor duff  
+13b myrmidon  
@14- Cavalry light  
+14- Cavalry dark  
@15-kyralia ( ,Teleports)  
+15-Shiver ( )  
@16-Alric (Hero sword, lightning sword, pop)  
@16b Rabicon  
+16-Soulblighter (Hero Blade, Speed  
+16b-Watcher  
@17-duff pathfinder (calls in airstrike balloon)  
+17-Myrk big Thrower  
@18-mortor duff  
+18-  
@19-@spear Maiden mounted  
+19- Valon  
@20-@Knight  
+20  
@21-@falcnight  
+21  
@22@Mazzarin (hero sword, lightning sword ,teleport)  
+22+Balor (hero sword, lightning sword)  
@23-@Deceiver converts >brigand >ghoul >maul >Norsmen >myrkidia  
+23+Summoner summons >Wraiths > ghost bezerk > ghost Archer -ghost  
Dwarf  
@24-@Rabicon - lightning sword  
+24+ Watcher -fire sword -firestorm  
@25-heron hero /  
+25  
@26-@gorgoeth -> tribuchet -> catapult -->-Balista --> oil cauldron

+26 +ogre -> tribuchet -> catapult -->-Balista --> oil cauldron  
@27- @Palidin resurects > herons >warriors >brigands >dwarfs >berzerks  
+27 +Baron creates > Stygen Knights > Thrall > Ghosts > Wights  
@28-@Palidina >hawk (scouts) -healing sword  
+28 +Vixer >facehugger (converts) -flaming sword  
@29-journeyman -->wolf (axe dig, 20 heals)  
+29-  
@30-peasant  
+30-Peasant  
@30b +Shade (hero sword, death cloud, pop)  
+30b +skadi priestess >Spider (defense spell, 20 heals)  
@31  
+31  
@32  
+32

Pikeman  
ArcherCap

@e01  
+e01  
@e02 @Elf Mage  
+e02 +Orc Disciple  
@e03 @Iron Trow  
+e03 +Soul Axer  
@e04 @Frost Giant  
+e04  
@e05  
+e05+valthanos  
@e06@Druid >summons animals  
+e06 +005a-Lich King >creates skeletons  
@e07@00b-Madel (archer bow of slaying)  
+e07 +005b-Belial  
@e08@ Pyromancer  
+e08 +005c-Rehab  
@e09  
+e09 +15b-Fetch priestess  
@e10  
+e10+15a-Fetch Queen  
@e11  
+e11+Raven >raven (convert , confusion )  
@e12@00c-Templar

+e12  
@e13  
+e13  
@e14  
+e14  
@e15  
+e15  
@e16  
+e16  
canon  
catapult  
Balista  
tribuchet

@ @01titans replacement  
@ @02infantry vetrans  
@ @TheVetreran01 PoinT  
@ @TheVetreran02 Dit  
@ @TheVetreran03 BigBro  
@ @TheVetreran04 Fury  
@ @TheVetreran05 GiJoe  
@ @TheVetreran06 ColdSteel /Godz  
@ @TheVetreran07 Yank  
@ @TheVetreran08 Hawk /Melekor  
@ @TheVetreran09 Nuke /pyro  
@ @TheVetreran10 Scorch  
@ @TheVetreran11 Ozone  
@ @TheVetreran12 Rock  
@ @TheVetreran13 Carlinho  
@ @TheVetreran14 Industry  
@ @TheVetreran15 Myrd  
@ @TheVetreran16 Santa

@ai 1-32  
+ai 1-32

-----  
-----



team setup 16 player	8	10 (18)	2 (20)	4 (24)
1 (25)				
a> hero : morale				
1 Legendary				
b>> Captain : morale			1 Normal	
c>> Sorcerer :		1 simple		1 Heroic
d>>> champion :morale				1 heroic
e>>>> sgt :-standard morale		1 simple		
f>>>>> Archer : missile	2 timid	2 simple		2 heroic
g>>>>>> guard : missile/ hh>meelee		2 simple		
h>>>>>>Pike melee	2 timid			2 heroic
i>>>>>>> infantry : melee UT	4 timid	2 simple		2 heroic



c Magician  
c Healer  
c Pyrotechnic

d Champion  
e Standard  
f Archer  
g Guard  
h Pike  
i Infantry  
j Light Infantry  
k Crossbow  
l Mercenary  
M mounted cavalry  
O outlander  
P Peasant



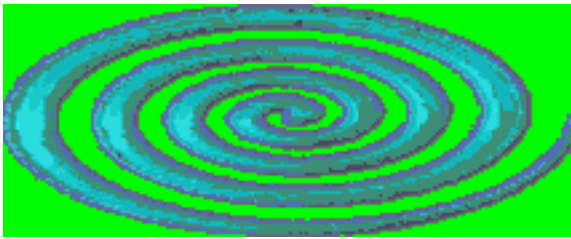
a Hero



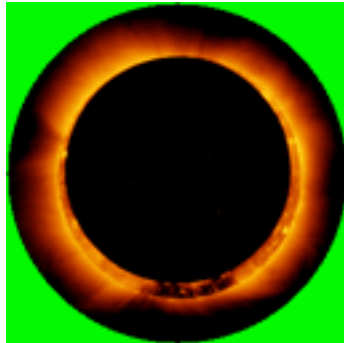
b Captain



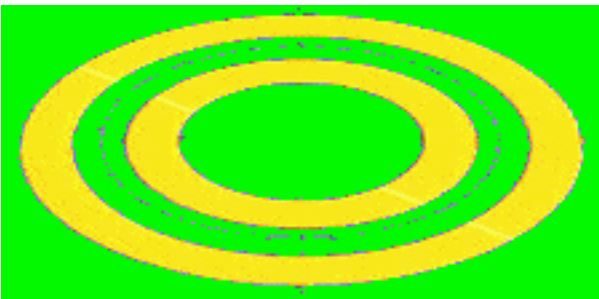
M medic healer



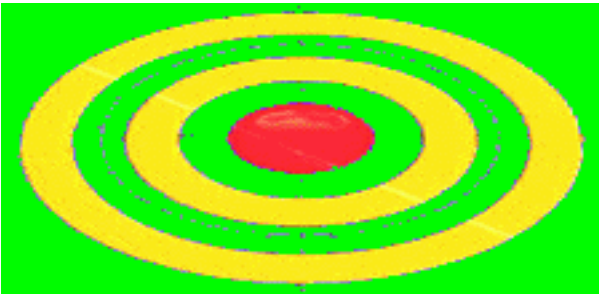
c



s



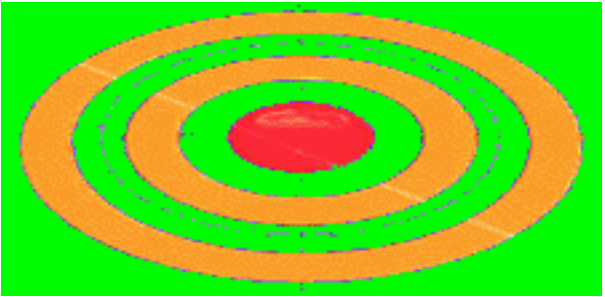
d Champion



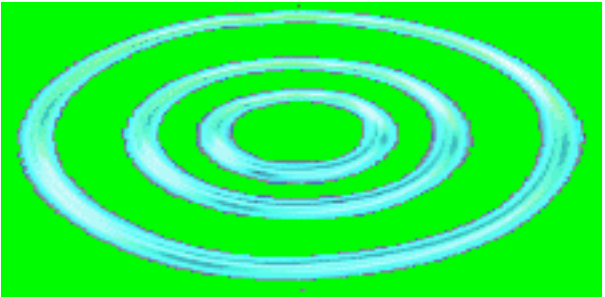
d



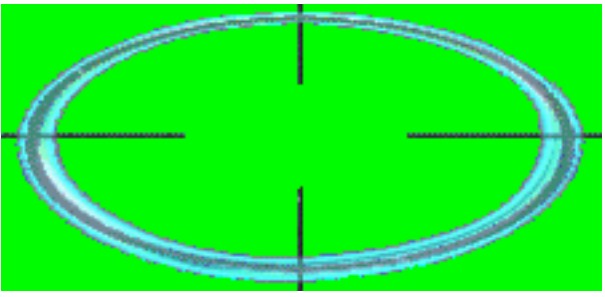
d



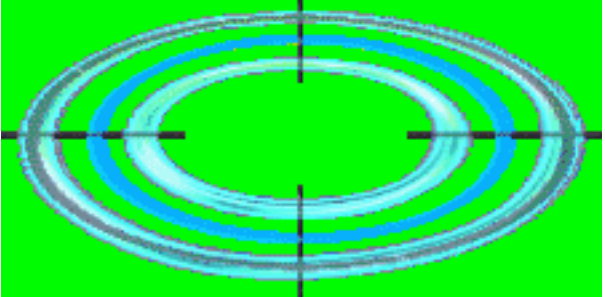
d



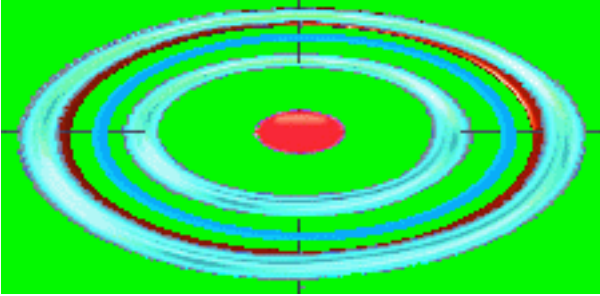
e Standard



f Archer



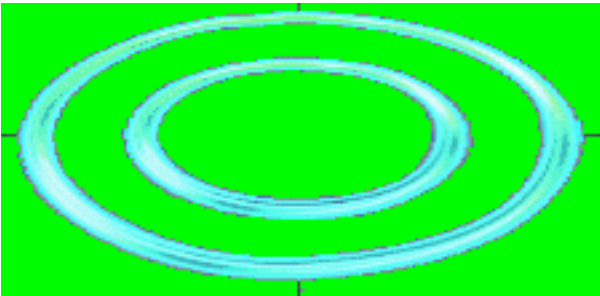
f hold



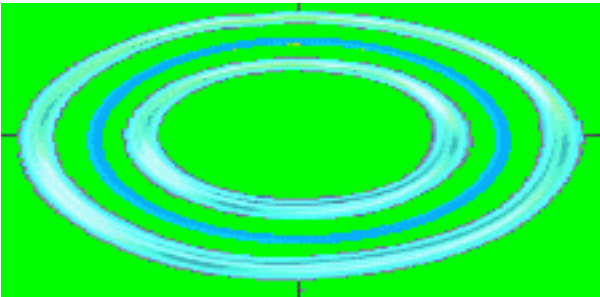
f attack

g Guard

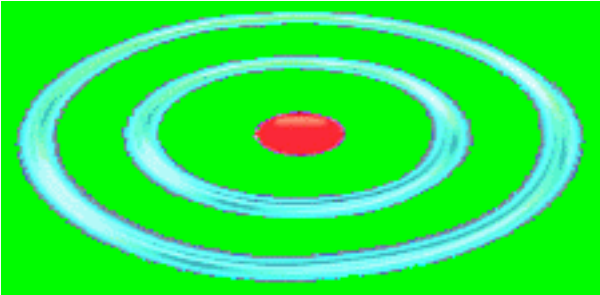
h Pike



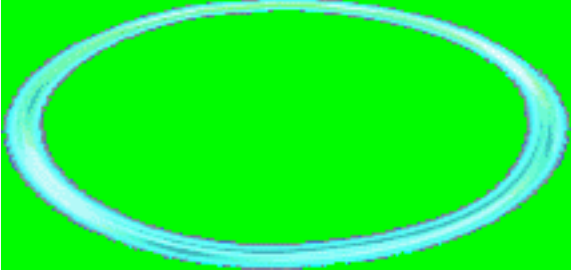
g h guard pike



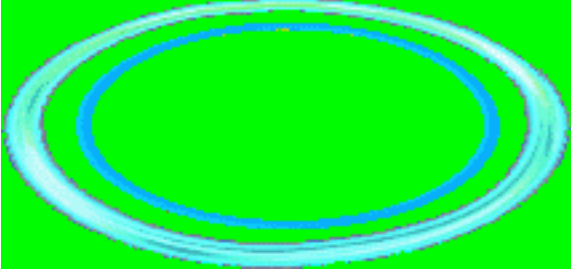
g h hold



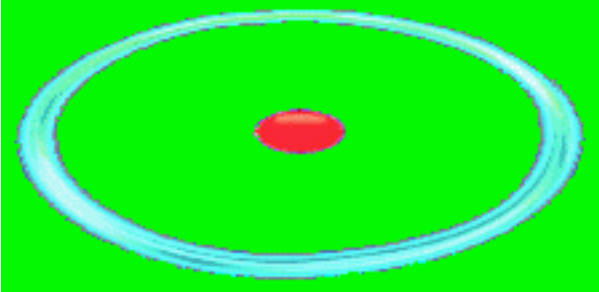
g h attack



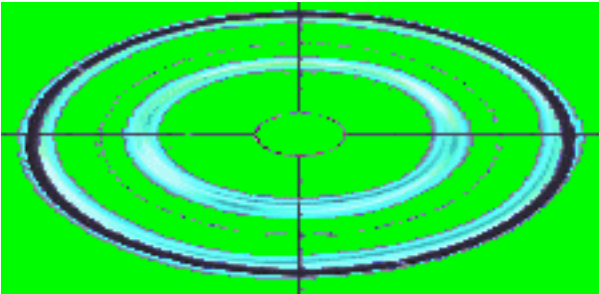
i j light infantry



j hold



j attack



k Crossbow

Soldier Modes Guard Attack Hold  
Pet Modes Guard Kill Stay

OLD ORDER UPDATED FOR MAPS....

00 <@> Lumenati

01 <+> The Murk

02 <@> CathBruig xNumenor

03 <+> The Taken  
04 <@> Norsemen  
05 <+> Deadlander  
06 <@> Guardians  
07 <+> The Bre  
08 <@> Woodlander  
09 <+> Oruki  
10 <@> Numenor xMen of the west  
11 <+> Easterlings Khatovar  
12 <@> Guilds  
13 <+> Dark Lords  
14 <@> Ageans  
15 <+> Shadowlands underworld  
<old order fixed and updated>

-----

fyi> Modes: Guard regular defensive mode.  
fyi> Modes: Stay soldier will hold position.  
fyi> Modes: Attack Soldier will charge into battle.

Dying soft unit PG--> deadbody promote -->soft dead -or- soft  
dead bodies

Dying hard PG--> deadbody promote -->soft dead -or- soft dead  
bodies

--or --> body parts

dying gorey

FIX 00 -> 08  
Fix 01 ->09  
FiX 02 ->00  
FiX 03 ->01  
FiX 04 ->06  
FiX 05 ->15  
FiX 06 ->10  
---- 07 ->07  
FiX 08 ->04  
FiX 09 ->03  
FiX 10 ->02  
---- 11 ->11  
---- 12->12  
---- 13 ->13

---- 14 ->14  
FiX 15 ->05

00 <@> CathBruig 02Alric  
01 <+> The Taken / fallen 03Soulblighter  
02 <@> Numenor 10Men of the west  
03 <+> Oruki 09Goblin General  
04 <@> Woodlander 08Elven King  
05 <+> Shadowlands underworld 15FetchQueen  
06 <@> Norsemen 04  
07 <+> The Bre 07Valthanos  
08 <@> Lumenati 00Rabicon  
09 <+> Khatovar 01The Watcher Easterlings  
10 <@> Guardians 06Mazzarin  
11 <+> The Murk 11Summoner  
12 <@> Guilds 12Paliden  
13 <+> Dark Lords 13Balor  
14 <@> Ageans 14Cedric  
15 <+> Deadlands 05Liche King  
16 <&> Pets  
17 <!> Weapon  
18 <\$> Mercenaries  
19 <o> ambient  
20 <^> Magic

00 <@> CathBruig  
01 <+> The Taken  
02 <@> Numenor  
03 <+> Oruki  
04 <@> Woodlander  
05 <+> Shadowlands Underworld  
06 <@> Norsemen  
07 <+> The Bre  
08 <@> Lumenati  
09 <+> Khatovar Easterlings  
10 <@> Guardians  
11 <+> The Murk  
12 <@> Guilds  
13 <+> Dark Lords  
14 <@> Ageans  
15 <+> Deadlands  
16 <&> Pets  
17 <!> Weapon  
18 <\$> Mercenaries

19 <o> ambient  
20 <^> Magic  
21 <CoOp characters heroes and villians>

-Pet artifacts

00@Create Wolf  
01+Create Rat  
02@Create Hawk  
03+Create Crow  
04@Create Rat /sheep  
05+Create Bat  
06@Create Bee swarm  
07+Create Dragon baby  
08@Create fairy /Sparrow ->Bees  
09+Create Warg  
10@Create Dire Wolf  
11+Create Raven/Crow  
12@Create Wolf  
13+Create Facehugger  
14@Create Eagle/ Sparrow->Hawk  
15+Create Spider  
mahir

Wolf  
DireWolf  
Dog  
Zombie Dog  
Warg  
Spider  
Dragon  
Crow  
Hawk  
Bat's  
Rat's  
Bee's

Characters

ten great wizards, near-demigods in their power

black cloud of taking.... -pg

10 that were taken.

Dominator

1 Lady

2 Soulcatcher Turquine

3 ShapeShifter Cormorant

4 Limper

5 Howler

6 NightCrawler Scaripant

7 Hanged Man

8 StormBringer

9 Bone Masher

10 Moonbiter

1 Benefice

2 Blister

3 Creeper

4 Learned

5 Scorn

6 Whispered

7 Journeyed

8 Feathered

gossimer

spidersilk

Exile

shadow

storm shadow

shadow spinner

moon Shaddow

Kina

Lifetaker

Chuckles

Soultaker

SoulBringer

Watcher Bahl'al

Balor

Soulblighter

Shiver

Deceiver

Phelot

Summoner  
Baron

The first men

Stark  
Bran  
Eddard  
Jon  
Rob  
Snow

Tyrion

Catelyn  
Arya  
Daeners  
Sansa

Drogo

Kerubiel

Valthanos  
Irtani

Belial  
Rehab

Rabicon  
Avatara Mazzarin  
Alric  
Karylia  
Trinity

Gemoralia  
Myrd  
Melekor  
Boncur

forvalaka,

the 9

wolves

dire

shaggy

lady

rincon

ghost

summer

gey wind

NYMERIA

Osha wildling

circle of 18

White Rose,

1 Whisper

2 Linger

3 Moth

4 Sidle

5 Harden

6 Raker

7 Parcel

8 whisker

9

10

11

12

13

14

15

16

17 Feather

18 Journey

12

Bomanz

Croaker.  
One-Eye  
Silent

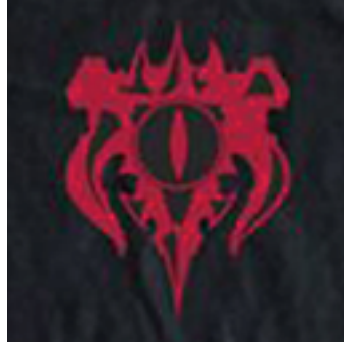
## **Elements**

There are a total of 8 Elements, as mentioned...here they are:

- Air
- Earth
- Fire
- Life
- Magic
- Tech
- Undead
- Water







00 <@> CathBruig -earth



01 <+> The Taken --air



02 <@> Numenor -water



03 <+> Oruki -fire



04 <@> Woodlander -wood



05 <+> Shadowlands Underworld -magic



06 <@> Norsemen -metal



07 <+> The Bre -stone



08 <@> Lumenati -Fire and light



09 <+> Khatovar Easterlings -soming



10 <@> Guardians -lightning



11 <+> The Murk -lightning



12 <@> Guilds -resurrection



13 <+> Dark Lords -resurrection



14 <@> Ageans -healing



15 <+> Deadlands -sorcery

a> hero  
b>> Captain :  
c>> Sorcerer :  
d>>> champion :morale  
e>>>> sgt :-standard morale  
f>>>>> Archer : missile  
g>>>>>> guard : missile/ hh>meelee  
h>>>>>>Pike melee  
i>>>>>>> infantry : melee  
j>>>>>>> light infantry unittrade:  
k>>>>>>> Crossbow or Scout  
l>Mercenary unittrade:  
m> (3cavalry)  
p> (peasant)  
bp> pet

00 <@> CathBruig-----

**Alric**  
00 <@> CathBruig




a Hero



**Sword**

**Kyrilla**  
00 <@> CathBruig




b Captain



**Magic**

**Wizard**  
00 <@> CathBruig




c Wizard




**Sorcery Air**

**Joan**  
00 <@> CathBruig




d Champion



**LongBow**

**Long**  
00 <@> CathBruig




f Archer



**LongBow**

**Guard**  
00 <@> CathBruig




g Guard



**Sword**





<@>CathBruig

- > 0 hero : 00a@Alric - lightning sword
- >> Captain : 00b@kayria ->Hawk -(pop, defense shield)
- >> Sorcerer : 00c@Vixen
- >>> champion : 00d@St Joan boosts morale big
- >>>> sgt : 00e@Ok-standard
- >>>>> Archer : 00f@ArcherWob morale boost big
- >>>>>> guard : 00g@Red guard morale boost big
- >>>>>> Pike: 00h@Ok-pike
- >>>>>>> infantry : 00i@Warrior
- >>>>>>>>00j unittrade:

01 <+> The Taken-----



**Soulblighter**  
01 <+> The Taken

a Hero	

**Blade hero**

**Shiver**  
01 <+> The Taken

b Captain	

**Sorcery**

**Mahir**  
01 <+> The Taken

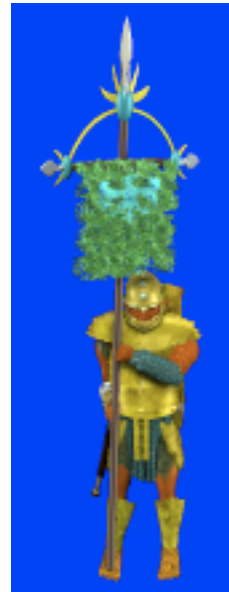
d Champion	

**Sorcery**

**Shade**  
01 <+> The Taken

c Wizard	

**Sorcery Air**



**Souless**  
01 <+> The Taken

f Archer	

**Spear**

**Maul**  
01 <+> The Taken

g Guard	

**mace**





<+> The Taken ((12))

- > 1 hero : 01a+Soulblighter
- >> Captain : 01b+Shiver -->crow (shiver defense, dispersal )
- >>> Sorcerer : 01c+Shade --->wights -heal (switch with wraith)
- >>>> champion : 03d+wraith -drain - convert
- >>>>> sgt : 01e+Driel-standard
- >>>>>> Archer : 01f+souless

>>>>> guard : 01g+Maul  
 >>>> Pike: 01h+Driel pike  
 >>>>>> infantry : 01i+ghoul  
 >>>>>>01j unittrade: thrall







02 <@> Numenor ----- West



<h3>MK-king</h3> <p>02 &lt;@&gt; Numenor</p>   <p>a Hero</p>  <p><b>Sword</b></p>	<h3>Vixen</h3> <p>02 &lt;@&gt; Numenor</p>   <p>b Captain</p>  <p><b>Sorcery</b></p>
--	--

<h3>Dire Wolf</h3> <p>16 &lt;&amp;&gt; Pets</p>   <p>bp Pet 02</p>  <p><b>Bite</b></p>	<h3>Pyro</h3> <p>02 &lt;@&gt; Numenor</p>   <p>c Warlock</p>  <p><b>Magic</b></p>	<h3>MK-hero</h3> <p>02 &lt;@&gt; Numenor</p>   <p>d Champion</p>  <p><b>LongBow</b></p>
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<h3>MK-Archer</h3> <p>02 &lt;@&gt; Numenor</p>   <p>f Archer</p>  <p><b>Bow</b></p>	<h3>MK-axe</h3> <p>02 &lt;@&gt; Numenor</p>   <p>g Guard</p>  <p><b>Axe</b></p>
--	--

**MK-swds**  
 02 <@> Numenor  
  
 g Guard  
 **Swords**

**MK-pike**  
 02 <@> Numenor  
  
 h Pike  
 **Helmbart-**

**Standard**  
 02 <@> Westerner  
  
 e Standard  
 **Standard**

**OK-Bowman**  
 02 <@> Westerner  
  
 f Archer  
 **Bow**

**Ok-Swords**  
 02 <@> Westerner  
  
 g Guard  
 **Swords**

**Ok-pike**  
 02 <@> Westerner  
  
 h Pike  
 **Helmbart-**

**Ok-Infantry**  
 02 <@> Westerner  
  
 i Infantry  
 **amulet-**

**Ok-Crossbow**  
 02 <@> Westerner  
  
 k Crossbow  
 **Crossbow**





<@>

> Numenor Men of the west

> 2 hero : 2a@

>> Captain : 2b@Priestess - Karylia -Kwolf direwolf

>> Sorcerer : 2c@Pyromancer - Earth-heal -fireball

>>> champion : 2d@AoMcavalry

>>>> sgt : 2e@Ok-standard

>>>>> Archer : 2f@AoMArcher

>>>>>> guard : 2g@AoMCrossbow

>>>>> Pike: -pike 2h@AoMpik


































>>>>>>> infantry : 2i@AoMAxeman

>>>>>>>>2j unittrade:

3- ----- Oruki



<p><b>Goblin</b></p> <p>03 &lt;+&gt; Oruki</p>  <p>a Hero</p>  <p><b>Blade hero</b></p>	<p><b>Goblin elite</b></p> <p>03 &lt;+&gt; Oruki</p>  <p>b Captain</p>  <p><b>Blade hero</b></p>	
<p><b>Disciple</b></p> <p>03 &lt;+&gt; Oruki</p>  <p>c Sorcerer</p>  <p><b>Magic</b></p>	<p><b>Oni</b></p> <p>03 &lt;+&gt; Oruki</p>  <p>d Champion</p>  <p><b>Club</b></p>	<p><b>Orc</b></p> <p>03 &lt;+&gt; Oruki</p>  <p>f Archer</p>  <p><b>Bow</b></p>

<p><b>Goblin Troop</b></p> <p>03 &lt;+&gt; Oruki</p>  <p>i Infantry</p>   <p><b>Sword</b></p>	<p><b>Wolf Rider</b></p> <p>03 &lt;+&gt; Oruki</p>  <p>m mounted</p>   <p><b>CrossBow</b></p>	<p><b>Goblin</b></p> <p>03 &lt;+&gt; Oruki</p>  <p>k Crossbow</p>   <p><b>CrossBow</b></p>
<p><b>Standard</b></p> <p>03 &lt;+&gt; Easterling</p>  <p>e Standard</p>   <p><b>Standard</b></p>	<p><b>D-Bowman</b></p> <p>03 &lt;+&gt; Easterling</p>  <p>f Archer</p>   <p><b>Bow</b></p>	<p><b>Driel-Guard</b></p> <p>03 &lt;+&gt; Easterling</p>  <p>g Guard</p>   <p><b>Blade</b></p>
<p><b>Driel-Pike</b></p> <p>03 &lt;+&gt; Easterling</p>  <p>h Pike</p>   <p><b>Helmbart-</b></p>	<p><b>Driel Guard</b></p> <p>03 &lt;+&gt; Easterling</p>  <p>i Infantry</p>   <p><b>Sword</b></p>	
<p><b>Orc-Archer</b></p> <p>03 &lt;+&gt; Easterling</p>  <p>l Mercenary</p>   <p><b>Bow</b></p>	<p><b>Orc Axe</b></p> <p>03 &lt;+&gt; Easterling</p>  <p>l Mercenary</p>   <p><b>Axe</b></p>	<p><b>D-Crossbow</b></p> <p>03 &lt;+&gt; Easterling</p>  <p>k Crossbow</p>   <p><b>Crossbow</b></p>



x



+,  
<+> + Oruki (

- > 3 hero : 03a+goblin general
- >> Captain : 03b+ Goblin ->warg
- >> Sorcerer : 03c+Disciple -heal
- >>> champion : 03d+warg rider / oni
- >>>> sgt : orc 03e+Driel-standard
- >>>>> Archer : 03f+Driel crossbow
- >>>>>> guard : 03g+orc soldier
- >>>>> Pike: 03h+Driel -pike
- >>>>>> infantry : 03i-Driel Warrior
- >>>>>>>01j unittrade:

4- -----Woodlands



**Elfen Lord**  
04 <@> Woodlander

a Hero

Sorcery



**Elfen Lady**  
04 <@> Woodlander

b Captain

LongBow

**Druid**  
04 <@> Woodlander

c Wizard

Magic



**Forest Giant**  
04 <@> Woodlander

d Champion

Punch-giant



**ElfenArcher**  
04 <@> Woodlander

f Archer

Arrow



<@> Woodlanders/ Elves

- > 4 hero : 04a@Elf Lord (electric
- >> Captain : 04b@Elf Archeress ->sparrow
- >> Sorcerer : 04c@Druid -wolf - bear -heal
- >>> champion : 04d@forest giant
- >>>> sgt : 04e@Ok-Standard

>>>> Archer : 04f@elf archers  
 >>>>> guard : 04g@TSG Warrior  
 >>>> Pike: 04h@Ok-pike  
 >>>>>> infantry : 04i@Elf Soldier  
 >>>>>>>04j unittrade:

5- -----Underworlds



<b>Demon Lord</b> 05 <+> Underworld  a Hero  <b>Sorcery</b>		<b>Fetchqueen</b> 05 <+> Underworld  b Captain  <b>Lightning</b>	
---	--	--	--

<b>Spider</b> 16 <&> Pets  bp Pet 05  <b>Bite</b>	<b>Fetch</b> 05 <+> Underworld  c Wizard  <b>Lightning</b>	<b>Fetch</b> 05 <+> Underworld  c Witch  <b>Lightning</b>
---	--	---



**Marilith**  
05 <+> Underworld



d Champion

 **Sword Hero**



**Gorelax pike**  
05 <+> Underworld



h Pike

 **Helmbart-**

**Thrall**  
05 <+> Underworld



i Infantry

 **Sword**

**Shifter**  
16 <&> Pets



bp Pet

 **Bite**



<+> Underworld ( Shadowlands

- > 5 hero : 05a+fetch queen
- >> Captain : 05b+Fetchstess ->spiders
- >> Sorcerer : 05c+Fetch -> thrall
- >>> champion : 05d+Medusa ++++++
- >>>> sgt : 05e+Skeleton-standard
- >>>>> Archer : 05f+souless
- >>>>>> guard : 05g+myrmidon
- >>>>> Pike: 05h+gorlax
- >>>>>> infantry : 05i+Thrall
- >>>>>>>5j unittrade:

6- ----- Northlands



Dwarf King		Dwarf	
06 <@> Norsemen		06 <@> Norsemen	
			
a Hero		b Captain	
  HammerHer		 Explosives	

Dwarf Mortor	Frost Giant
06 <@> Norsemen	06 <@> Norsemen
	
c	d Champion
 mortor	 Axe hero



**Femzerk**  
06 <@> Norsemen

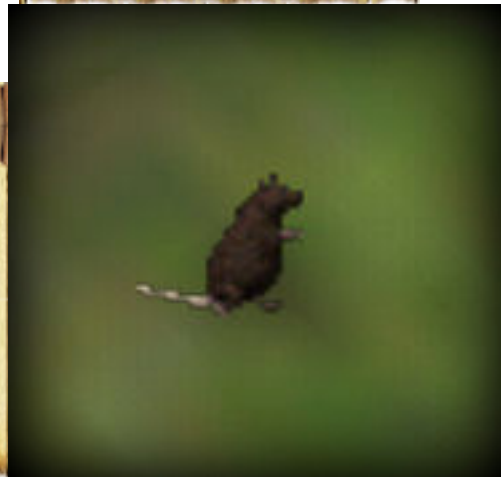
	
f Archer	

  **Sword 2**

**Berzerk**  
06 <@> Norsemen

	
i Infantry	

  **Sword 2**





x






w

<@> Norsemen/Dwarfs

- > 6 hero : 06a@Dwarf pathfinder Dwarf King
- >> Captain : 06b@Dwarf ->Rat
- >> Sorcerer : 06c@Dwarf Mortor -explossives -heal
- >>> champion : 06d@Frost Giant
- >>>> sgt : 06e@ wally femberzerk-sword -bow -standard
- >>>>> Archer : 06f@Archer
- >>>>> guard : 06g@Axe Dwarf
- >>>>> Pike: 06h@
- >>>>>> infantry : 06i@Bezerks
- >>>>>>>06j unittrade:

07- ----- Bre

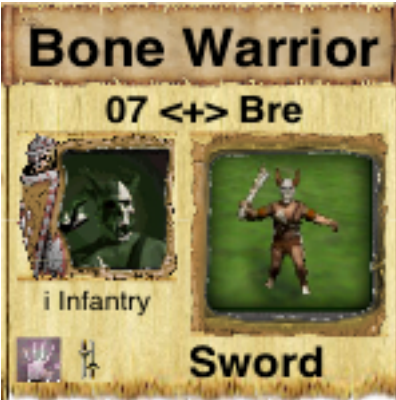


<b>Valthanos</b> 07 <+> Bre	<b>Priestess</b> 07 <+> Bre
 a Hero	 b Captain
 <b>Sorcery</b>	 <b>Lightning</b>



<b>Shaman</b> 07 <+> Bre
 c Shaman
 <b>Fire</b>

<b>Minator</b> 07 <+> Bre
 d Champion
 <b>Axe hero</b>



x



<+> The Bre ((11))

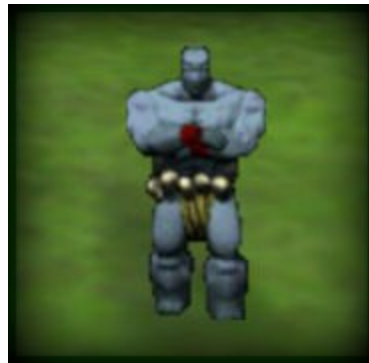
- > 07 hero : 007a+Valthanos (javelans,
- >> Captain : 007b+Squidi priestess --> dragon
- >> Sorcerer : 007c+BreShaman -heal
- >>> champion : 007d+Minator
- >>>> sgt : 007e+Barbarababe -sword -bow      Barbarian -standard
- >>>>> Archer : 007f+Barbarababe archer
- >>>>>> guard : 007g+Bre-unor
- >>>>> Pike: 007h+ Barbarian
- >>>>>> infantry :007i+Bone warrior
- >>>>>>>07j unittrade:

08- -----



Rabicon		Midel	
08 <@> Lumenati		08 <@> Lumenati	
			
a Hero		b Captain	
	<b>Sword</b>		<b>LongBow</b>

Templer	
08 <@> Lumenati	
	
c Wizard	
	<b>Lightning</b>



<p><b>Archeress</b></p> <p>08 &lt;@&gt; Lumenati</p>  <p>f Archer</p>  <p><b>Bow</b></p>	<p><b>Alcknight</b></p> <p>08 &lt;@&gt; Lumenati</p>  <p>g Guard</p>  <p><b>Mace</b></p>	<p><b>HAcknight</b></p> <p>08 &lt;@&gt; Lumenati</p>  <p>h Pike</p>  <p><b>Pike</b></p>
<p><b>Falcknight</b></p> <p>08 &lt;@&gt; Lumenati</p>  <p>i Infantry</p>  <p><b>Sword</b></p>	<p><b>FE Warrior</b></p> <p>08 &lt;@&gt; Lumenati</p>  <p>i Infantry</p>  <p><b>Axe</b></p>	

xx





<@> Lumenati

- >Hero : 08a@Rabicon - lightning sword
- >> Captain : 08b@Midel Archer >00k-wolf (replace with falc night hero maybe)
- >> Sorcerer : 08c@Templer -fire -confusion -heal
- >>> champion : 08d@trow
- >>>> sgt : 08e@standard bearer
- >>>>> Archer : 08f@Femknight archer /sword
- >>>>>> guard : 08g@alckmace
- >>>>>> Pike: 08h@helmbardt
- >>>>>>> infantry : 08i@brigand
- >>>>>>>>08j unittrade:warrior

09- -----



Watcher		Deceiver	
09 <+> Khatovar		09 <+> Khatovar	
			
a Hero		b Captain	
	<b>Sword</b>		<b>Sorcery</b>

**FaceHugger**  
 16 <&> Pets  
 bp Pet 09  
 Bite

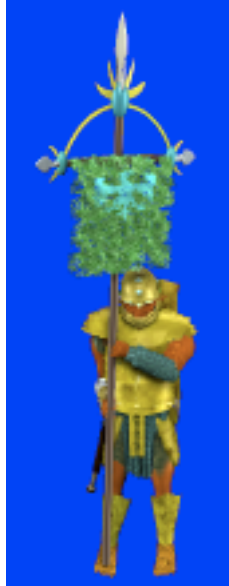
**Rat**  
 16 <&> Pets  
 bp Pet 06  
 Bite

**Warlock**  
 09 <+> Khatovar  
 c Warlock  
 Fire

**Trow**  
 09 <+> Khatovar  
 d Champion  
 Strength

**ARCHER**  
 09 <+> Khatovar  
 f Archer  
 Bow

**Pikeman**  
 09 <+> Khatovar  
 h Pike  
 Pike





> +



### Khatovar Easterners

- > Hero : 09a+Watcher -fire sword -firestorm
- >> Captian : 09b+Deciever -hold -convert >01KRat
- >> Sorcerer : 09c+Warlock -fire -confusion -heal
- >>>champion : 09d+Trow
- >>>> sgt : 09e+Driel-standard
- >>>>> Archer : 09f+archer dark
- >>>>>> guard : 09g+stygenknight

>>>> Pike: 09h+pike  
 >>>>> infantry : 09i +norsemen  
 >>>>>> unittrade: 09j thrall

10- -----



**Mazzerin**  
 10 <@> Guardians  
 a Hero  
 Sorcery

**Trinity**  
 10 <@> Guardians  
 b Captain  
 LongBow

**Hornets**  
 16 <&> Pets  
 bp Pet 10  
 Bite

**Gemoralia**  
 10 <@> Guardians  
 c Wizard  
 Magic

**HeavyCav**  
 10 <@> Guardians  
 m mounted  
 Lance

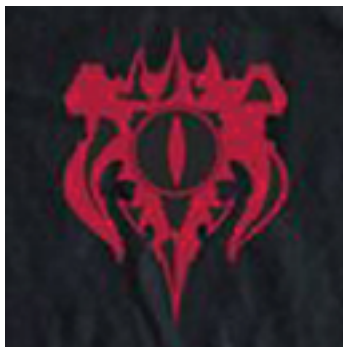




<@> Guardians

- > 10 hero : 10a@Mazzarin
- >> Captain : 10b@Trinity > bee swarm ( speed attack - shield)
- >> Magician : 10c@Gemoralia water ice ---heal
- >>> champion : 10d@Cav lance
- >>>> sgt : 10e@Ok-Standard
- >>>>> Archer : 10f-OK archer
- >>>>>> guard : 10g-Ok-crossbow
- >>>>>> Pike: 10h-Ok-Pike
- >>>>>>> infantry : 10i-Ok-Warrior
- >>>>>>>> 10j unittrade:

11- -----<+> The Murk



Summoner		Raven	
11 <+> The Murk		11 <+> The Murk	
			
a Hero		b Captain	
 	<b>Confusion</b>	 	<b>Magic</b>

**Raven**  
16 <&> Pets



bp Pet 11



**Bite**

**Matoliar**  
11 <+> The Murk



c Wizard



**Magic**

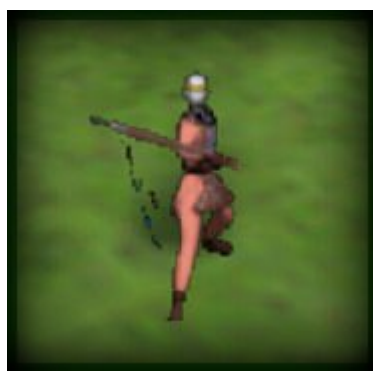
**Mryk Giant**  
11 <+> The Murk



d Champion



**Claw**



**ARCHER**  
11 <+> The Murk



f Archer



**Arrow**

**Mryk**  
11 <+> The Murk



g Guard



**Claw**



ghosts



+



<+> <+> The Murk ((11))

- > 11 hero : 11a+Summoner -ghasts -ghosts
- >> Captain : 11b+Ravan->Raven
- >> Sorcerer : 11c+Melekor earth -Kfacehgggers
- >>> champion : 11d+myrk giant
- >>>> sgt : 11e+Skeleton-standard
- >>>>> Archer : 11f+Firgblog
- >>>>>> guard : 11g+Myrkridia
- >>>>>> Pike: 11h+Pikeman
- >>>>>>> infantry : 11i+Grune
- >>>>>>>> 01j unittrade:

12- ----- Guilds



**Wolf**  
 16 <&> Pets  
 bp Pet 12  
 Bite

**Journeyman**  
 12 <@> Guilds  
 c Healer  
 Axe

**Iron Trow**  
 12 <@> Guilds  
 d Champion  
 Hammer



**pike**  
 12 <@> Guilds  
 h Pike  
 Spear

**soldier**  
 12 <@> Guilds  
 i Infantry  
 Sword

**Brigand**  
 12 <@> Guilds  
 j Light Infantry  
 Sword

**Assasin**  
 12 <@> Guilds  
 k Crossbow  
 Knife



<@> Guilds (8)

- > 12 hero : 12a@Paladin
- >> Captain : 12b@Paladina--Kwolves
- >> Sorcerer : 12c@Journeyman/ -heal
- >>> champion : 12d@IronTrow
- >>>> sgt : 12e@Ok-standard
- >>>>> Archer : 12f@Spear tosser
- >>>>>> guard : 12g@Thief
- >>>>>> Pike: 12h@Helmbardt
- >>>>>>> infantry : 12i@Brigand
- >>>>>>>>12j unittrade:

13- ----- Dark Lords

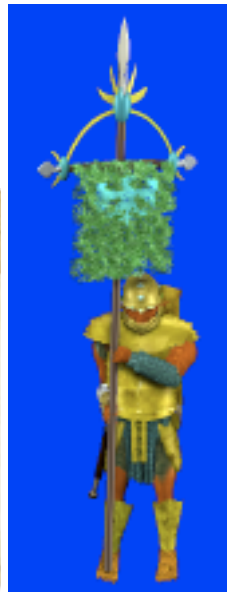


Balor		Vixer	
13 <+> Dark Lords		13 <+> Dark Lords	
a Hero		b Captain	
<b>Sword-Hero</b>		<b>Sword</b>	

**FaceHugger**  
 16 <&> Pets  
 bp Pet 09  
 Bite

**Baron**  
 13 <+> Dark Lords  
 c Sorcerer  
 Confusion

**Axtel**  
 13 <+> Dark Lords  
 d Champion  
 Axe hero



**Valon**  
 13 <+> Dark Lords  
 f Archer  
 Spear

**Stygian**  
 13 <+> Dark Lords  
 g Guard  
 Axe





**Thrall**  
13 <+> Dark Lords



i Infantry



**Axe**

**Shifter**  
16 <&> Pets



bp Pet



**Bite**





<+> Dark Lords (7)

- > 13 hero : 13a+Balor
- >> Captain : 13b+ Vixer alien Hugger/ zombie dog
- >> Sorcerer : 13c+ Baron -> thrall ->stygnights -iron thrall wights-dark cav
- >>> champion : 13d+soulaxer
- >>>> sgt : 13e+Driel-standard
- >>>>> Archer : 13f+Valon
- >>>>>> guard : 13g+stygnight
- >>>>> Pike: 13h+valon pike
- >>>>>> infantry : 13i+brignads
- >>>>>>>13j unittrade:

14- -----Ageans



x

**Cedric**  
 14 <@> Ageans




a Hero



**Sword**

**Ayrilla**  
 14 <@> Ageans






b Captain




**Magic**

**HealingSprite**  
 16 <&> Pets

bp Pet 04



**Heal**

**Wizard**  
 14 <@> Ageans




c Wizard



**Sorcery**

**14 <@> Ageans**




d Champion



**Sword Hero**

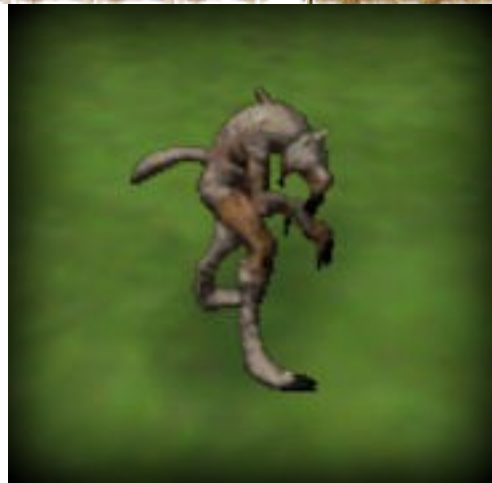


**ARCHER**  
 14 <@> Ageans  
 f Archer  
 Bow

**Heron Guard**  
 14 <@> Ageans  
 g Guard  
 Sword

**Spear Maiden**  
 14 <@> Ageans  
 h Pike  
 Spear

**MountedMaid**  
 14 <@> Ageans  
 m mounted  
 Spear



dog





<@>

> Ageans (10)

> 14 hero : 14a@alric2  
>> Captain : 14b@fenturian -sparrow /dog  
>> Sorcerer : 14c@electtic chic -heal  
>>> champion : 14d@cav maiden  
>>>> sgt : 14e@maiden -- -standard  
>>>>> Pike: 14f@maiden pike  
>>>>> Archer : 14g@maiden bow  
>>>>>> guard : 14h@Heron Guard  
>>>>>>> infantry : 14i@maiden sword  
>>>>>>>>14j unittrade:

15- -----



**Bat**  
 16 <&> Pets  
 bp Pet 15  
 Bite

**Rahab**  
 15 <+> Deadlands  
 c Wizard  
 Sorcery Air



**Forsaken**  
 15 <+> Deadlands  
 d Champion  
 Blades

**Standard**  
 15 <+> Deadlands  
 e Standard  
 Standard

**Long**  
 15 <+> Deadlands  
 f Archer  
 Bow

**Souless**  
 15 <+> Deadlands  
 f Archer  
 Spear

**Forsaken**  
 15 <+> Deadlands  
 g Guard  
 Blades

**SK guard**  
 15 <+> Deadlands  
 g Guard  
 Pike

**SK Pike**  
 15 <+> Deadlands  
 h Pike  
 Helmbart-

**Sk Soldier**  
 15 <+> Deadlands  
 i Infantry  
 Sword

<p><b>Sk Soldier</b></p> <p>15 &lt;+&gt; Deadlands</p>  <p>j Light Infantry</p>  <p>I Mercenary</p> <p>  <b>Sword</b></p>	<p><b>Sk Soldier</b></p> <p>15 &lt;+&gt; Deadlands</p>  <p>I Mercenary</p>  <p>I Mercenary</p> <p>  <b>Sword</b></p>	<p><b>Sk Soldier</b></p> <p>15 &lt;+&gt; Deadlands</p>  <p>I Mercenary</p>  <p>I Mercenary</p> <p>  <b>Sword</b></p>
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<p><b>Sk Soldier</b></p> <p>15 &lt;+&gt; Deadlands</p>  <p>I Mercenary</p>  <p>I Mercenary</p> <p>  <b>Sword</b></p>	<p><b>Crossbowma</b></p> <p>15 &lt;+&gt; Deadlands</p>  <p>k Crossbow</p>  <p>I Mercenary</p> <p>  <b>Crossbow</b></p>
--	--





<+> Deadlanders

- > 15 hero : 15a+Liche king
- >> Captain : 15b+Belial -raises skeleton army ->bats
- >> Sorcerer : 15c+ the betrayer Rehab converts team gas -heal
- >>> champion : 15d+myrmidon hero
- >>>> sgt : 15e+Skeleton -standard
- >>>>> Archer : 15f+Souless Skeleton Archer
- >>>>>> guard : 15g+myrmidon
- >>>>> Pike: 15h+Pike
- >>>>>> infantry : 15i+Skeletons
- >>>>>>>15j unittrade:

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extras



over the 128 limit by 17 monsters. 148

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add sequences horse trot opposite foot render.... for each cav unit...  
or rerender sequence with both trots...

**Artifacts: 128 limit**

+Belial

Body01ConjurSkeleton-arti (skeleton head) ----->Pile of bones  
Body02ConjurSkeleton-arti (warrior head)  
Body03ConjurSkeleton-arti (archer head)  
Body04ConjurSkeleton-arti (dwarf head)  
Body05ConjurSkeleton-arti  
Body06ConjurSkeleton-arti

+Summoner

Body01GhostSummon-arti ----->(skeleton head)  
Body02GhostSummon-arti (warrior head)  
Body03GhostSummon-arti (archer head)  
Body04GhostSummon-arti (dwarf head)  
Body05GhostSummon-arti  
Body06GhostSummon-arti

+Baron

Body01undead-arti (dead warrior body) ----->Dead body generic  
Body02undead-arti (dead archer body)  
Body03undead-arti (dead dwarf body)  
Body04undead-arti (dead berzerk body)  
Body05undead-arti  
Body06undead-arti

@Paladine

Body01Resurrect-arti (dead warrior body)  
Body02Resurrect-arti (dead archer body)  
Body03Resurrect-arti (dead dwarf body)  
Body04Resurrect-arti (dead berzerk body)  
Body05Resurrect-arti  
Body06Resurrect-arti

Body07Resurrect-arti  
Body08Resurrect-arti  
Body09Resurrect-arti  
Body10Resurrect-arti

if monster slots available could do it via monster switch...

-Special attack artifacts

00  
01  
02  
03  
04  
05  
06  
07  
08  
09  
10  
11  
12  
13  
14  
15

Attacks -----ATW

Sword  
Sword Magic  
Swords  
Sword 2 handed  
Knife  
Blade

Sword Hero  
Blade Hero  
Shield Block Hero  
Axe hero  
Bow hero  
War Hammer  
Hero PunchKick

Shield Block

Bow

CrossBow

LongBow

Spear

Pike Stab

Pike Bash

Standard

Lance

Axe

Mace

Club

Hammer

Punch

Kick

Claw

Bite

Maul

Devour

Sting

Peck

Mortar

Balista

Catapult

Tribuchet

Magic

Sorcery

Resurrection

Healing

Lightning

Explosives

Summoning

Earth

Water

Air  
Fire  
Metal  
Stone  
Strength

Earth  
Metal  
Fire  
Shadows  
Stone  
Air  
Water  
Wood

Earth -earthquake -avalanche  
Metal -blades  
Fire -fireball -fire wall -fire ring  
Shadows -mahirs -spirits  
Stone -boulders -stone  
Air -lightning -whirlwind  
Water -Ice -flood  
Wood - splinters -vines

---Ammunition--- AmO

ARROWS



>Explosive



>Magical





>Hold  
Arrows O stun-



Arrow/puss



>Healing



>Kinetic  
Arrows O Slaying-ammo x1 x2 x3



Arrow Dark Slay



Arrow Armor piercing



Hero Arrow



Hero Arrow 2



>Slashing-normal arrow



Arrow Dark Short Range



Arrow Dark Long Range



Arrow Dark Hero



Arrow Light Short Range



Arrow Light Long Range



>Slashing claws-arrow



>Stoning  
Arrows O stone- ammo



>Lightning



spark



>Fire



Arrows O fire- ammo



>Gas



Arrows O poison- ammo



Arrows O Fever ammo



>Charm -cupids arrow heart contrail



Crossbow bolt



Bolts O Poison-ammo



Bolt lightning ammo



Bolt Lightning



Bolt O Gas



Bolts O Explosive-ammo



Cleaver  
puss

Satchel charges  
bottles  
bombs

Ballista bolts  
Ballista bolt fire

Cast-lightning  
Cast-fireball  
Cast-Firestorm  
Cast-

---Artifacts---



Amulet P Protection invincibility--arti 0% -icon



Amulet P stone--arti 0% -iconwood



Amulet P confusion--arti 0% -icon



Amulet P paralysis --arti 0% -icon



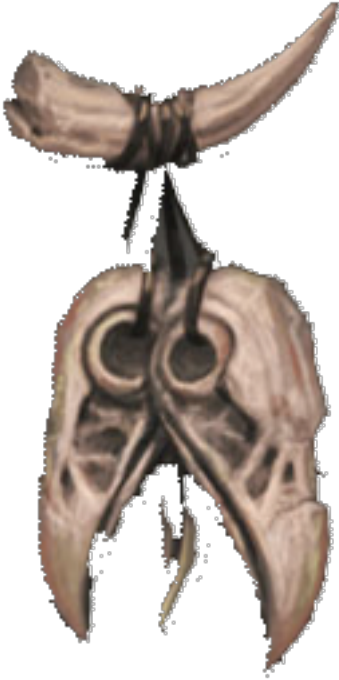
Amulet P lightning--arti 0% -icon



Amulet P fire--arti 0% -icon



Amulet P gas--arti 0% -icon



Amulet P kinetic--arti -icon



Scroll O

Scroll O Healing (allows group heal)



Potion O healing-arti



Potion O strength-arti monster switch...



Potion O speed-arti monster switch...



Crown-arti monster switch...morale adding unit



Book Total codex-arti -->



Book O dead-arti --> creates skeletons

Book O summoning-arti --> summons ghosts

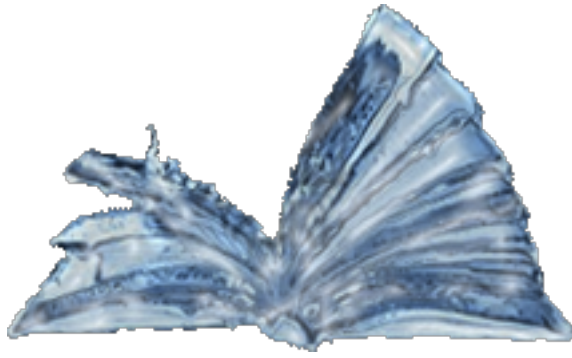
Book O Resurrection-arti -->

Book O Healing-arti (allows group heal chain)

Book O dreams-arti -->



Book O fire



Book O ice



00 <@> CathBruig  
earth



00 <@> CathBruig -

01 <+> The Taken  
air



01 <+> The Taken --

02 <@> Numenor  
water



02 <@> Numenor -

03 <+> Oruki



03 <+> Oruki -fire



04 <@> Woodlander  
wood



04 <@> Woodlander -



05 <+> Shadowlands Underworld  
Shadowlands Underworld -magic



05 <+>



06 <@> Norsemen  
metal



06 <@> Norsemen -



07 <+> The Bre  
stone



07 <+> The Bre -



08 <@> Lumenati  
Fire and light

08 <@> Lumenati -



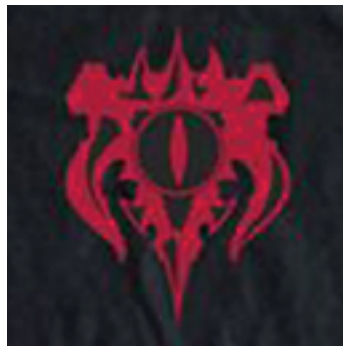
09 <+> Khatovar Easterlings  
Khatovar Easterlings -soming

09 <+>



10 <@> Guardians  
lightning

10 <@> Guardians -



11 <+> The Murk  
lightning

11 <+> The Murk -



12 <@> Guilds  
resurrection



12 <@> Guilds -



13 <+> Dark Lords  
resurrection



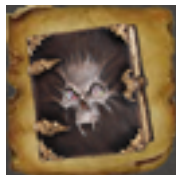
13 <+> Dark Lords -



14 <@> Ageans  
healing



14 <@> Ageans -



15 <+> Deadlands  
sorcery



15 <+> Deadlands -

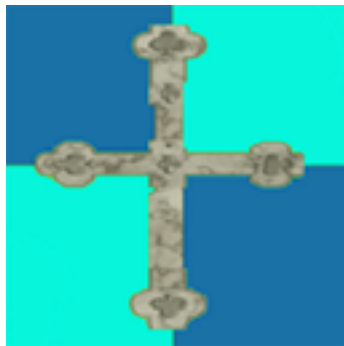


00 <@> CathBruig -earth



01 <+> The Taken --

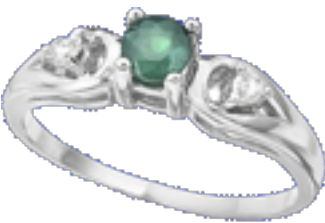
air



02 water



03 fire



04 wood



05 sorcery



06 metal



07 Stone



08 <@> Lumenati -Fire and light



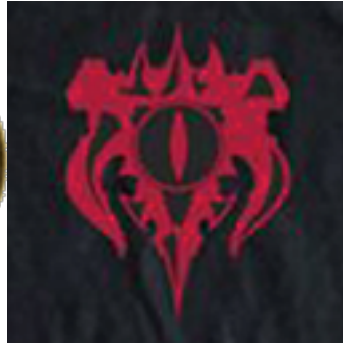
09 <+> Khatovar

Easterlings -summoning



10 <@>

Guardians -lightning



11 <+> The Murk -

lightning



12 <@> Guilds -resurrection



13 <+> Dark Lords -resurrection



14 <@> Ageans -healing



sorcery



15 <+> Deadlands -

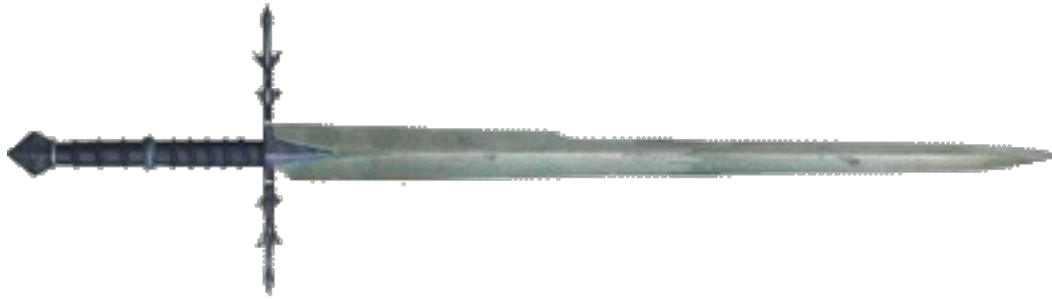
Ring O Power-arti monster switch...  
Ring O Leadership-arti monster switch...





00

Sword 00 4x Sword O Kings-arti



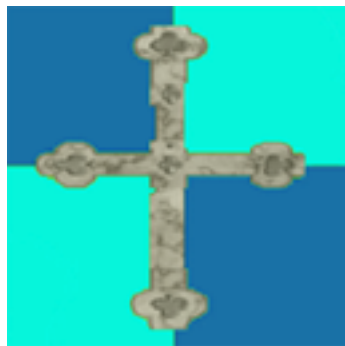
s01





Soulblighters

Sword 01 4x



s02



Sword 02 4x

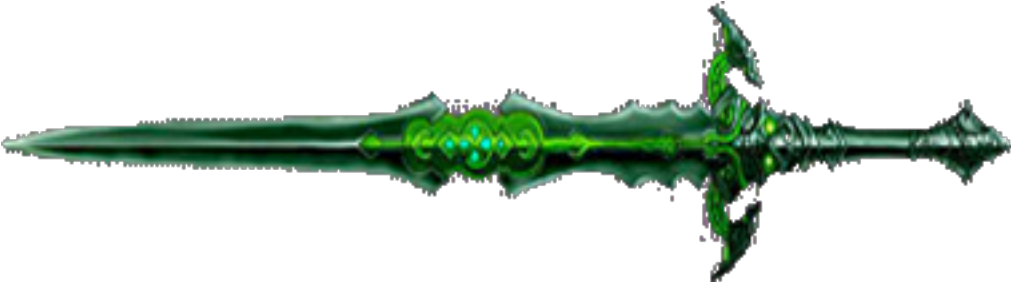




03 fire



Sword 03 Fire-arti



s04



s05



s06



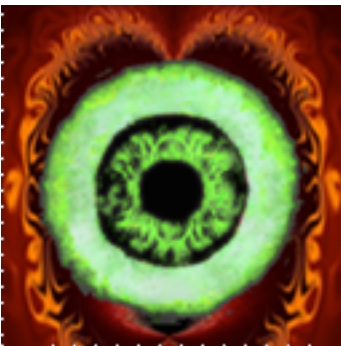
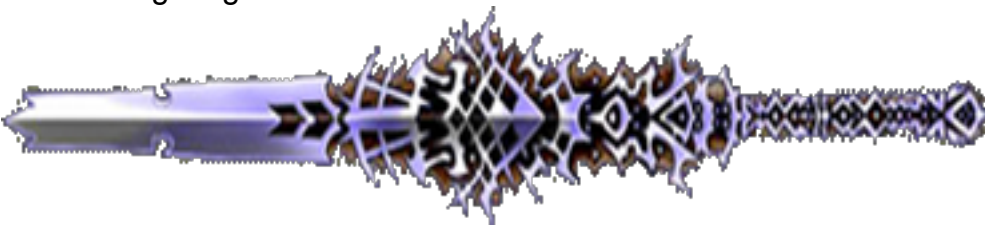


07

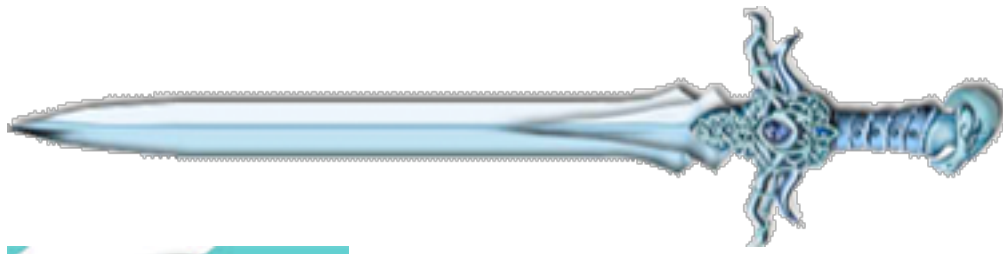


s08

Sword O lighting-arti

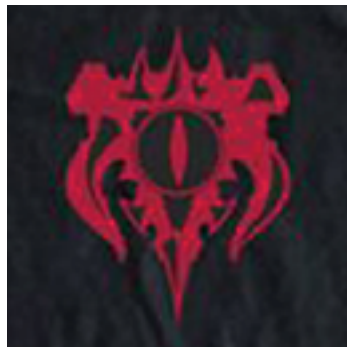


s09



s10

Sword O ice-arti



s11



12



**Palidin**  
 12 <@> Guilds

a Hero

**Sword**

**Palidine**  
 12 <@> Guilds

b Captain

**Sword**

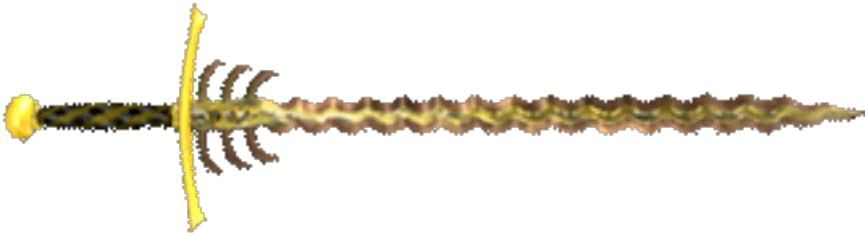
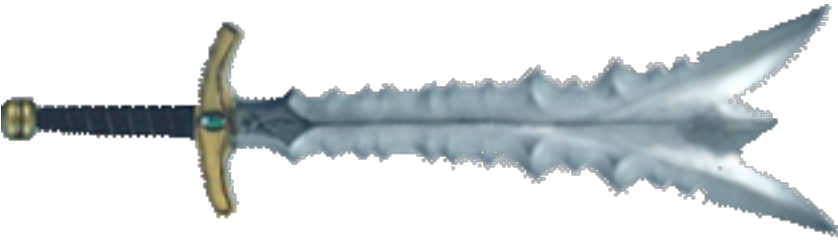




S13



Balors Sword



13b





s14

Sword Excalibur-arti



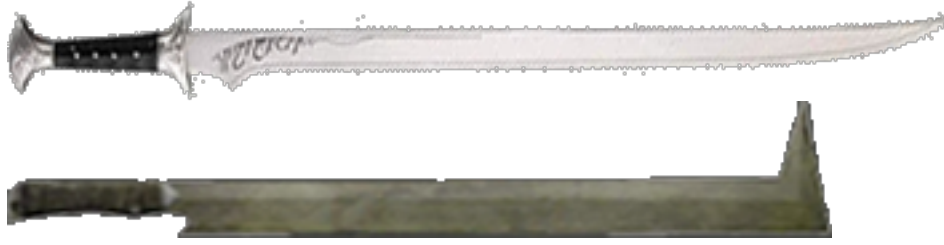
s15



auto random equip artifact swords to units.. ? or put in death projectiles of ai...

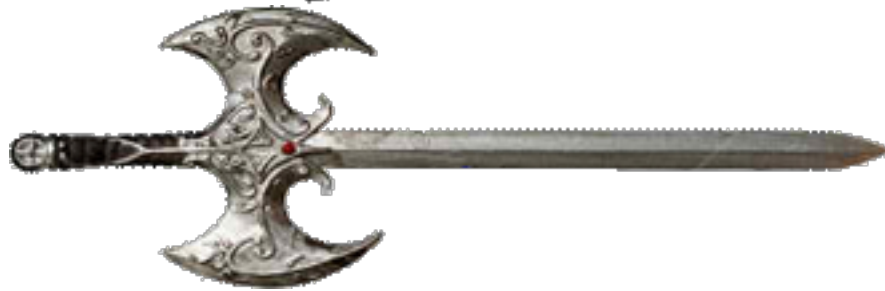
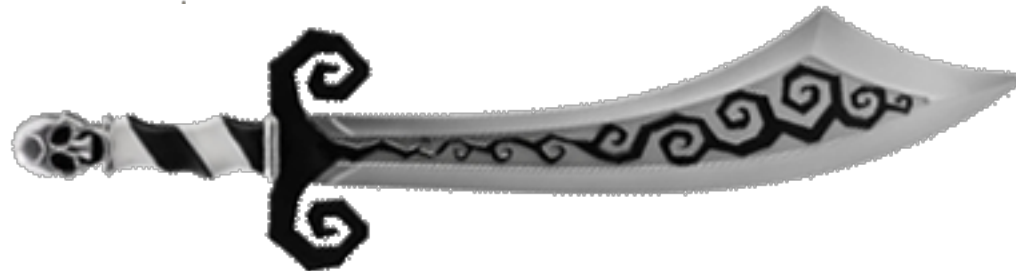
2x swords





3x swords







00 <@> CathBruig -earth

Bow O slaying x2



01 <+> The Taken --air

Bow O fire-arti





02 <@> Numenor -water

Bow of Magic



03 <+> Oruki -fire

Bow O puss-arti





04 <@> Woodlander -wood

Bow O Truth -blunts



05 <+> Shadowlands Underworld -magic

Bow O Shadows-arti





06 <@> Norsemen -metal

Bow O Boom-arti



07 <+> The Bre -stone

Bow O stone-arti





08 <@> Lumenati -Fire and light

Bow O lightning-arti



09 <+> Khatovar Easterlings -summoning

Bow O fever





10 <@> Guardians -lightning

Bow O healing-artidw



11 <+> The Murk -lightning

bow of slaying x2





12 <@> Guilds -resurrection

Bow O ice-artii



13 <+> Dark Lords -resurrection

Bow O grief-arti





14 <@> Ageans -healing

Bow O Charm-arti



15 <+> Deadlands -sorcery

Bow O dreams-arti



Bow O LongRange-art





Hammer O thunder-arti  
Axe O hacking-arti  
Axe O chopping-arti

Armor+3 .50 kinetic .65 explosive .50 slashing -icon chest plate











Armor+4 .25 kinetic .25 explosive .25 slashing -icon suit of armor





Armor+2 .75 kinetic .75 explosive .75 slashing -icon helmet







Armor+1 .85 kinetic .95 explosive .85 slashing -icon shield

















Armor+5 .15 kinetic .20 explosive .20 slashing -icon glowing suit of armor