

FALLEN ENCHANTRRESS

MANUAL



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INTRODUCTION

Elemental is a fantasy strategy game set in a world filled with magic and ancient lore. You will found a fledgling kingdom and expand it through a combination of magical power, military might, diplomatic skill, technological advancement and bold adventuring. As Sovereign, you begin as the only being in your kingdom still able to channel power from the shards, a series of mystical artifacts left over from the great Cataclysm. You must choose carefully as you build new cities, rediscover lost technologies, take on perilous quests, explore dark dungeons, perfect spells of ever increasing power and negotiate with friends and foes alike. Victory can be yours through conquest, magical supremacy, diplomatic alliances or the completion of a master quest.

THE SOVEREIGNS AND FACTIONS OF FALLEN ENCHANTRESS

It would take generations before the mortals of Elemental were numerous again to begin rebuilding their realms. But what direction would the world take? The Kingdoms, relying on the power of life magic; or the Empires, who rely on death magic?

Out of the ashes came eight different mortal factions who strove to establish their dominion over the world.

What follows is what has been passed down since the days of the Fallen Enchantress, the War of Magic and the rise of the Empire of Sorcery.

KINGDOMS OF MEN

To understand the Kingdoms one must remember Amarian the Great. Amarian was arguably the most powerful channeler since Hosten.

Amarian was instrumental in the downfall of the Titans. He was the undisputed king of all mortal men of Elemental. Unfortunately, he would not live to see the kingdom of men reborn but instead died in battle at the Henge as chronicled by Ezmir the Scribe.

It was, for a time, believed that his gifted daughter, Procipinee, would, as heir, inherit the throne of all men. But such was not to be. Instead, we are left with four different factions that strive to be the leader of mortal men of Elemental.

EMPIRES OF THE FALLEN

The Titans are gone, but not their ideology. The Empires have only contempt for the Kingdoms who squabble amongst themselves over whether leadership should be hereditary or through some kind of vote. The mightiest should rule. The weaker should follow. How could it possibly be any other way?

The Empires recognize that the transition from life to death contains the greatest of magic. They remain disgusted by the Kingdoms who leech life from the world as if they were parasites of life itself.

LORD RELIAS

Relias was born the pampered son of a noble; the first two dozen years of his life were spent wasted in the city of New Pariden, drinking, gaming, whoring, running through every last bit of the fortune his parents bequeathed him before

being conscripted into the service of Queen Procipinee. At her command, he journeyed East, into the lands of the Fallen, where he learned first-hand the power of the Channelers that rule that dark and devastated continent.



ADVENTURER

- Adventurers can recruit Champions they find in the world for free.

MEN

- ALTARIAN BLOOD**
Altarian units gain +10% experience.
- TRAIN HENCHMAN**
Factions led by Altarian men can train Henchmen by researching the Heroes technology.

TRAITS

- VETERAN**
Relias gains a free level at the start of the game.

MAGIC PROFICIENCIES

AIR DISCIPLE

- Aura of Grace**
Strategic - All units trained in this city get bonus Initiative, scaling based on Essence.
- Evade**
Strategic - Target unit gets a bonus to Dodge.
- Haste**
Tactical - Target unit gains bonus Initiative.
- Propaganda**
Strategic - City produces bonus Gildar, scaling based on Essence.
- Guardian Wind**
Tactical - Allied units gain bonus Dodge vs ranged attacks.
- Tutelage**
Strategic - Target unit gains experience at a faster rate.

FIRE APPRENTICE

- Burning Hands**
Tactical - Target enemy unit is blasted with heat, taking Fire damage.
- Heart of Fire**
Strategic - All units trained in enchanted city get bonus Fire Attack per Essence.

KINGDOM OF ALTAR



The people of Altar belong to no one race, no one creed. Miners and scholars alike stand in their councils; peasants and soldiers stand shoulder-to-shoulder in their armies. All value accomplishment, not pedigree. They led the so-called 'Nobles Revolt' against Queen Procipinee of New Pariden, in the name of the one overriding cause they have in common; freedom. Freedom for themselves, and all of Elemental.

TRAITS

- WANDERLUST**
Unlocks Quest Maps, Athican Leather Armor, the Fending Blade and the Athican Longsword. These items will still require the researching of technology to utilize.
- HEROIC**
Completing a quest provides 50 Influence, +1 Faction Prestige and double the normal experience.

UNLOCKS

- ATHICAN LEATHER CUIRASS**
A cuirass made from molded leather. It will provide the wearer with minor protection from all types of damage.
- QUEST MAP**
Consumable item that can be used to spawn a Quest.
- FENDING BLADE**
Fending Blades are designed to take advantage of how light and quick the sword is, making it the perfect defensive weapon.
- ATHICAN LONGSWORD**
With almost perfect balance, the longswords of Athica are faster than comparable blades of other factions, and they allow an additional counterattack.

DESIGNER'S NOTE

Relias and the faction of Altar specialize in Champions. They are best suited to rely on small bands of high-level Champions instead of armies of trained units. Their access to Henchmen and Quest Maps will allow them to pursue a Champion-based strategy even if they are having trouble finding Champions or Quests in the wild. Henchmen require Influence to train, be sure to take advantage of your Heroic trait by completing Quests in order to afford them.

LADY IRANE

This warrior-queen is the only child of the great Gladiator Tarth, for whom the country she now leads was named. Irane is, in many ways, her father's physical twin. She has the same features and is, in full armor, virtually the same size. Her entire life was spent living in his shadow; his presence, and absence, shaped her every action.



MAGIC PROFICIENCIES

AIR DISCIPLE

- Aura of Grace**
Strategic - All units trained in this city get bonus Initiative, scaling based on Essence.
- Evade**
Strategic - Target unit gets a bonus to Dodge.
- Haste**
Tactical - Target unit gains bonus Initiative.
- Propaganda**
Strategic - City produces bonus Gildar, scaling based on Essence.
- Guardian Wind**
Tactical - Allied units gain bonus Dodge vs ranged attacks.
- Tutelage**
Strategic - Target unit gains experience at a faster rate.
- LIFE APPRENTICE**
- Courage**
Strategic - Instills legendary hope in the unit, giving them bonus spell resistance and hit points.

- Sovereign's Call**
Strategic - Provides bonus Growth in the enchanted city.
- Regeneration**
Strategic - Regenerates enchanted unit's health every season.

HUNTER

- Hunter's** have a +50% Attack bonus against Beasts.

TARTHAN

- TARTH BLOOD**
Tarthan units gain +3 Attack and Initiative when in an army of 3 units or less.

TRAITS

- IMPULSIVE**
Irane always acts first in combat.



KINGDOM OF TARTH

The people of Tarth are warriors, gladiators and slaves who rebelled against their masters, the merchant lords of Capitar. A century of being treated as little more than playthings has left these former slaves with a burning desire to use their strength in pursuit of revenge, rather than more constructive purposes. Lady Irane is teaching them the virtues of discipline, and order.

TRAITS

- MASTER SCOUTS**
Tarth units don't suffer movement penalties from Forests, Swamps, Hills or Rivers.
- STEALTH**
Wild monsters won't attack Tarth units.
- ARCHERS**
Grants access to a unique set of bows which don't require metal and have a higher initiative and attack than the bows they replace. Additionally the Ram's Horn Longbow ignores 50% of the victim's Defense.
- MASTERWORK CHAINMAIL**
Tarth craft Masterwork Chainmail instead of Plate Mail armor at the Heavy Armor technology. Masterwork Chainmail has a lower Defense but is lighter and cheaper to craft than Plate Mail.

UNLOCKS

- MASTERWORK CHAIN BOOTS**
Lighter and cheaper to craft than Plate boots, but it has a lower Defense.
- MASTERWORK CHAIN SHIRT**
Lighter and cheaper to craft than Plate Cuirasses, but it has a lower Defense.

MASTERWORK CHAIN GREAVES

Lighter and cheaper to craft than Plate Greaves, but it has a lower Defense.

MASTERWORK CHAIN COIF

Lighter and cheaper to craft than Plate Helmets, but it has a lower Defense.

MASTERWORK CHAIN VAMBRACES

Lighter and cheaper to craft than Plate Vambraces, but it has a lower Defense.

HEARTWOOD SHORTBOW

These light bows can be fired faster than normal shortbows.

ITHUANE LONGBOW

They can be fired more quickly than normal longbows, have a slightly higher attack and don't require metal to craft.

RAM'S HORN LONGBOW

Has a higher attack and initiative than Yew Longbows as well as ignoring 50% of the victim's Defense.

DESIGNER'S NOTE

Tarth encourage guerilla warfare, so keep your armies light and mobile and take advantage of your movement bonuses to outmaneuver your enemies.

LORD MARKIN

Born in the shadow of the Skarps, raised by miners turned subsistence farmers, Enil Markinn was the catalyst behind the rebirth of the Miners Guild. He was also the first among their number to actively seek out trade for their ore in the cities surrounding Lake Zabil.



MAGIC PROFICIENCIES

EARTH DISCIPLE

Aura of Might
Strategic - All units trained in this city gain bonus Defense, scaling based on Essence.

Enchanted Hammers
Strategic - Adds Material yields to the enchanted city.

Nature's Cloak
Strategic - Enchanted unit receives bonus resistance vs Fire, Lightning and Cold damage.

Stoneskin
Tactical/Strategic - Enchanted champion's Cutting and Pierce Defense is increased. If cast in tactical it will last until combat ends.

Tremor
Strategic - Target enemy is immobilized and loses all Dodge for 2 seasons. Can only be cast within your territory.

LIFE APPRENTICE

Courage
Strategic - Instills legendary hope in the unit, giving them bonus spell resistance and hit points.

Sovereign's Call
Strategic - Provides bonus Growth in the enchanted city.

Regeneration
Strategic - Regenerates enchanted unit's health every season.

ARMORER

All Markin's units get a +25% bonus to defense.

IRONEERS

IRONEER BLOOD
Ironeers gain +1 Hit Point per Level and +30 to Spell Resistance, but tactical spells cost 50% more mana to cast.

TRAIN GOLEMS
Ironeers can train Iron Golems with the Blacksmithing technology. Iron Golems are powerful defenders, able to withstand inhuman amounts of damage before being destroyed.

TRAITS

HARDY
Markin gains +1 Hit Point per Level and is immune to poison.

KINGDOM OF GILDEN



The people of Gilden are the "Ironeers": descendants of the Iron Tribes who were the first to master the art of shaping metal. In the days of the Magi clans, the Aivernach forged the swords of mastery, legendary weapons still prized by Man and Fallen alike. In those isolated pockets of civilization reclaimed from the wilderness, a skilled few still toil in the ancient crafts their forebearers mastered. They seek a leader to help them reclaim the land... and their pride.

TRAITS

MASTER SMITHS
Armor and weapons for Gilden cost half the production and metal as normal and their units can be upgraded for half the normal cost. They also can craft the Golem Shield.

GREAT HAMMERS
Unlocks the War Club, the Battle Hammer and the Sledge.

LIGHT PLATE
Gilden craft Light Plate Mail instead of Chainmail.

UNLOCKS

LIGHT PLATE BOOTS
Heavier and more expensive to craft than Chain Boots, but they provide additional Defense.

LIGHT PLATE CUIRASS
Heavier and more expensive to craft than Chain Shirts, but they provide additional Defense.

LIGHT PLATE GREAVES
Heavier and more expensive to craft than Chain Greaves, but they provide additional Defense.

LIGHT PLATE HELMET

Heavier and more expensive to craft than Chain Coifs, but they provide additional Defense.

LIGHT PLATE VAMBRACES
Heavier and more expensive to craft than Chain Vambraces, but they provide additional Defense.

GOLEM SHIELD
The protection this shield offers does not come from enchantment, but from layers of iron. It was not intended to be wielded by men, but by the tireless Gilden Iron Golems.

WAR CLUB
Only the Ironers can make a War Hammer this effective.

SLEDGE
Gilden have perfected the craft of the one-handed hammer, with the end result being the Sledge. It is a pinnacle of achievement in the long standing field of smashing things.

DESIGNER'S NOTE

No faction can match Gilden in Armor. Use enchantments in lieu of tactical spells to lessen their Ironer penalties. Also, Iron Golems rock.

QUEEN PROCIPINEE

Daughter of Amarian III, Queen Procipinee of New Pariden remains the greatest channeler of the New Age. Her powers have been instrumental in restoring life to the shattered lands surrounding her capital city, and in keeping that city safe from monsters and wicked men alike.



MAGIC PROFICIENCIES

AIR APPRENTICE

Aura of Grace
Strategic - All units trained in this city get bonus Initiative, scaling based on Essence.

Evade
Strategic - Target unit gets a bonus to Dodge.

Haste
Tactical - Target unit gains bonus Initiative.

Propaganda
Strategic - City produces bonus Gildar, scaling based on Essence.

LIFE APPRENTICE

Courage
Strategic - Instills legendary hope in the unit, giving them bonus spell resistance and hit points.

Sovereign's Call
Strategic - Provides bonus Growth in the enchanted city.

Regeneration
Strategic - Regenerates enchanted unit's health every season.

WATER APPRENTICE

Inspiration
Strategic - Produces bonus Research in the enchanted city.

Slow
Tactical - Target enemy unit suffers an Initiative penalty unless they resist.

SUMMONER

Procipinee's summoned creatures have +2 levels and she can summon a Shadow Warg.

AMARIAN

AMARIAN BLOOD
Amarians gain +1 Initiative per air shard, +1 Spell Mastery per fire shard, +1 Spell Resistance per water shard and +1 Hit Point per earth shard. They also get 1 less Hit Point per level.

TRAITS

INEFFICIENT
Constructing improvements in Procipinee's cities takes 25% longer.

SPECIAL ITEMS

Procipinee's Crown
Enchantments on a unit wearing Procipinee's crown have no maintenance.

KINGDOM OF PARIDEN



The people of Pariden see themselves as the last hope of mankind in a world gradually consumed by darkness and disorder. They are inheritors of the Decalon, the great books carried west by Ezmir the Scribe, now contained in the library in New Pariden. They see Queen Procipinee as the heir to the throne of Amarian III, who led the Great Army of the West into battle against the Titan Curgan. Other kingdoms are, at best, rebels, and at worst, traitors.

TRAITS

THE DECALON
Unlocks Tomes which allow the reader to learn Air, Earth, Fire or Water magic and the Arcane Monolith spell, which allows the player to place outposts with a spell.

ENCHANTERS
Unlocks the Sindarian Staff and the Leht Staff.

UNLOCKS

TOME OF THE INFERNO
Consumable - Grants the Fire Apprentice ability.

TOME OF THE MOUNTAIN
Consumable - Grants the Earth Apprentice ability.

TOME OF THE WAVES
Consumable - Grants the Water Apprentice ability.

TOME OF THE WIND
Consumable - Grants the Wind Apprentice ability.

SINDARIAN STAFF
Provides additional Dodge to its wielder.

LEHT STAFF
A powerful ranged staff that deals Lightning damage.

SCRYING POOL
City improvement - +1 Essence.

DESIGNER'S NOTE


Procipinee and the cities of Pariden are the center of magical power in the Kingdoms. The ability to use mana to place outposts will allow them to spread their borders like wildfire. In addition, their ability to increase the Essence in cities, along with deciding which unit will wear Procipinee's Crown, make them masters of enchanting. If you love magic in all its forms, Pariden is a great choice to play.


EMPEROR KARAVOX


Karavox claims lineage from Warlord Kraxis, slayer of Emperor Amarian. None are certain of which race, Man or Fallen, he was truly born. What is certain is that he is no ordinary being, but rather a channeler of surpassing abilities. With his magics he razed the great palace at Goyarh Hedigah, such is his might.


MAGIC PROFICIENCIES


FIRE DISCIPLE

 **Burning Hands**
Tactical - Target enemy unit is blasted with heat, taking Fire damage.


 **Heart of Fire**
Strategic - All units trained in enchanted city get bonus Fire Attack per Essence.


 **Burning Blade**
Strategic/Tactical - Enchanted champion's weapon does bonus Fire damage.

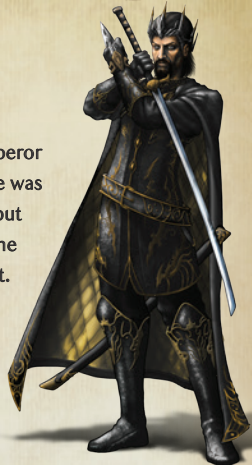
 **Flame Dart**
Tactical - A fiery dart that strikes an enemy and scales on the caster's level.


 **Pillar of Flame**
Strategic - Target enemy army takes direct Fire damage. Can only be cast within your territory.


WATER DISCIPLE

 **Inspiration**
Strategic - Produces bonus Research in the enchanted city.


 **Slow**
Tactical - Target enemy unit suffers a penalty to Initiative unless they resist.




 **Chaos**
Tactical - Does a random negative effect to target enemy unit unless they resist.

 **Freeze**
Strategic - Target enemy army loses initiative and is immobilized for 2 seasons. Must be cast in your territory.


DIPLOMAT


 Karavox gets +30% value from trades, an additional +20 starting Influence, and the Silver Tongue ability.

KRAX

 **KRAX BLOOD**
Krax gain +10 to Defense when below 50% Hit Points, and the ability to Fortify tiles in tactical combat.

TRAITS

 **WEALTHY**
Karavox starts with an additional 800 Gildar.


 **CRUEL**
Karavox gets +1 Attack and a +5 Unrest penalty in all his cities.




EMPIRE OF KRAXIS

Those who call the people of Kraxis traitors are fools. The Krax are survivors - men and women who were trapped in the East when the continent split. As the savage remnants of Curgen's armies ravaged the land, the Krax stood tall and steadfast, remaining united to resist the Fallen. Now that those same Fallen tribes have begun to form empires, it is only sense to make alliance with them... for they are neighbors, and the kingdoms of the West are a world away.

TRAITS

 **DEFENSIVE**
Kraxis units defending cities get +10% per city level to Accuracy and Defense. Also unlocks the Bronze Shield and one-handed spears.

 **BETRAYERS**
Kraxis can recruit Empire and Kingdom champions and cast the Broken Loyalties spell, which can take control of an enemy city.

WINGED SPEAR

A one-handed version of a Boar Spear.


LIGHTNING PIKE


A one-handed Lightning Pike.


SHORT PIKE

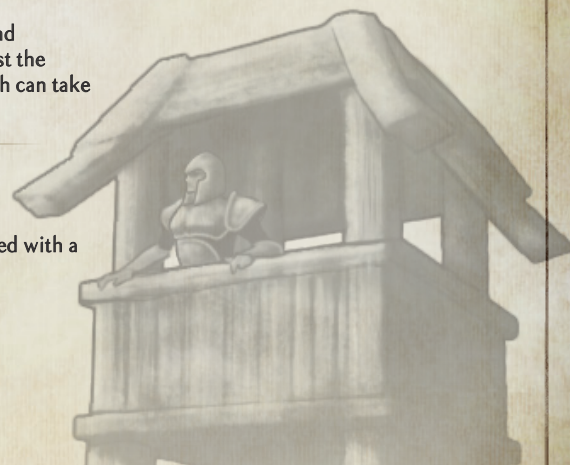
A one-handed Pike.

UNLOCKS

 **BRONZE SHIELD**
A shield specialized to be used with a one-handed spear.

 **SHORT SPEAR**
A one-handed Spear.

 **ICE SPEAR**
A one-handed Ice Spear.



DESIGNER'S NOTE

The Krax are master manipulators and traders. With their defensive bonuses they are best when hiding in their cities gathering their wealth and influence then changing the balance of power through devious spells. Make sure to take advantage of their ability to use spears along with shields for maximum efficiency.

MAGNAR

Magnar is Fallen, ancient beyond reckoning. He is said to be descended of the first Magnar, who was the first of the Fallen created by the Dread Lord, thousands of years in the past. He rules over the city of Imperium and knows the secrets of the Dread Lord.



MAGIC PROFICIENCIES

FIRE DISCIPLE

- Burning Hands**
Tactical - Target enemy unit is blasted with heat, taking Fire damage.
- Heart of Fire**
Strategic - All units trained in enchanted city get bonus Fire Attack per Essence.
- Burning Blade**
Strategic/Tactical - Enchanted champion's weapon does bonus Fire damage.
- Flame Dart**
Tactical - A fiery dart that strikes an enemy and scales on the caster's level.
- Pillar of Flame**
Strategic - Target enemy army takes direct Fire damage. Can only be cast within your territory.
- DEATH APPRENTICE**
- Curse**
Tactical - Target has no Defense for a set number of turns, unless they resist.

- Oppression**
Strategic - Reduces Unrest in enchanted city.
- Wither**
Tactical - Does a random negative effect to target enemy unit unless they resist.

WARLOCK

- Magnar's spells do 50% more damage.**

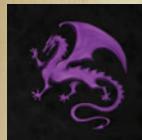
QUENDAR

- QUENDER BLOOD**
Quender units gain +50% Fire Resistance at the cost of -50% Cold Resistance.
- TRAIN SLAVES**
Quendar can train Slaves. Slaves don't have wages and cost less labor to produce but are weaker than normal units.

TRAITS

- BRILLIANT**
Magnar gains +10% Experience and +2 Spell Mastery per level.

EMPIRE OF MAGNAR



The people of Magnar are the greatest soldiers of the former Imperium. Shaped thousands of years ago by Curgen's magics to serve as his personal bodyguard and to command his armies, their loyalty to him is inbred. Their loyalty to power, though, is learned - the Emperor who can lead them to glory will have both their respect, and their allegiance.

TRAITS

- SLAVE LORD**
Razing a city transfers half that city's population to your capital. When Men or Fallen are defeated in combat they are transferred as population to your nearest city.
- FLESH BOUND TOME**
Unlocks the Cull the Weak, Death Lash and Candlecloak spells; and the Scar Stone.

DEATH LASH

Tactical Spell - Target gains increased Attack and Initiative, but is killed at the end of combat. This spell can only be cast on Trained Units.

CANDLECLOAK

Tactical Spell - Wreathes all your units in flames, doing Fire damage to anyone who attacks them.

UNLOCKS

- SCAR STONE**
Accessory that increases Fire Attack.
- CULL THE WEAK**
Tactical Spell - Sacrifices a unit to heal the caster and gain Mana.

DESIGNER'S NOTE


The Magnar love of slaves combined with their spells of self sacrifice makes for a devious combination. Using your slaves as fodder for your powerful magic users, including Magnar himself, is a solid strategy. Conversely, creating cheap slaves with decent weaponry and throwing them at your enemy en masse can also do the trick. Play as Magnar if you care little for the fodder of your Empire, or want to overrun your opponent with swarms of chattel. Keep in mind that the slave lord trait encourages early conquest, look to grow your Empire fat with slaves from bandits, refugees and the soldiers of enemy players.


WARLORD VERGA


Verga is the most fearsome of all Fallen in the East. He stands as a full 10 feet high, and has a hammer with which he can crush an ox's skull with a single blow. His might is prodigious, as is his skill with weapons. His fighters are trained well and obey his orders without question.

MAGIC PROFICIENCIES


EARTH APPRENTICE


 **Aura of Might**
Strategic - All units trained in this city gain bonus Defense, scaling based on Essence.


 **Enchanted Hammers**
Strategic - Adds Material yields to the enchanted city.

 **Nature's Cloak**
Strategic - Enchanted unit receives bonus resistance vs Fire, Lightning and Cold damage.


DEATH APPRENTICE

 **Curse**
Tactical - Target has no Defense for a set number of turns, unless they resist.


 **Oppression**
Strategic - Reduces Unrest in enchanted city.

 **Wither**
Strategic/Tactical - Reduces the attack of an enemy army. When cast in tactical, effect will end at the end of combat. In strategic, effect will fade after some time.

TRAITS

 **Hardy**
Verga gains +1 Hit Point per Level and is immune to poison.

WARLORD

 Verga pays -50% of normal unit Wages.

TROG


TROG BLOOD

Trogs have +20 Weight Capacity and can Berserk in combat, providing an attack bonus at the cost of health.

TRAIN JUGGERNAUT

Trogs can train Juggernauts with the Juggernaut technology. Juggernauts are powerful attackers and inflict splash damage on surrounding allies and enemies.

SPECIAL EQUIPMENT

 **Gauntlets of Grazna**
Extremely sturdy vambraces. They will serve Verga well throughout play.





EMPIRE OF YITHRIL





The people of Yithril are those who the armies of mankind called Trogs, a name said to have come from the first of their kind, D'rog, who slew the last descendant of Ereog in the great battle at Engar's Plain. The Trogs, or D'rog, are warriors, violence and butchery is to them what milk and honey are to other races.


TRAITS

 **Warriors**
Faction starts with the Training technology, allowing them to construct Barracks and train Spearmen.


 **Warrior Caste**
Yithril trained units gain +1 level when trained.


 **Tough**
Yithril units have +10% Hit Points.

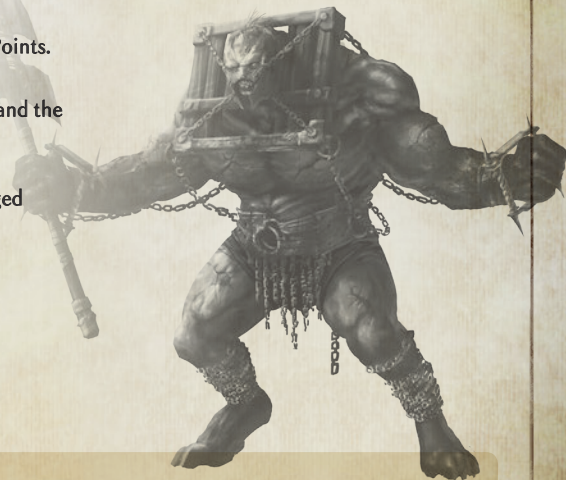
 **Great Axes**
Unlocks the Trog Battle Axe and the Great Axe.

 **No Ranged Weapons**
Yithril armies cannot use ranged weapons. This does not affect Champions Yithril controls.

UNLOCKS

 **Trog Battle Axe**
A massive Battle Axe that pierces enemy armor.

 **Great Axe**
An incredibly powerful two-handed great axe.



DESIGNER'S NOTE


Yithril are a war machine of death. There are few things more terrifying in the world than a Yithril Juggernaut primed for combat. Utilizing their abilities to Cleave and Maul their opponents, a Juggernaut can make quick work of massive armies. Play as Yithril if you are looking for the most deadly trained armies in the game.


ORACLE CERESA


In the Temple of Destiny, in the center of once-great Cyndrum, the Oracle Ceresa can be found, wisest amongst the Fallen. She speaks for the last of the titans, the Dread Lord Talax. The oracle performs magics of the highest difficulty and pronounces prophecies for her people and those who seek her council.


MAGIC PROFICIENCIES


DEATH DISCIPLE

 **Shadowbolt**
Tactical - A bolt of night strikes the victim doing damage and reducing their spell damage.


 **Oppression**
Strategic - Reduces Unrest in enchanted city.


 **Wither**
Strategic/Tactical - Reduces the attack of an enemy army. When cast in tactical, effect will end at the end of combat. In strategic, effect will fade after some time.

 **Blindness**
Tactical - Target enemy is stricken blind, resulting in a massive penalty to Accuracy, unless they resist.


 **Curse**
Tactical - Target has no Defense for a set number of turns, unless they resist.

WATER APPRENTICE


 **Inspiration**
Strategic - Produces bonus Research in the enchanted city.

 **Slow**
Tactical - Target enemy unit suffers an Initiative penalty unless they resist.


SUMMONER

 Ceresa's summoned creatures have +2 levels and she can summon a Shadow Warg.


WRAITH

 **WRATH BLOOD**
Wraiths gain 3 Hit Points when they kill an enemy, but gain one less Hit Point every level.

TRAITS

 **ATTUNEMENT**
Ceresa gains 2 additional Mana every season.

SPECIAL ITEMS

 **STAFF OF SOULS**
Increases bearer's spell damage and provides Mana every time that unit kills another unit.





EMPIRE OF RESOLN





The people of Resoln are called Wraiths by some, monsters by others. They are neither Man nor Fallen, but creatures of dark sorcery and magic, transformed by the spell that gave Ceresa power. They are bound to her by that spell, a bond that cannot be broken by even the most powerful of enchanters.


TRAITS

 **ADEPTS**
Resoln starts with the Shard Harvesting technology, which allows them to upgrade their Shard Altars to Shrines, and 40 additional Mana.


 **DEATH WORSHIP**
Gives Resoln access to the Infection, Corruption, Graveseal and Dirge of Ceresa spells.


 **BINDING**
Resoln periodically gains powerful elementals from shard shrines.


 **CULT OF A HUNDRED EYES**
Resoln can train Widows, Harridans and Hoarder spider in their cities.


 **NO ARMOR**
Resoln can't craft armor beyond leather. Champions can still use any armor they can find.

UNLOCKS

 **INFECTION**
Tactical Spell - Each turn, negative spells affecting target unit spread to all other enemy units.

 **CORRUPTION**
Strategic Spell - Transforms a shard in your empire into a Death shard.

 **GRAVESEAL**
Tactical Spell - Target unit suffers critical hits from all attacks unless it resists.

 **DIRGE OF CERESA**
Tactical Spell - Enemies take poison damage for every member of their group, and extra poison damage every turn for 10 turns, unless they resist.

DESIGNER'S NOTE

Resoln are a fiendish faction, able to destroy their targets from range with their powerful death magic. Because they cannot use armor, you will need to be clever using their spiders' web abilities to hold your foes in place. When enemy forces eventually do reach your lines, be sure to have an army of elementals waiting for them, those spawned from the highest level Death shrines are particularly deadly when "fed" properly.

GETTING STARTED

To play *Fallen Enchantress*, your PC will need to meet at least the following minimum requirements:

- Windows® 8 / 7 SP1 / Vista SP2 / XP SP3
- 2.4 GHz Processor
- 1 GB Available System Memory
- 128 MB Video Card (GeForce 6800 / Radeon X1600 or Better)
- DirectX 9.0c Compatible Sound Card
- 5 GB Hard Disk Space
- DirectX 9.0c

For the best experience possible, we recommend the following configuration:

- 64-bit Windows 8 / 7 SP1
- 2.2 GHz Dual-Core Processor
- 2 GB Available System Memory
- 256 MB Video Card (GeForce 7900 / Radeon X3800 or Better)

INSTALLING THE GAME

IF PURCHASED FROM STARDOCK

You may always download the full game or the latest update from our website located at: <https://store.stardock.com/myaccount/products>. Just look for *Fallen Enchantress* under the Games heading and click Download or Update button respectively.

To automate this process, you may alternatively use our free Stardock Central software manager: <http://www.stardock.com/stardockcentral/>. Stardock Central will notify you of updates and handle installation of all your Stardock software.

IF PURCHASED FROM STEAM

Fallen Enchantress should automatically appear in your Steam Library upon purchase; simply install and enjoy!

IF PURCHASED FROM A 3RD PARTY WEBSITE

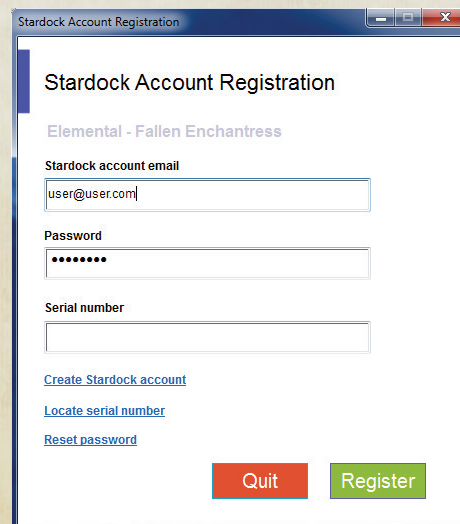
If you purchased *Fallen Enchantress* from another website (i.e., GameStop, GameFly, GamersGate, etc.) you may install and update your game via the free Steam client (<http://store.steampowered.com>).

To register your game, install and run the Steam client application. Once you're logged in, click on the '+ ADD A GAME....' link in the bottom left corner and then select 'Activate a Product on Steam' to continue. Follow the instructions in the dialog that appears and enter the Product Code exactly as provided to you by your point of purchase. Steam will validate your key and *Fallen Enchantress* will now appear in your Library.

To install, select *Fallen Enchantress* and click the Install button. Steam will download and install the latest version of the game; and will automatically keep you up-to-date on all future releases.

PRODUCT REGISTRATION

The first time you run *Fallen Enchantress*, you'll be prompted to register your product with Stardock.



Stardock Account Registration

Elemental - Fallen Enchantress

Stardock account email

Password

Serial number

[Create Stardock account](#)

[Locate serial number](#)

[Reset password](#)

Quit Register

If you already have a Stardock account, type in your account e-mail and password, along with the CD-Key provided by Stardock or Steam (select Fallen Enchantress from your Steam Library and click 'CD-Key' under Links) in the Serial number field. If you need to create a Stardock account or don't remember your password, just click on the links provided to step through the process.

Note: You will only have to complete this process once per PC you install on, or if you reinstall Microsoft Windows on your machine.

THE ADVENTURE BEGINS

STARTING A NEW GAME

Selecting to begin a new game will launch the 'sandbox' mode of Fallen Enchantress. This is the standard way of playing, however, if it is your first time it is advised that you start by playing through the Tutorial.

CHOOSE YOUR SOVEREIGN

Once you are ready to start a sandbox game there are a few steps you will need to take in order to set up your world. The first step is to choose your Sovereign. Your Sovereign is the hero that will lead your people to victory. They are very powerful units in their own right, with abilities that will affect your entire faction. Each Sovereign is also tied to a specific faction, making the decision even more important. While there are eight Sovereigns in the game initially, if none of them suit your fancy you can instead opt to create your own.

CREATE A SOVEREIGN



View an example of each option by matching the number above to the numbers below.

- | | |
|----------------------------------|-----------------------------|
| 1 Sovereign Name | 9 Sovereign Backstory |
| 2 Faction Name | 10 Magic Proficiencies |
| 3 Create New Faction | 11 Profession |
| 4 Gender | 12 Current Traits |
| 5 Available Customization Points | 13 Current Equipped Items |
| 6 Attributes | 14 Sovereign Display Window |
| 7 Talents | 15 Sovereign Stats |
| 8 Appearance | |

There are many options you can choose when creating your own Sovereign. While some are purely cosmetic, others can completely alter the way your game is played. Choices that affect gameplay each have a point cost associated with them, you can choose as many as you have points available.

- **Faction** - The faction of your Sovereign is one of its most defining factors. Every faction has its own strengths and weaknesses to consider, if you do not like any of the pre-constructed factions you can also create your own by clicking the 'New' button.
- **Attributes** - Attributes are some of the most powerful bonuses a Sovereign can select. They are broken into magical proficiencies and profession.
- **Magical Proficiencies** - The magical proficiencies your Sovereign starts with are extremely important. While your Sovereign can increase the power of their spell traits as they level up, they cannot select entirely new proficiencies. Thus, whichever elemental disciplines you choose to specialize in during character creation are the ones you will be locked to for your Sovereign. Champions you hire will still be able to venture into different proficiencies, provided they come with the required traits.
- **Profession** - Professions contain the most powerful specialization traits available for custom Sovereigns. As a result, while professions do not require points to choose they are unique in that a Sovereign can only choose one of them. Every Sovereign must have a profession.
- **Talents** - Talents are optional traits, which require points, that a Sovereign can choose to start the game with. They are unique traits that will not be available for selection while leveling up. Note that some talents, known as weaknesses, are actually harmful. Selecting a weakness for your Sovereign will provide you with an additional point for customization somewhere else, however, you can only choose one weakness.
- **Appearance** - The appearance tab will allow you to alter the look of your custom Sovereign as well as its starting equipment. There is a small selection of equipment you can choose to start your Sovereign off with. While most equipment does not require customization points, the more powerful items do.
- **Backstory** - The backstory tab allows you to choose your own history for your Sovereign. Go nuts!

CUSTOMIZE YOUR FACTION



View an example of each option by matching the number above to the numbers below.

- | | | | |
|---|--------------------------------|----|----------------------|
| 1 | Faction Name | 7 | Appearance |
| 2 | Available Customization Points | 8 | Summary |
| 3 | Race | 9 | Available Attributes |
| 4 | Ideology | 10 | Preview Window |
| 5 | Strengths | 11 | Faction Crest |
| 6 | Weaknesses | | |

If you would like to create your own faction there are a multitude of options to consider to get them just as you want them. Much like Sovereign creation, every custom faction can have a number of unique traits, each with their own point value. You may select as many traits as you have points for.

- **Race** - The race of your faction is a very important decision. Beyond their physical appearance, every race in the world has a different set of traits all of their units start with. You can check a race's traits by hovering over their entry in the race spinner.
- **Ideology** - The ideology of your faction will determine their allegiance in the struggle between the Kingdoms and Empires of the world. It will dictate which Champions a faction can recruit along with providing modifiers to relationships with other factions.
- **Strengths** - Strengths are the traits that set your faction apart from the rest. They are unique bonuses that can only be selected at faction creation and will drastically change the way you play the game. Most of them require a customization point to select.
- **Weaknesses** - If you are looking for more strengths than you have points for, you can choose faction weaknesses to free up extra points. Weaknesses are traits much like strengths, however, they hinder your faction in some way instead of providing a bonus.
- **Appearance** - In the appearance tab you can select what colors you would like your faction to have for their buildings and units. While these selections are purely cosmetic, our art director begs you to avoid 255,0,255 in your faction color selections.

WHERE ARE YOU?

Once you have selected a Sovereign, it's time to choose the parameters of the world you would like to play in. For the default game experience you are welcome to leave everything on this screen as-is. If you do choose to adjust your settings, you can match your world to your desired play style on this screen.

- **Map** - There are two different styles of maps you can play on: pre-made and random. In order to play a pre-made map click the Load button and select a map. If you would rather play a random map click the button with the arrows on it.
 - **Pre-Made** - Pre-made maps are maps that were made in the Fallen Enchantress map editor. While the land masses in them are always the same from game to game, distribution of resources and other objects can potentially vary.

- **Random** - Random maps are generated on the fly to form a new and unique play world. While they may not always feature the most well balanced world distribution, there is no better way to ensure a new experience every time.
 - **World Size** - When selecting a random map you can choose the size of your world. Different world sizes are optimized for different numbers of players; keep in mind that if you go outside of these recommended numbers you may end up with a bizarre world makeup.
 - **Map Type** - There are a number of different map types you can choose from when making a random world. The type you choose will change the structure of your world to fit different concentrations of terrain types.
- **Wildland Frequency** - Sets the amount of Wildlands likely to appear in your world. Areas designated as Wildlands will have to be conquered before they can be settled in.
- **Champion Frequency** - Sets the distribution of Champions in your world. The more the merrier. Or not.
- **Quest Frequency** - Determines the amount of quest locations that are spawned on the map. This only affects quests spawned from Quest tiles on the map, not random events.
- **Difficulty** - Adjust the difficulty of the world itself. This will not affect the other factions you are playing with but rather the creatures of the world itself. The higher the difficulty the more fiendish and aggressive they will be towards the player.
- **Monster Frequency** - Sets the number of monster lairs spawned in the world. Increasing the number of creatures in the world will create a much more dangerous environment in addition to boosting the potential experience and treasure your units could gather.
- **Pacing** - Modifies the speed at which all factions in the game research technology.
- **Magic Strength** - Determines the magical power of the game world. The more powerful the world is magically, the more shard resource nodes you will find across the land.
- **Resource Frequency** - Changes the frequency resource nodes will be placed in the world. This does not affect shards.

- Random Event Frequency - Adjusts the frequency of random events. Random events are quests that have a chance of occurring during the game without requiring any action from the player to start. They can change the world drastically, sometimes for the benefit of the player, other times to their detriment.

WHO OPPOSES YOU?

On the final screen of world setup you can adjust your game's victory conditions and opponents. This screen will allow you to quickly and easily change the AI factions with broad strokes. If you wish to manually pick each faction that is in your game, click the "Customize Opponents" button for additional options.

- Number of Opponents - Select the number of other factions you would like in the game. Try to keep your selection within the recommended number of players for your map size to ensure an ideal experience.
- Kingdom Vs. Empire Balance - This option will set the balance of ideologies of the other factions in your game. When choosing your opponents manually, this option will be set to 'custom'.
- Typical Intelligence of Opponents - This option can set the general difficulty level of all AI factions at once. When choosing your opponents manually, this option will be set to 'custom'.
- Opponent Surrender Threshold - Here you can set how easily the AI factions of the world will surrender. The higher the threshold the more you will have to dominate them before they will consider surrendering.
- Victory Conditions - The victory conditions section allows you select in what ways a player can be declared the winner.
 - Conquest - Conquest victory enables players to win by eliminating all of their enemies.
 - Diplomatic - Diplomatic victory enables players to win by forming an alliance with all players in a game.
 - Master Quest - Master Quest victory enables players to win by completing the Quest of Mastery, a special epic quest hidden somewhere in the world.

- Spell of Making - This enables players to win a Magic Victory by casting the Spell of Making. It is unlocked through research and requires time and control of multiple shards to cast.

SCENARIOS

Scenarios are specially crafted maps of Fallen Enchantress with different rules and experiences from that of the main game. There is one scenario included: The Fallen Enchantress.

• The Fallen Enchantress -

Thousands of years ago, a prophecy was made. A prophecy that foresaw the rise of an Empire of Sorcery, led by a Fallen Enchantress whose reign would plunge the world into chaos and savagery. Your Queen believes the prophecy's time draws night. And so, she has sent you to the forbidden lands of the East, to seek aid in the great battle to come.

Your mission: find the lost Temple at Odenvell, and the one who lies sleeping within. The great Oracle of Antheros, whose might must be joined to your cause if mankind is to survive...

Please note, the gameplay of The Fallen Enchantress scenario is very different experience from that of the sandbox game. You will find different techs, units, rules and more as you play, along with a strong emphasis on story.

TUTORIAL

The tutorial is a specially crafted map meant to introduce new players to Fallen Enchantress. It is able to be completed in a short amount of time and will teach you the basics of the game. As you play there are a series of informative windows that will pop-up containing videos walking you through various key concepts. If you miss any of the videos they can also be viewed in the Hiergamenon in the game concepts section. We do suggest you complete the tutorial if you are new to Fallen Enchantress as the videos are informative and narrated by (arguably) the greatest manual writer of our generation. Enjoy!

THE WORLD YOU RULE

THE MAIN INTERFACE



View an example of each by matching the number above to the numbers below.

- | | |
|-----------------------|---------------------|
| 1 Game Options | 9 Event List |
| 2 The Empire Tree | 10 Main Map |
| 3 Current Year / Turn | 11 Selection Window |
| 4 Resource List | 12 Terrain Window |
| 5 Hiergamenon | 13 Mini-Map |
| 6 Current Research | 14 Spellbook |
| 7 Current Tax Rate | 15 Governorship |
| 8 Faction Power | 16 Turn Button |

UNIT INFORMATION



View an example of each option by matching the number above to the numbers below.

- | | |
|---------------------------|---------------------------------|
| 1 Unit Portrait | 8 Attack Rating |
| 2 Unit Name | 9 Defense Rating |
| 3 Threat Level | 10 Hit Points (Current / Total) |
| 4 Faction Crest | 11 Traits / Equipment List |
| 5 Army Management | 12 Current Level / XP |
| 6 Selected Unit | 13 Action List |
| 7 Moves (Current / Total) | |

CITY INFORMATION



View an example of each option by matching the number above to the numbers below.

- | | |
|-------------------|-------------------------------|
| 1 City Portrait | 7 Current Growth Rate |
| 2 City Name | 8 Research Generated |
| 3 Threat Level | 9 Production Generated |
| 4 Faction Banner | 10 Build/Train Queue |
| 5 Stationed Units | 11 Current Level / Population |
| 6 Gildar Income | 12 Action List |

BASIC CONTROLS

- **Unit Selection** - To select an army left-click on it in the Main Map view. If the army contains multiple units you can click any of them in the Army Management Pane to select them individually. If multiple armies occupy the same tile on the Main Map view you can toggle between them by clicking the arrows in the Army Management Pane.
- **Unit Movement** - To move a selected unit right-click on the tile you would like to move to in the Main Map view. If the unit cannot reach the desired location this turn it will automatically continue moving towards its destination at the end of subsequent turns. You can see the planned path of your unit outlined as dots connecting it to its destination.
- **Creating Armies** - To create an army move two or more units onto the same tile in the Main Map view. If there is enough room in your army, all converging units will be grouped together. You can view how many slots are open in your army in the Army Management Pane; slots marked with X's will need to be unlocked through

researching technologies before they can be filled. To remove a unit from an army you can left-click it in the Army Management Pane to select it then right-click on another tile to move it out. Alternatively you can instead click the Eject Arrow on the unit's medallion in the Army Management Pane to eject it once it is selected.

- **Controlling the Camera** - You can pan the camera by holding down left-click on the Main Map View and then moving the mouse. Alternatively, if you would prefer to use the keyboard, the arrow keys will also pan the camera. If you want to adjust the camera beyond panning you can zoom in and out using the mouse wheel and rotate the camera by holding down the middle mouse button and moving the mouse. Note that the camera will snap back from any rotations to the default view when you release the middle mouse button. This can be turned off in the options screen under advanced options if desired.

GAME CONCEPTS

- **Empire Tree** - The Empire Tree on the left side of the Main UI is a powerful tool for managing your nation. It's broken down into three collapsible sections: Units, Cities and Quests.

The Units section shows all of the units you currently control in the world that are not stationed in a city. You can see a unit's stats by hovering over its entry, while you can left-click to select it. Armies of units are marked with dots to the right of the leader's portrait to indicate how many units are in that group. To get more information on a specific unit in a group you can expand the army entry by clicking the + symbol and select any of its individual units.

The Cities section shows all the cities you own in the world. It functions similarly to the Unit section, showing units that are stationed in a city with the same dots to the right of the city icon. Cities can also be expanded, like armies, to see the individual units in the city. In addition, the bar underneath a city's icon will tell you its progress towards the item in its construction queue. When a city is not constructing or training anything it will show a "Zzz" icon next to it in the list to bring it to your attention.

The Quest section of the Empire Tree is the simplest part of the tree, but possibly the most useful. As you play the game you will come across quests in the wild that require

you to do all sorts of things to complete them. When you do, each new quest will get an entry in the Empire Tree that you can click on to remind you where you need to go for the next step. This can be an invaluable tool, especially when you come across a quest you will need to strengthen your forces in order to conquer.

- **Current Year** - Every game of Fallen Enchantress starts in the Spring of the year 159 - After Cataclysm. Each turn equates to a Season in the world and you can check how many seasons have passed by hovering over the current date. Every game of Fallen Enchantress has a limit to the number of Seasons before it ends. You can check your progress towards the time limit on the Kingdom Report in the Govern screen.
- **Hiergamenon** - The Hiergamenon is the ultimate resource for discovering the world of Elemental. It contains information about all elements of the game broken down into categories, and can be accessed by clicking the ? icon in the top right of the screen.
 - **Factions** - The Faction section will display all of the factions in the world of Elemental. If you are looking for more backstory on a particular faction, or just want to compare their abilities, this is the place to look.
 - **Sovereigns** - The Sovereign section contains detailed information on all of Elemental's Sovereigns.
 - **Technologies** - The Technologies section has a detailed breakdown of every technology available to your current faction. It's a great resource for examining the links between technologies, as well as more detailed information on unlocks. Keep in mind that you can click on pre-requisite technologies and unlocked items to jump to their Hiergamenon entries.
 - **Spells** - The Spell list is your comprehensive list of all spells available to your faction, no matter how they are unlocked.
 - **Improvements** - The Improvement section is a complete list of all improvements available to your faction, along with their required technologies when applicable. It can be a great resource for finding out how to unlock specific improvements by tracing them back to the technologies they require.
 - **Equipment** - A comprehensive list of all equipment in the game. The Equipment list is extremely useful for getting the details on items you can

find or create. In the case of equipment for your trained units, you can also look up how much they will cost for your troops here along with what techs unlock them.

- **Resources** - The Resources section features a complete list of all resource nodes found around the world.
- **Monsters** - The Monster category contains all of the monsters that could be found in your world. It's a great place to check into the strengths and weaknesses of the creatures you will be doing battle with.
- **Game Concepts** - The Game Concepts section is full of tips and tutorial information related to gameplay and the world. You can use it to watch any of the videos from the tutorial map as well a read up on advanced game information and systems.

PLACES OF INTEREST

There are many different places of interests scattered around the world of Elemental. They can be identified by their unique tile designs as well as the icons floating above them in the UI.

- **Notable Locations** - Notable Locations are places that contain treasures from ages past, sometimes including equipment, items and resources. They can be identified by the green treasure chest icon that hangs above them and can be claimed by moving a Champion or Sovereign onto them.
- **Quest Locations** - Quest locations are tiles that start, or continue, quests for your Champions. They can be identified by the quest scroll icon hanging over them. Golden quest scrolls indicate a quest location with an available quest, or once on a quest they show you the next objective you need to complete. When a quest location has been activated but the quest is still in progress the icon will change to a silver quest scroll. In order to undertake a quest, move any Champion or your Sovereign onto a golden quest location.
- **Monster Lairs** - Monster lairs are home to many of the nasty creatures of Elemental. Lairs are defended by the creatures that call them home and contain treasures for those that manage to destroy them. While the defenders of a lair will not generally wander far from them, they will spawn smaller creatures from time to time that will

wander the land doing as they please. If you are having trouble identifying monster lairs on the map, you can turn on their UI icons in the Options menu; they are identified by a purple dragon icon. It's important to note that if the borders of one of your cities or outposts overtakes a monster lair, it will be destroyed, unleashing the lair defender to roam the countryside.

- **Champion Camps** - Champion camps are locations that house recruitable, faction-specific units known as Champions. Camps that have Champions you can recruit are marked with a blue knight icon, while those that are of an opposing faction are marked in the same fashion as monster lairs. In order to recruit a champion you need to move a unit next to their camp, select them and click Recruit. Once you pay their requested fee they will join your cause. You will need to research technologies in the Magic tech tree in order to recruit higher level Champions.

RESOURCES

There are many different resources in the world of Elemental, with the most important distinction being between Player Resources, City Resources and Resource Nodes.

PLAYER RESOURCES

Player Resources are the backbone of your nation. They are the resources your faction will stockpile and use to fuel the majority of their needs. While they may be produced on a city level, they are considered player resources because their stockpile exists for the entire nation to share.

- **Gildar** - Gildar is the primary currency of Elemental. It is primarily gained via tax income in your cities and is vital to the strength of your army, as all of your units require wages. Beyond wages there are a number of uses for Gildar, from recruiting Champions to buying new equipment.
- **Faction Prestige** - Faction Prestige is a measure of the pull your nation has towards drawing in new citizens. The more prestige you have, the more population you will get each turn in your cities. Keep in mind that gains from your Faction Prestige are split evenly amongst all of your cities, so the more cities the less of an increase you will see in each of them per turn.

- **Research** - Research is the resource used to learn new technologies and advance your nation through the tech tree. Unlike other resources, it does not pile up over time. All the Research produced in your cities each turn is applied directly towards the technology you are currently researching.
- **Mana** - Mana is the resource used by your Champions and Sovereign to cast spells. It can be gained from a variety of means, but the primary source is controlling the magical shards of the world. By building shrines on shards inside your borders you can channel their power through your cities and into your nation's Mana pool.
- **Crystal** - Crystal is the resource of magical forging and equipment fabrication. It is primarily refined through Crystal resource nodes found in the wild and is used to craft magic equipment for your troops.
- **Metal** - Metal is the resource of war and production. It is required to craft armies clad in heavy armor with the finest of weapons. You will need to secure Iron nodes within your borders to acquire a supply for your troops.
- **Horses** - A stockpile of Horses can be a great asset for your military, allowing you to field troops mounted on horseback to the front lines. In order to secure a supply of horses you will need to construct improvements on Wild Horse resource nodes you find within your borders.
- **Wargs** - Wargs are an alternative to horses that can be used to train mounted units. Much like Horses, you will need to build on Wild Warg improvements in order to acquire Wargs for your armies.
- **Influence** - Influence is a crucial resource for dealing with other nations and creatures of the world. It can be used directly as a currency when trading with other nations, as well as altering the value of your goods in trades with others. In addition, when building camps to recruit wild creatures, such as dragons and ogres, you will need influence to get your construction underway. Influence can be gained through city improvements and resource nodes in the world.

CITY RESOURCES

City resources are the resources that are specific to individual cities. While they may not impact your nation directly, keep in mind that your cities are the core of your economy. In many regards, city resources are the fuel that provides you with the player resources you need to keep your nation afloat.

- **Food** - Food is required in order to grow the populace of your city. For every unit of Food in a city you can support one additional citizen.
- **Grain** - Grain is the primary source of Food for your people. While every city starts with Grain equal to the Grain yield of the tile it's settled on, there are also improvements and resource nodes that can increase it beyond this starting value. Generally if you are looking to increase your Food, however, you will instead be building improvements that increase the amount of food that yield grain in a city.
- **Production** - Production is the measure of how quickly your city can build improvements and train units. Much like research, Production does not pool in a city and instead is directly applied to whatever you are building or training each turn.
- **Materials** - Materials are the source of the Production for your cities. Much like Grain, Materials are initially derived from the yields of your starting tile and can be increased later on. In order to increase your Production, you will usually want to increase the amount of production each material in your city gives you.
- **Essence** - Essence is a measure of the magical potential of your city. It is the third of the core tile yield resources along with Grain and Materials. The amount of Essence a city has dictates how many magical enchantments can be cast on that city, one for each Essence. There are a number of magical improvements that are more powerful in cities with higher Essence values.
- **Population** - Population is the measure of how many citizens are in a city. It is crucial to progressing your city; as you hit certain population marks your city will level up, increasing a number of other resources and unlocking special bonuses.
- **Growth** - Growth is a measure of how many citizens will flock to a particular city each turn. As your city gains levels, your growth will increase and your population will increase faster and faster. If you feel the need to grow even faster there are a variety of improvements you can build to increase city growth.

RESOURCE NODES

Resource nodes are tiles found around the world that can provide your nation with any number of bonuses. They can provide player resources for your nation or city resource boosts to an attached city or even a flow of free units. In order to reap their benefits you will have to secure them within your borders and build a special improvement on them. For a complete list of all resource nodes in the game consult the Hiergamenon section on resources.

WILDLANDS

Wildlands are special areas where the creatures of the world have taken control. They are home to the most powerful creatures of Elemental, and its greatest treasures. Each Wildland is marked by a dark green border around it that, upon entering, will introduce you to the history of that area. Great treasures await any player able to conquer a Wildland as, once revitalized, they contain some of the most powerful resources and areas to found cities in the world. For every Wildland there is a different method that must be used to conquer and ultimately restore them. Once you have visited a Wildland the method required to tame it will show up in the Empire Tree on the left side of the screen under 'Quests'.

RESEARCH

Research is one of the primary ways of advancing your nation. As you learn new technologies you will unlock numerous different bonuses, units, equipment, improvements, spells and much more. Remember that the higher your research income from your cities the quicker you will learn new techs.

- **Tech Trees** - The technologies you can learn are broken into three different tech trees, each with their own focus and prerequisites. Which trees you decide to invest in is up to you but keep in mind that you can only learn one technology at a time.
- **Civilization Tree** - The Civilization tree is focused on improving your nation's economy and infrastructure. Here you will find dozens of improvements that increase city Production, food supplies, Research and Gildar income. In addition, Civilization is the tree of diplomacy, improving your options when dealing with other nations and helping your recruit units from the wild.
- **Warfare Tree** - The Warfare tree is designed to help your efforts with trained units and Champions. It unlocks new training techniques and improvements that boost your trained units. All of your non-magical equipment is unlocked from Warfare including multiple varieties of armor, weapons, mounts and more. While magical equipment may be stronger in many cases, equipment unlocked in the Warfare tree has the advantage of only requiring metal and being easier to produce en masse.

- **Magic Tree** - The Magic tree is built on the unlocking of magical spells, equipment and improvements. It will allow you to build and purchase the most powerful weapons, armor and accessories for your units with the enough Crystal and Gildar. Along with magical equipment, the Magic tree is the ultimate tree for Champions. Through it you can recruit higher level Champions in the world as well as provide them with new spells.

TAXATION & INCOME

Taxation is your primary source of Gildar income for your nation. Your cities provide income that increases based on your city's level and the improvements it contains. While the base income rate is determined by these factors, the tax rate you apply to your income will decide how much money you are actually making each turn.

- **Tax Rate** - The tax rate is controlled by the player at a global level and is the ultimate control over how much money you will make every turn. The higher the tax rate, the more Gildar each turn. However, as taxes go up, so will Unrest in all of your cities. You can see the exact breakdown of your current tax rate, along with what will happen if you change it, from the tax rate section of the main UI screen.
- **Unrest Penalty** - There is a delicate balance that must be maintained between taxes and unrest. Unrest is a penalty applied to each of your cities based on your tax rate that reduces their research and production. While lowering taxes is the easiest way to reduce unrest levels in your city, individual cities can also lower their unrest through a variety of improvements and unit bonuses. By carefully managing your unrest levels in your cities you can maximize Gildar income without taking too much of a penalty to production and research.

FACTION POWER

The faction power window can show you your current military standing as compared to the other nations of the world. It is important to consider when dealing with any other faction as it will influence how they treat you and what you can ask of them.

UNITS

There are many different classifications and styles of units, all of which are of crucial importance to your nation. In spite of their differences, there are a number of attributes and statistics all units share.



View an example of each option by matching the number above to the numbers below.

- | | |
|----------------------------|------------------------|
| 1 Unit Traits | 7 Known Spells |
| 2 Unit Display | 8 Current Enchantments |
| 3 Equipped Weapons / Armor | 9 Encumbrance |
| 4 Unit Name | 10 Unit Details Pane |
| 5 Unit Stats | 11 Equipment Pane |
| 6 Unit History | 12 Trade / Shop Window |

• **Traits** - The most defining characteristics of any unit are usually their Traits. Traits are special bonuses, stats and abilities that any unit can possess. They are visible both on the unit info pane and the unit details screen and are easily recognized by their unique icons. While any unit can have Traits, different traits are restricted to certain types of units and they can be gained in a variety of ways. For more information on Traits, check out the sections on Champions and trained units.

• **Unit Attributes** - Beyond Traits, there are core attributes that every unit shares.

• **Level** - All units in the game can gain experience by defeating other units in combat. As they do they will eventually gain levels, increasing their combat effectiveness. While all units get more powerful as they level, you will find that some increase in strength much quicker than others.

• **Race** - The race of a unit is very important. All of the playable races in Fallen Enchantress have a Trait they confer to a unit, which can be viewed on the unit details screen. While the creatures of the world don't get special Traits based on their race, it is still important to consider what race they are in certain situations. For instance, there are Traits that increase a unit's combat effectiveness versus a specific race of monsters; recognizing these advantages can turn the tide in a battle.

• **Wages** - Wages are the amount of Gildar you must pay a unit every turn in order to retain its services. Note that your Sovereign and creatures recruited from the wild are unique in that they do not require wages.

• **History** - Most units have a unique history chronicling their journey through the ages. They can be a great source for more of the lore and depth of the world.

• **Moves** - Moves represent the number of tiles a unit can move in a single turn, both in the strategic game world and in tactical combat. Some terrain is easier or harder to walk through than others. As a result, you may be able to move more or less spaces depending on where you are.

• **Attack** - Attack is the total damage a unit can do with a standard attack. Note that in combat your actual damage will be in a random range up to your maximum Attack and reduced by your enemy's Defense.

• **Attack types** - Beyond your total Attack, it is very important to consider the different types of attack that make up each strike. Hovering over a unit's

attack will give you a breakdown of the different types of damage that will be done. The icon for a unit's Attack will change based on what its primary damage type is as a shortcut. Different types of attacks can be reduced by different means, so you will want to keep an eye out for favorable matchups.

• **Defense** - Defense is a measure of how much protection you have against all physical attacks. It's important to understand that Defense is not flat damage reduction. While you will take less damage as your Defense increases, it will not always scale directly and instead depends on the Attack values of your opponent.

• **Defense types** - Beyond the normal reductions Defense provides to all physical attacks, some units have further defense bonuses against specific types of attacks. When a unit has defense bonuses of this nature their Defense icon will glow green; to get about more information about their specific defensive breakdown you can hover over that unit's Defense value. Units that have bonuses against blunt or cutting attacks will use their increased defense value when fighting units with those corresponding attack types. Magical damage types cannot be reduced by Defense.

• **Hit Points** - Hit Points are the measure of how much punishment a unit can take before dying. When damaged, a unit will heal a certain number of Hit Points every season up to its maximum value. As units gain more levels their Hit Points will increase.

• **Initiative** - Initiative dictates the speed a unit takes actions in battle. The higher a unit's Initiative, the more frequently it will act.

• **Accuracy** - Accuracy is the percentage chance a unit has to hit another unit with a physical attack in combat. Even if a unit has an accuracy over 100%, it could still miss occasionally because of its target's Dodge value.

• **Dodge** - Dodge is the percentage change a unit has to completely evade a physical attack in combat. When a unit is attacked, the actual chance it will be hit is the attacking unit's Accuracy minus the defending unit's Dodge.

• **Crit Chance** - Critical chance is the percentage of the time a unit attacks that they will inflict a critical hit. Critical hits do double the damage of normal attacks. There are some ways to increase the damage of critical hits even further.

- **Elemental Resistances** - Units have a different resistance stat for each elemental damage type in the world. The amount of resistance a unit has to a specific damage type is a percentage reduction of all damage taken of that type. While Defense does not reduce elemental damage from standard attacks, your elemental resistances will still apply and reduce that damage.
- **Spell Mastery** - Spell Mastery functions as your accuracy with spells. While a number of spells hit no matter what, those that are marked as “resistable” must first make a spell attack roll in order to hit. In these cases, the casting unit’s Spell Mastery is the percentage chance that it will hit and reduced by the defending unit’s Spell Resist.
- **Spell Resist** - Spell Resist functions as your dodge with spells. While a number of spells hit no matter what, those that are marked as “resistible” must first make a spell attack roll in order to hit. In these cases the defending unit’s Spell Resist is subtracted from the casting unit’s Spell Mastery to determine the chance a spell hits.
- **Encumbrance** - Encumbrance is a measure of how weighed down a unit is by the equipment it is wearing. Every unit has a maximum amount of weight they can equip at any given time, which can be increased with Traits. As units equip heavier gear they become more and more encumbered, giving them penalties to their Initiative values.
- **Threat Level** - Threat Level is a culmination of all of a unit’s other stats simplified into a basic descriptor of that unit’s combat ability. It takes into account spells and special abilities in addition to base statistics, and should be your first indicator of how dangerous a threat is. Threat levels are not always going to always tell you the outcome of a potential battle.

CHAMPIONS

Champions are the heroes of Elemental. They are each unique, with their own history, traits and appearance. They can be customized with different equipment and Traits as you play and they grow much more powerful as they level up. In order to recruit Champions, you will have to find them in the world, move a unit next to them and agree to pay their requested recruitment fee.

- **Death** - As long as you control a city, your Champions will not die when they fall in battle. Whereas a normal unit would die, they instead will suffer an injury in the

form of a permanent negative trait. If you lose the battle they fall in, they will retreat to the nearest city and require multiple turns in order to recover and leave the city.

YOUR SOVEREIGN

Your Sovereign is the leader of your nation. He/she is a special Champion that represents your people in the world. Unlike Champions, Sovereigns do not suffer injuries when falling in battle, but they will still have to spend time recovering following lost battles. Should your Sovereign fall in battle while you don’t control a city, you will lose the game.

- **Equipment** - Champions are unique from other units in that they can change their equipment at any time. They can acquire new equipment in a variety of ways including notable locations, shops, quests and combat. Make sure to equip any new items you find on your Champions via the Equip menu on the unit details screen in order to take advantage of their bonuses.
- **Level up traits** - One of the most important distinctions between Champions and other units is the way in which they level. While most units simply gain statistical bonuses at each new level, Champions also get to select a new unique Trait every level. These traits will further specialize a Champion, providing them with special bonuses, spells and abilities not available to other units.
 - **Paths** - Paths are special Traits every Champion can choose when they hit level four that help define a specific role for that Champion. In addition to the large bonuses a Champion gets for picking the Path trait itself, the Path you choose will allow different Traits to show up as options at later levels.
 - **Path of the Assassin** - A path specialized in dealing bursts of damage via critical hits and high accuracy. Assassins will not have access to increased weight capacities and thus be limited to lighter armors. They can make up for some of these failings with traits that increase their Dodge.
 - **Path of the Defender** - The path of the Defender will allow Champions to increase their survivability and that of other units they are grouped with. While there are few offensive traits in the Defender path, it is unparalleled in survivability and weight capacity. Defenders will be able to wear the heaviest of armor while protecting their allies from harm.
 - **Path of the Governor** - Governor is the path of choice for Champions looking to strengthen your economy and improve cities. What Governors

forgo in combat prowess, they make up for with city buffs and other income bonuses.

- Path of the Mage - The path of the Mage is the ultimate choice for Champions looking to specialize in spell casting. What Mages give up in weight capacity and defense they more than make up for in magical power. If you have the mana and shards to support them, there is no better killing machine than a high level Mage Champion.
- Path of the Warrior - Path of the Warrior provides a Champion with a balanced mix of offensive and defensive traits that boost their physical prowess. It will not provide the same level of survivability as path of the Defender or the offensive burst potential of the path of the Assassin, but will allow for a Champion in heavy armor with solid damage dealing ability.
- Spells - Another huge feature that is unique to Champions is their ability to cast spells. Champions gain access to spells via unique traits when they level up. For every rank in a spell trait a Champion will unlock new spells for use in battle or the strategic game. Champions will never be able to pick entirely new spell traits, instead they can only advance those they start with. This is important to consider when deciding which of your Champions you would like to specialize down a spell casting path.
- Quests - Champions are special because they are required in order to undertake quests and claim notable locations. While a Champion is needed for these actions, they can still bring other units with them to help out in their adventure. As a result of this requirement, many quests and notable locations feature rewards specifically for Champions.

TRAINED UNITS

Trained units are the rank and file units that make up the armies of your nation. They are known as trained units because of the fact that they must be trained in a city, as opposed to Champions which are recruited in the wild. Because of this distinction, trained units are a much more consistent source of troops for your armies, but they do have their drawbacks. In general, trained units are not as strong as Champions, mainly due to reduced Hit Point and Accuracy values. They will not be able to change their equipment freely and are restricted to equipment you have unlocked through

technologies. Trained units do not gain new Traits when they level up. They are locked to the traits they have when trained. If they fall in battle, trained units suffer permanent death and are gone for good.

- Group sizes - An easy way to differentiate trained units from Champions is that the majority of trained units are trained in groups. While an individual trained unit is almost never as strong as a Champion, a group of 3-7 of them may be. As your technology level increases you will unlock larger group options for trained units. While groups of trained units are controlled as a single unit it is important to realize that they still actually are individual units in the group. For instance, when attacking, every troop in a group of trained units will make its own attack that is able to be dodged and reduced in damage by the defending unit. Conversely, as your group of trained units is damaged, the individual units in the group will be incapacitated one by one, reducing the damage potential of that group. When you heal a group of units those incapacitated troops will be able to rejoin the battle.
- Trained Unit Traits - Much like Champions, traits are a key distinguishing factor on your trained units. Unlike Champions, trained units do not receive traits when gaining levels making their traits on creation of the utmost importance. Trained units and Champions have completely different traits that enable them to function quite differently from one another.
- Pre-Designed Units - As you research technologies that provide you with new weapons and armor you will also unlock new unit types you can train in your cities. New unit types are essential to training better troops, keep an eye out for them in your train menu in order to take advantage of the newest technology.
- Special Unit types - Many factions have access to special types of trained units with different rules and bonuses. These units are often restricted to a single unit (rather than being trainable as a group), but they possess special abilities or traits that can provide them with extraordinary power.
- Designing a Unit - If the unit types you unlock via research are not meeting your needs, or you just prefer a more personal touch, you can instead opt to design your own unit types. To create a new unit type head to the "Design Units" tab of the govern screen. Here you can edit pre-existing units, create new designs and even retire designs you no longer need. As a bonus, any units you design will be available in all future games you play once you have unlocked everything they require.

- **Weapons** - When creating a custom unit type perhaps the most important choice you will make is what weapon they will have. While you can select a specific weapon for a unit, if you would prefer to have a design that can grow along with your faction you can instead choose an “upgradable” weapon of a particular type. This will cause the design to create units with the best available weapon of that classification when they are trained. Note that this will not automatically upgrade units of this type if they have already been trained when you unlock a better weapon. In order to upgrade trained units in this case you will have to select them in the world, manually select the “upgrade weapon” action in their action pane, and pay a fee.
- **Armor** - What armor you choose for a unit design can be every bit as important as their weapon. In the case of armor it is especially important to keep an eye on your unit’s Encumbrance. Heavier armor may require special Traits to wear in tandem with a heavy weapon. Much like weapons, if you would prefer to have more modular armor selections, you can choose to have the best available armor in a slot instead of a specific piece of armor. The same restrictions apply with armor for upgrading already trained units as weapons.
- **Equipment** - Equipment is one of the ways you can further customize a particular unit design to distinguish them from other units with similar weapons or armor. Here you will find all sorts of accessories and mounts you can outfit your units with. Keep in mind that a unit can have up to a maximum of four accessories equipped at a time.
- **Other** - The “other” category is where you can customize the look of your unit design. Every unit you train of this type will look like this, so pick wisely.
- **Trait Slots** - Every unit design can possess up to four special Traits. Some Traits serve to boost your unit’s general performance, while others allow them to specialize themselves further. For instance, if you are looking to make a unit design that is heavily armored with a heavy weapon, you will probably need to supplement that design with Traits that increase its weight capacity.
- **Total Cost** - All of these options for units come with trade-offs, specifically those of increased training costs. Every weapon, armor, equipment and Trait you select for a unit design comes with its own increase to training costs. Sometimes this is simply an increase in the amount of labor that unit will

require. However, they can also include resources such as Crystal and Metal. Balancing the strength of your trained units with your available resources and production speeds is crucial to fielding the optimal army for your nation.

CITIES

If units are the lifeblood of your nation, cities are its backbone. Your cities are the foundation of almost every aspect of your economy, from your Gildar to your Mana, and all resources in between. Understanding how your cities work will ensure you can keep your coffers strong and your production facilities running smoothly.

FOUNDING A CITY

As cities will be of vital importance to your nation, understanding how and where you should found them is your first step on the path to greatness. Your first city in the world is settled by your Sovereign. In order to place it, simply move your Sovereign to a valid location on the map and click the Settle button. We will get more into city locations a little later. While your Sovereign will found your first city, you will need Pioneer units to settle all cities after that.

PIONEERS

Pioneers are a basic trained unit that every faction has access to from the start of the game. They are crucial for expanding your nation through settling cities and constructing outpost. Be careful with your Pioneers, as they have no defenses of their own. You would do well to protect them on their voyages into the world.

- **Settle City** - In order to settle a city with a Pioneer you will need to find a suitable location, move your Pioneer there, and click the “Settle” button. Any location with visible tile yields can support a city. Land near resources, fertile looking land and rivers are often places you can look to find tiles with yields.
- **Build Outpost** - Building an Outpost is even easier than settling a city. Outposts can be built on any vacant tile that isn’t in claimed territory by moving your Pioneer there and clicking the “Outpost” button. Outposts are extremely useful for claiming resources in areas that could not support a city, or even just extending your borders. Keep in mind that unlike cities, Outposts will not generate tax revenue or have a

build queue. Any resources claimed near the Outpost will be counted as attached to the closest city and any upgrades you wish to build on the Outpost will be added to that city's build queue.

VALID CITY LOCATIONS

Cities can be settled on any location with visible tile yields. Tile yields are the green, orange and blue icons found in tiles, along with their corresponding numbers. The yields displayed in any one tile are calculated based on the fertility of the land in that tile and all the tiles immediately surrounding it. An area will not display yields if it is too close to another city for a new city to be placed there.

TILE YIELDS

The yields of the tile you found your city in are of vital importance to its future potential. A city's yields dictate a number of its statistics and will modify the output of many city improvements and enchantments. While you can increase a city's yields after it is founded with improvements and spells, the initial amount will shape the long term potential of the city in addition to its early game values. There are three different types of yields: Grain, Materials and Essence.

- **Grain** - Grain yields can be identified by their green color and grain icon. They are the tile yield denoting a city's Food production and potential maximum Population. For every grain in a city, it will provide an additional 20 Food, which in turn can support 20 citizens. As the game goes on, you will find numerous ways to increase your food supply beyond this total, often by increasing how much Food a single Grain yield provides or actually increasing a city's Grain. Settle on tiles with high Grain yields when you are looking to one day have a high level city with a large Population and high tax income.
- **Materials** - Material yields can be identified by their orange color and hammer icon. They are the tile yield representing a city's Production potential. Production is the measure of how quickly a city can build improvements and train units and is essential for any type of city. While there are many ways to increase your Production, the starting yields of a city will be a huge factor in its progression and final values. Settle on tiles with high Material yields when you are looking to make a city focused on unit training or filled with improvements.

- **Essence** - Essence yields can be identified by their blue color and swirl icon. They dictate how many enchantments can be cast on a city and measure that city's general 'magic power'. While Essence will not directly change any of the resources of a city beyond its number of enchantments, there are numerous magical improvements that can provide bonuses that scale with a city's Essence. If you are looking for a city to fill with the numerous powerful enchantments the mages of your nation possess, look for a city with high Essence.

CITY DETAILS

The city details screen is your best resource for a complete breakdown of a given city. Any information you could hope to know about the city itself is shown here, complete with tool-tips, to help you understand its inner workings.



View an example of each option by matching the number above to the numbers below.

- | | | | |
|---|------------------------|----|---|
| 1 | Active Enchantments | 8 | Additional Modifiers |
| 2 | Capital City Indicator | 9 | Connected Caravans |
| 3 | City Name / Faction | 10 | City Defenders |
| 4 | City Resources | 11 | City Specialization / Level Progression |
| 5 | City Output | 12 | Construction Queue |
| 6 | Player Resource Output | 13 | City Improvements |
| 7 | Shards Linked to City | 14 | City View |

RESOURCES

For more information on city resources and how they tie into your nation as a whole please consult the “Resources” section of the Manual.

BUILD QUEUE

Cities can either be building an improvement or training a unit at any one time. The improvement being worked on, or unit being trained, at any given time is indicated by the first item in that city's build queue. Every season, all of the Production of that city will be applied toward that item in an effort to finish its construction. You can queue up later improvements or units to be worked on upon the first item's completion. You can adjust the order of items in the queue by dragging and moving them on the city info panel of the main UI, though you cannot re-arrange them on the city details screen. Because you can only have a single unit or improvement under development in a city at a time, deciding when you should improve your economy versus when you should strengthen your military is of the utmost importance.

CITY SPECIALIZATIONS

When a city reaches level two, you can pick one of three different specialization paths as a special improvement in the city. These improvements will provide an immediate bonus in that city and unlock different options for future level up perks. The three available specialization paths are: Conclave, Fortress and Town.

- **Conclave** - Conclaves are cities specialized in research, magic and other scholarly pursuits. The Conclave improvement itself increases the city's research while it isn't building anything. In addition, there are a number of improvements you can build or gain when leveling up in Conclave cities that increase Research, Influence, Mana and more. Many improvements unlocked by Conclaves scale based on your Essence, making a city with high Essence yields a good choice for a Conclave.
- **Fortress** - Fortresses are cities specialized in defense and military endeavors. Choosing the Fortress improvement at level two will allow all units trained in that city to start at a higher level. The improvements unlocked in Fortresses will greatly help your trained units, both by increasing their power and reducing their cost. Fortresses are a great choice for cities when you are gearing your nation for war. While any city can be a useful Fortress, those with high Material yields will probably be the most effective.

- **Town** - Towns are cities focused on economic gains and national infrastructure. While the initial Town improvement will just increase your borders, future unlocks can provide boosts to Food, Production, Gildar and more. Many Town improvements can actually benefit all of your cities, making Towns a crucial cog in the gears of your nation. Towns can flourish regardless of a city's initial tile yields. Use them to shore up cities that would otherwise underproduce, or when you are just looking to give your economy a shot in the arm.

MAGIC

Magic rules the world of Elemental. It was the power of magic that destroyed the land during the Cataclysm and it is with magic that the world will again be healed. Magic in Fallen Enchantress is channeled through Elemental Shards as Mana and wielded by the Sovereigns and Champions of the world. Magical spells cast by your Champions will drain from your faction wide Mana pool, so be careful to keep your spell use in balance with your Mana input.

SPELLS

Spells are the primary way you can wield magic in Fallen Enchantress. Every Champion and Sovereign can cast spells. Exactly which spells they have access to are generally dictated by their traits. For every different elemental spell sphere there are five escalating ranks of traits available for Champions to master. As a Champion increases their spell trait ranks, they will unlock new spells they can use. In addition to learning spells through Traits, some spells can be unlocked via technologies and quests. Once unlocked, these spells will be accessible to all your Champions, regardless of magical acumen. Some Champions be better at casting a particular spell because of their Spell Mastery rating and other potential bonuses.

SPELL TYPES

There are many different spell types in the world of Elemental. The primary form of distinction is between Tactical and Strategic Spells.

- **Tactical Spells** - Tactical spells are spells that are cast in tactical combat. They can be viewed in the spellbook by clicking the “Tactical” tab on the right side of the screen. If you select a specific tactical spell in the spellbook you can see which

Champions you control that can cast it at the lower right. Once in a tactical battle all of a unit's spells are available under the "Spells" button in their action pane.

- **Strategic Spells** - Strategic spells are spells that are cast on the main game world, also known as the strategic view. They can be cast by clicking the "Spells" button at the bottom right of the main UI to access the spellbook. Once in the spellbook, make sure you are looking at Strategic spells with the tabs on the right, select the spell you would like to cast and click "Cast Spell". For ease of use you can use the tabs on the left side of the spellbook to view only spells of a specific type: City Spells, Unit Spells, World Spells and Summons. When casting Strategic spells keep in mind that many of them, particularly enchantments, summons and curses, require mana maintenance to keep them going across multiple seasons. While these spells can be a great boon for your nation, you could find your mana income dwindling quickly when trying to maintain too many of them.

ELEMENTAL SHARDS

There are six different types of magical shards found in the world, each empowering spells of a different element of nature. In order to harness this power, you will need to control the shards by capturing them within your borders and building shrines on them. Once under your control a shard will produce continuous Mana for your faction every turn. Control of shards will also increase the power of most spells of its element.

- **Fire** - Fire spells are singularly focused on destruction. While they may lack in variety and subtlety, Fire spells provide a spellcaster with unrivaled options for dealing direct damage to their enemies.
- **Water** - Water spells can provide a spellcaster with well balanced mix of strategic options, from hindering and damaging their foes to empowering their units and cities. Water spells involving with the power of ice can stop enemies in their tracks and are Water's best bet for dealing direct damage to opposing units. Conversely, spells based on the soothing waters of nature can be used to improve your cities and units.
- **Air** - Air spells primarily deal with manipulating friendly and enemy units' movement and speed. With Air magic, you alter the tempo of combat and exploration, allowing your units to teleport great distances and toss around their enemies. By harnessing the power of lightning, some Air spells can deal direct damage to enemy units. Take care as lightning can be as wild as it is destructive.

- **Earth** - Earth magic allows a spellcaster to manipulate the world of Elemental to suit their purposes. It is the elemental sphere of buffing and terraforming, offering numerous options to improve your units and cities as well as options to revitalize or destroy the land itself. While there are only a few options for direct damage in Earth spells, those that exist can be quite powerful.
- **Life** - The magic of Life spells are only available to those factions affiliated with the Kingdoms of Men. However, this does not mean that Death shards are useless to Kingdom players. Instead, when a Death shard is captured by a Kingdom player it will be revitalized into a Life shard automatically. Life spells are the ultimate in support options for your spellcasters. They can improve both units and cities with numerous enchantments and are the only spells able to directly heal the wounded.
- **Death** - The magic of Death spells are only available to those factions affiliated with the Empires of the Fallen. However, this does not mean that Life shards are useless to Fallen players. Instead, when a Life shard is captured by a Fallen player it will be corrupted into a Death shard automatically. Death spells are the ultimate in curse options and a powerful tool of destruction for your spellcasters. They can hinder enemy units with numerous debilitating and damaging effects in addition to dealing direct damage.

ELEMENTAL ITEMS

Aside from spells, the other primary way of harnessing the magic of the world is through the discovery and crafting of magical items.

- **Discovering Magical Items** - Magical items and equipment can be found all over the world of Elemental. Some are easily uncovered in notable locations, though the most powerful artifacts are only found via dangerous quests or conquering the deadly creatures of the world. Magical items found in this nature cannot be used by your trained units and instead are restricted to your Champions and Sovereign.
- **Crafting Magical Items** - In order to outfit your trained units with magical items and equipment, you will need to learn to craft them yourself. While you can research all sorts of magical equipment types in the Magic tech tree, this knowledge alone is only half the battle. To outfit your troops with your newfound equipment you will require a great supply of Crystal, the primary resource of magical forging. Crystal can be refined from Crystal Crag resource nodes scattered around the world,

making control over this precious resource of critical importance. Your Champions can also equip magical items you craft, though they will need to purchase them from your shop in order to take advantage of the latest magical technologies.

FOREIGN RELATIONS

Your relationships with the other nations of the world are of vital importance in your quest for supremacy. Depending on what your ultimate plans for victory are you will need to adjust your relations with others accordingly. If you are looking for a conquest victory, deciding when to declare war on your enemies and form alliances, however temporary they might be, is crucial to emerging the top dog in the fight. For those more inclined to peace, a diplomatic victory can be arranged by forming strong alliances; and potentially wiping out those who still oppose you. Even players looking to complete the Master Quest or cast the Spell of Making can use foreign relations to their advantage to keep the peace, secure safe travels through enemy lands and gain economic benefits for their nation. The best place to manage your relationships with other factions is on the foreign relations screen of the govern menu.



View an example of each option by matching the number above to the numbers below.

- | | |
|----------------------------|---------------------------|
| 1 Relationship Status | 4 Faction Resources |
| 2 Faction Leader | 5 Faction Active Treaties |
| 3 Faction Vital Statistics | 6 Faction Foreign Policy |

TREATY TYPES

There are many different types of treaties available depending on what you are looking to accomplish with your foreign relations. Knowing which treaty you want to enter into at what time is key to maintaining your relationships and getting the most out of your dealings.

- **Non-Aggression Pact** - A non-aggression pact is exactly like it sounds. When entering into it, both parties agree to avoid conflict with one another for a set amount of turns. Depending on the power levels of the nation you are trying to sign the pact with the perceived value of your treaty could vary wildly. Whichever side has the weaker military presence will be seen as the party with the most to gain, increasing what they will have to give up for the pact.
- **Alliance Treaty** - Alliance treaties are the strongest treaties two factions can enter into with one another. Once joined in an alliance treaty, both factions are treated as one for the purposes of a diplomatic victory and will assist one another when attacked by other nations.
- **Trade Treaty** - A trade treaty is a mutually beneficial agreement two factions can enter into that will allow both of them to increase their income through joint cooperation. While they help both factions involved, you always must take care when helping nations that could potentially become your enemy down the road.
- **Technology Treaty** - Technology treaties benefit both parties involved, increasing both nations' research income every turn. Increasing your research can be extremely useful for your faction, however, providing a potential competing faction with a technology boost can be dangerous as well. Be sure to consider carefully which nations you enter into technology treaties with.
- **Tribute Treaty** - Tribute treaties are the back alley shake down of the diplomatic world. If you feel like pushing around a faction that is weaker than you, you can demand a tribute treaty and force them to pay you Gildar every season. Conversely, if you are looking to appease a stronger nation, and potentially avoid a disastrous war, paying tribute to a stronger nation may improve your relationship enough to sway the tide.

KNOWLEDGE TRADING

When you discover a technology you get a portion of that tech's research cost as 'Knowledge'. Warfare techs provide Warfare Knowledge, Civilization techs provide Civilization Knowledge and Magic techs provide Magic Knowledge. This Knowledge can be traded to and from other players and provides free research in the category it came from to the player who receives it.

THE KINGDOM REPORT

The Kingdom Report is a valuable breakdown of the current progression of your nation. From it you can see the advantages your faction has, it's current status in the world as it pertains to other nations and all available victory conditions.



- 1 Sovereign Portrait
- 2 Faction Statistics
- 3 Faction Traits
- 4 Time Limit Progress

- 5 Conquest Victory Progress
- 6 Diplomatic Victory Progress
- 7 Master Quest Progress
- 8 Spell of Making Progress

LEDGER

If you are looking for a detailed breakdown of your nation's economy, cities, and magic use, the Ledger screen is the best tool for the job. From this screen you can adjust your tax rate and peruse various sets of information, which are broken down into three separate tabs.

- Enchantments - The Enchantment screen lists all of the enchantments you currently have active across the world. Here you can see how much mana they are draining from your income every season, along with what benefits they are providing and who/what they are cast on. If you deem any of them unnecessary you can cancel any active enchantment from this screen by clicking the "Dispel" button.
- City List - The City List will show you all of your current cities for easy comparison, broken into their specialization. It's a great place to keep tabs on which of your cities are the strongest in different areas, are missing enchantments or aren't building anything. When cities feel like they are underperforming this screen can be a great tool to help you figure out why by allowing you to compare the tool-tips for their stats with those of your stronger cities.
- Economy - The Economy screen is a complete breakdown of your nation's Gildar income. If you find yourself running out of money, or just needing more to buy items or rush production, the Economy screen is where you can track down the big producers and spenders in your nation.

COMBAT

Regardless of how you decide to run your nation, you will eventually find yourself locked in combat at one point or another. When you do there are two different choices you can take for how your battles play out: auto-resolve or tactical battle.

AUTO-RESOLVE

Auto-resolving a battle will cause the AI to simulate the battle without any further input from the player. While it is extremely quick, the AI is not as knowledgeable about the general game situation and will generally not be able to apply as solid strategies as a human. Because of this, in battles where the outcome is in doubt it is recommended that you choose to take control of the fight yourself with a tactical battle.

TACTICAL BATTLE

Tactical battles provide players with the opportunity to micro-manage engagements themselves to get the most from their units. There are many skills and abilities only available for use in tactical battle, in addition to special rules for movement and actions that vary from in the strategic mode. In order to experience all there is to Fallen Enchantress players should consider engaging in tactical battles for their more interesting enemy encounters.



View an example of each option by matching the number above to the numbers below.

- | | |
|----------------------------|-------------------------------------|
| 1 Initiative List | 9 Active Unit's Effects |
| 2 Grid Toggle | 10 Active Unit's Hotbar |
| 3 Animation Speed | 11 Targeted Unit's Traits / Effects |
| 4 Auto-Play | 12 Active Unit's Stats |
| 5 Auto-Resolve | 13 Active Unit's Actions |
| 6 Active Unit's Infocard | 14 Game Window |
| 7 Targeted Unit's Infocard | 15 Targeted Unit's Stats |
| 8 Damage Potential | |

INITIATIVE LIST

The initiative list in tactical combat shows you the exact order every unit is going to take its turn, along with when spells with a casting time are set to go off. The higher a unit's initiative the faster and more frequently it will show up in the queue.

A UNIT'S TURN

When it is a unit's turn they can move and then take an action. Once a unit has taken an action its turn is over, regardless of if it has moved or not. Because of this, be sure to move before you use your actions when you want to move.

- **Movement** - While a unit can move up to its maximum moves, in tactical combat there are special rules for movement that can limit them. Units cannot move through other units in tactical combat making how you move your units extremely important. Beyond that, every unit in tactical ends their move when passing through melee range of an enemy target. This limitation means that you can set up formations of melee units to slow the passage of enemy units to your back lines. To illustrate these rules the tactical map will glow green in any tiles your unit can actually move to this turn. If you wish to see the move potential for another unit you can hover over them and it will display tiles they could move into on their next turn with a pink indicator. Be aware that a unit can only move once a turn, even if they have not moved to the edge of their radius.
- **Actions** - Once a unit has finished moving they can perform any one action. Actions can consist of attacking, casting a spell, using an item or special ability and passing the turn. Units can cast any tactical spell they have access to during combat, even if they do not appear on their hot bar. The same goes for skills and consumable items, any not seen can be selected via the 'spells', 'skills' and 'items' menus respectively. If a unit chooses to pass their turn they will receive a defense bonus until they take their next action. Finally, it is important to know that a unit cannot use an action and then move.

WORKSHOPS

The Workshop is a set of tools to allow players to modify and alter the game to suit their desires. With them you can create new factions, maps, particle effects and tile designs.

- **Builder's Forge** - The Builder's Forge allows you to design tiles using an assortment of pieces. Your creations can then be hooked to Goodie Huts, Improvements, and Resources to fill the game world.
- **Cartographer's Table** - World maps of all sizes can be molded to your will at the Cartographer's Table.
- **Particle Cauldron** - Spells and tile designs can all make use of the creations brewed from the Particle Cauldron. This is a difficult tool to master, however. You've been warned.
- **Faction Creator** - Gather the wandering people under your banner using the Faction Creator. Establish a name, backstory, crest, and divvy out strengths and weaknesses to craft a nation worthy of your rule.

HOTKEYS

MAIN UI

Enter	End Turn
Spacebar	Skip/End Unit's Turn
Escape	Options Menu
Control+G	Toggle Grid
Control+S	Quick Save
Pause Break	Pause the Game
Print Screen	Take Screenshot
M	Open Spellbook
K	Kingdom Information

CAMERA

Arrow Keys	Pan Camera
C / Pg Down / Pg Up	Cycle Through Cities
V	Eject All Units in City
Numpad +	Zoom In
Numpad -	Zoom Out

CITY SELECTED

B	Open Build Menu
T	Open Train Menu
D	City Details
X	Raze City

UNIT SELECTED

S Select Sovereign
U / Home / End Cycle Through Units
B (Pioneers Only) Build City
D Open Unit Details
X Auto-Explore
E Open Equip Screen
R Recruit Champion
G Guard
Delete Disband Unit

TACTICAL BATTLES

M Open Spellbook
Spacebar Skip/End Unit's Turn

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Thank you to all those
who helped beta test
the game and to everyone
who provided feedback,
encouragement and ideas
at www.fallenenchantress.com.

LETTER FROM THE DESIGNER

The heart of Fallen Enchantress is having a lot of things you want to do, and choosing between them. Picking which direction into the darkness you are going to explore, which spell you are going to cast, which trait you will select when your champion earns a level and which enemy city you will attack. For me, the best moments of the game are when the mouse and keyboard aren't being used, when the player is sitting and considering. After 2 years designing Fallen Enchantress I know every monster, every quest, every risk and reward. But still I sit looking at that monster in his lair, knowing I probably can't beat him, but really wanting his treasure. I check my mana and consider the spells I could use, I look around to see if I might be able to sneak a level by killing something else first, I wonder what sort of treasure I would get if I won.

That's Fallen Enchantress to me. A game where you don't know what is over the next hill, where you may find a huge battlefield full of broken golems fighting an ancient war, or open a pit and unleash a horde of giant spiders across the land. Where a man locked in a tower prison may reward you for setting him free, or may turn out to be a demon lord that you would have been better off leaving locked up.

There were bumps along the way. For most of the internal builds champions were underpowered. Just before the first public beta we made champions respawn like your sovereign because, no matter how tough we made champions, players wouldn't use them. You didn't care about leveling them or getting them equipment if one bad battle meant they were gone forever. Then in the public beta I was surprised to see that champions were so good (since they couldn't die) that players rarely did anything but invest in them. The rebalance took a while, champion injuries were introduced, champion loot was tweaked and retweaked and we came to a good balance.

Through all of this the communities feedback was invaluable. They were the ones who identified the focus of our last two betas. They reported bugs and were an endless source of ideas and recommendations for the game. Since anyone who purchased War of Magic in 2010 got Fallen Enchantress for free we had a community that was ready to go from the start. The amount of impact they had on the game was huge, especially frequent posters like Heavenfall, Seanw3, Cervo, FatNonFree and many more. JackArbiter even went through and provided detailed corrections for a wide range of typos and grammar issues in the game.

The game never would have existed without Brad Wardell's help and support. He was the executive producer of the game, he funded it, gave extensions to the time and budget to make sure we had the time we needed, and was involved in every step of creation. Brad worked with me on design, figuring out better solutions for difficult problems, he wrote the AI, fixed bugs, added content, and pushed everyone to make the game better. At a personal level, the parts of the project that I enjoyed the most were sitting and talking about design with Brad. That's the best part about working at Stardock.

We had a whole team that was dedicated to producing the best game possible. Everyone worked hard to get their assignments done on time, and then went back to make it better. We had artists who weren't satisfied with the terrain, icons and monsters textures in the game and who either asked for the time to fix them, or improved them on their own time. Developers showed the same dedication and got the code shared at home so they could fix minor issues that weren't on the schedule or improve their implementation in their own time.

Everyone at Stardock is on the design team. Some of my favorite ideas came from non-designers. We held a design meeting on faction differentiation and Pariden's Arcane Monolith spell, Tarth's bonuses when in small armies, Pariden's spell books, Resoln's spiders and Krax's fortify ability all came from non-designer team members. The concept of upgrading improvement path's came from our Art Director. It's an incredible team to work with.

We love this game. It is quirky, daunting and overwhelming. There are a lot of mechanics. But my hope is that your first play through is full of wonder and leaves you wanting to play again. That you are learning throughout and even after your 10th, 20th or 30th game you are still discovering new things and having fun exploring the world of Elemental.

Thank you,

Derek Paxton
Lead Designer

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<http://esupport.stardock.com/index.php?/Tickets/Submit>

FORUMS

Community (non-official) support is available from the Fallen Enchantress forums located at: <http://forums.elementalgame.com/forum/1006>

COMMON PROBLEMS

STABILITY, PERFORMANCE & GRAPHICS

Make sure your video card drivers are up-to-date!

Updated video drivers may be obtained from your PC vendor's website. If they don't offer a new driver (especially true for laptop users), you can also update from your video card manufacturer's website:

AMD Radeon Drivers: <http://support.amd.com>

NVIDIA GeForce Drivers: <http://www.geforce.com/drivers>

Intel Chipset Drivers: <http://downloadcenter.intel.com>

If you encounter poor performance, try turning down the in-game video options. Turning off anti-aliasing and reducing screen resolution can both help with performance.

LAST MINUTE CHANGES AND INFORMATION

Some game dynamics and additional troubleshooting information can be found in the readme file. You can find this in your Fallen Enchantress installation directory.



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