

ARCANIA, KINGDOMS OF POWER™

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Welcome to Arcania

Welcome to Arcania, Kingdoms of Power™! This guide will give you, the ruler of your chosen kingdom, an understanding of the rules in Arcania. Included is all the information you need to mobilize your forces with the decks you've assembled in order to achieve domination over your opponents' kingdoms.

An Exploration of Arcania

Arcania is a magical and warlike world, distant in time and space. The lands at war are divided into four kingdoms and peopled by four different races: the Dwarves, the Elves, the Lycanthrope, and the Undead.

These races have a range of great and ancient powers and have engaged in battles with one another for hundreds of years. All sides have patiently grown and plotted for the great and final battles. Now is the time for these great battles that will decide which kingdom will hold dominion over all the lands in Arcania.

As ruler you will command many Forces throughout your battles that are unique to your kingdom. You will command: Monsters, 5 distinct types of Military Units, one distinct type of Siege Weapon, and one Special Ability.

You will also be able to use a variety of other Forces such as Beasts, Artifacts, Spells, and Thieving Ops. Be forewarned, your enemies will also be commanding similar Forces in their battles with you.

Finally, you will control 4 lands, and up to 12 types of Buildings.

Since all actions stem from the cards that you place on the battlefield, strategy is influenced by three elements: preparation, chance, and strategy. These elements reveal themselves through the cards you've assembled in your draw deck, the cards that appear as you draw from the shuffled draw deck, and your strategic choices in choosing which cards to lay.

Although you will have to defend and launch many attacks and deploy clever strategies throughout the battle, your final goal is to destroy your opponents' Castle. Once you have destroyed your opponents' Castle, you have won the battle and secured your place in Arcania.

The following Conventions of Battle section guides you through basic terminology and game play while the Books of Power section will give you detailed information about all of the Forces at play in Arcania.

Collecting Cards

To begin play you will need certain cards: one Castle card, four Land cards, at least twenty Damage cards, and at least sixty cards in your Draw Deck. You can get all these and more in one Army Set or from a combination of Army decks.

At least two players are required to have a game, each with his/her own army. The Books of Power section contains detailed information about all of the cards you will use to defeat your opponents: your Beasts, Military Units, Building types, Spells, and Thieving Operations.

Conventions of Battle

This section will reveal the rules of war when playing the cards that engage your strategies.

Preparing for Battle

Before you can begin, you must have a Play deck that includes: 1 Castle card, 20 or more Damage cards, and 4 land cards, as well as a combination of your choosing of all other Building, Artifact, Spell, Military Unit, Thieving Op, and Monster cards that your Army can use.

The Castle card and one Land card are placed on the table in play and the Damage cards are taken out of the deck and kept aside.

From the remaining cards, you can choose to remove as many as you like as long as 60 remain; this will be your Draw Deck so choose your cards wisely. No more than 4 of any one card may be included in the Draw Deck, except where special circumstances are noted in the guide or on the cards.

Beginning and Ending Turns

To begin, through any means you wish, chose an opponent to take the first turn; turns continue clockwise after the opening. Each opponent draws seven cards on their first turn; only one card is drawn per turn afterwards, or two cards if they have none in hand.

If the opponents ending their turn have more than 10 cards in hand, they must discard enough to lower the number to exactly ten. No excess discarding is allowed!

Forming the Battle front

Apart from the Castle card and the reserved Damage cards, all other cards are placed in a line to form a Battle Front that is clear to all opponents.

Manoeuvring

After drawing a card, the order of manoeuvres is as follows: Place Land, Place Buildings, Place Military Units, Declare and Launch Attacks. Spell Casting and Thieving Ops may be employed at any time.

Be Advised! While any opponent may defend at any time, each may only declare attacks on their own turn.

Placing Land

The first card to be laid is the Land card. Each opponent may lay as many Land cards as they have in hand.

Land is necessary to place Buildings

Placing Buildings

One Building may be placed on each Land per turn, up to a maximum of 5, unless a Special card allows for the placement of one extra Building. Most Buildings may only be used in one operation per turn.

Buildings allow for particular forays and operations and are the cornerstone of a solid strategy.

Placing Units

All Units require a certain number of Buildings to be placed before they can be employed, as listed on the Unit's card. Each opponent may place as many Units as their Buildings can support.

Once Units are placed, they may attack from the Battle Front on the same turn in which they are laid.

Declaring and Launching Attacks

Now that all of the Forces have been laid, the real battles can begin in earnest.

To declare an Attack, the opponent moves the attacking Unit's card forward one full card length. You may only attack on your turn. There is no limit to the number of Units permitted to attack per turn, although each Unit may only attack OR defend ONCE per turn!

Attacks are not made directly against specific enemy Units, but are made against the defending Forces in general. Once the Attack is declared, the defending opponent decides which Force OR Forces to deploy in defence. If no Defence is deployed, Damage is dealt directly to the Castle as described in the “Card Values” section.

While multiple Units may be used to defend against each attacking Unit, each defending Unit need never defend against multiple attackers.

For example, 3 defence Units may be used to battle a lone attacking Unit, but two or more attackers may not battle a lone defence Unit. There is no limit to the number of defending Units deployed against each attacking Unit.

You may also attack and defend with other Forces such as Spells or Thieving Ops.

Be Advised! While a weaker defence may not damage a stronger one, ANY defence of ANY strength will prevent an attacking Unit from breaking through the lines. That means that ANY defence will protect the Castle from that attacker on the turn in question!

Understanding Card Values

Once the Attack and Defence Forces meet in battle, the strength of the cards themselves are compared to determine the outcome. Before you can begin to battle and to track Damage, you must learn about Card Values.

Card Values refer to the information on the cards; they are central to all operations as most of what is needed to make your decisions is provided here.

Name of the Force

At the top left of the card is the name of the Force the card represents, i.e. Ranger, Temple, or Minotaur.

Capabilities of the Force

In the centre of the card, you will learn the powers of the Unit, Spell, or Special. This section of the card also provides the alphabetic code of the Armies that can deploy the card. Below is the list of codes:

D = Dwarf
E = Elf
U = Undead
N = Lycanthrope
Z = all of the above

Power Levels of the Force

Finally, at the top right you will find a representation of the Power Levels of the Force. These values alone determine the level of power the Force can mobilize and the amount of Damage the Force can endure. Four types of values give you all the necessary information to track Damage and are listed below with their associated colours:

Attack Strength = red
Defence Strength = blue
Attack Damage = yellow
Life Damage = green

Dealing Damage and Destruction

The power levels displayed in colour at the top right of each card can be used to decide whether Damage will be dealt, how much Damage to deal, and how much Damage a Force can endure.

Determining whether to Deal Damage

In battle, each opponent attacks and defends. To determine if Damage is done, each opponent compares the Attack Strength of their Force (in red) with the Defence Strength of the other's Force (in blue).

If the Attack Strength of either is EQUAL to or GREATER THAN the Defence Strength of the other, then Damage will be dealt to the other in the form of Damage cards.

EACH FORCE MAY DEAL DAMAGE IN THE SAME BATTLE!

For example, two battling Units each with an Attack Strength of 2 and a Defence Strength of 2 will each deal Damage to their opponents.

Determining the Degree of Damage Dealt

The degree of Damage to be dealt is the same as the Attack Damage value (in yellow) of the opponent dealing damage.

Destroying a Force

If the Attack Damage received (in yellow) is greater than the Life Damage (in green), the Force is destroyed. The card is put in a discard pile.

Tracking Damage

To track the Damage done to a Force, one Damage card is laid on the Force receiving the blow for each point of damage won.

If multiple Forces defend against a single Force and the single Force deals damage, damage is only dealt to ONE of the other Forces; but the defenders can damage the single attacker.

For example, if a Force with an Attack Strength of 5 meets two Forces with a combined Defence Strength of only 4, the attacking Force dealing damage must choose which of the two defenders will receive the damage; any excess is disregarded. However, the multiple defenders may damage the single attacking Force if the combined Attack Strength of the Defence Forces is equal to (or more than) the Defence Strength of the attacking Force. Defender damage done is the sum total of all defending forces Attack Damage, in this case.

Damage cards are a way of keeping track of the damage done to your Castle and Forces; one card is laid on top of the Castle or Force for every point of Damage.

Be Advised! There is much knowledge of Spells and Artifacts listed in the “Books of Power” and described on particular cards that will alter these values and therefore the outcome of battles. A wise warrior will be familiar with the knowledge given in these sections!

Destroying and Discarding

When the number of Damage cards on a Force equals or surpasses the Life Damage value, the Force, along with all Specials or Artifacts, is destroyed and moved to the Discard pile. Buildings and Lands can also be destroyed under certain circumstances.

When a Castle receives 20 Damage points, that ruler surrenders the kingdom.

Securing Victory

There are two ways to secure victory and take control of the other kingdoms:

Destruction: You may destroy your opponent’s Castle by dealing 20 Damage cards to the Castle through attacks.

OR

Attrition: You may securely keep your own Castle until your opponents exhaust their Forces by using all cards in their Draw Decks.

Pursuing Broader Games

Adding Campaigns and Multiple Opponents are two ways to make your battles more interesting.

Campaigns

Campaigns can be fought as a series of Wars, usually 3 of 5 or 4 of 7.

Multiple Opponents

There are no restrictions over the number of opponents allowed to participate in each War. The more opponents, the better the battles.

The Future of Arcania

If you are able to defeat your opponents, you may rule the central lands of Arcania alone for a time, but one caution:

While the Dwarves, Elves, Lycanthrope, and the Undead now battle for supremacy in the central regions of Arcania, the distant reaches of the land are at this time amassing new Forces and unheard of Armies to vie for their share of power. Legends tell of a time when eight new Armies will emerge to further disrupt and challenge the Kingdoms of Power.

That time is growing near; will you be ready?

Books of Power

The Books of Power contain all the compiled knowledge on all Forces and Elements in Arcania, from Lands to Spells.

Each Book lists the complete Forces by name and describes each of their special abilities, restrictions, and requirements for battle.

Read and consult these short books carefully to develop the skill necessary to defeat all challengers.

The Book of Lands

Laying down Land is a ruler's first concern. Without Land, there can be no Buildings and without Buildings, Forces can not be deployed.

Each opponent has four Lands that may be laid and each Land can support 5 Buildings, unless a Special allows for more. There are two types of Land, but each serves the same purpose.

You may lay as many Land cards as you have in hand, per turn. Laying down land is done at the beginning of your turn (as in Manoeuvring) since you can't lay any Lands once you have engaged your Units.

The Book of Armies

At present there are four Armies battling for control of Arcania: the Dwarves, the Elves, the Lycanthrope, and the Undead. Find listed here all the Forces that make up each Army with a brief description of the Army.

The Forces in each Army are listed in the following order: Military Units, Monsters, Siege Weapons, and Specials. You will also find the effect and strength each Force lends to the attack and which Buildings are required to place it.

Units with special capabilities can also use conventional attacks.

Dwarves

Dwarves are strong, versatile, and determined warriors, despite their small stature, and they are quite comfortable in close, dark quarters.

Berserker - Unit

The Berserker Unit can choose to Berserk for one complete turn. This will add 1 point to Attack Strength and remove 1 point from life damage.

Restriction: Can only Berserk for one turn.

Need: One Weapon Smith to place.

Gemologist - Unit

While the Gemologist is in play, the player may maintain 6 Buildings on 1 Land.

Restriction: When the Unit is destroyed, discard the Building placed by Gemologist.

Need: One Barrack to place.

General - Unit

The General can defend any one attack against a weaker Unit, even if blocking another.

Restriction: Only once per turn.

Need: One Barrack + one Armoury + one Weapon Smith to place.

Hammer - Unit

Hammers are veteran fighters with a thirst for battle.

Restriction: None.

Need: One Barrack + one Weapon Smith to place.

Miner - Unit

A Miner can rebuild any one destroyed land and return it to the field.

Restriction: Only once per turn.

Need: One Market + one Armoury to place.

Griffon - Monster

Griffons are noble and fierce creatures that willingly fight along side their Dwarf friends.

Restriction: May not use wearable artifacts.

Need: One Beastiary + one Weapon Smith to place.

Drill – Siege Weapon

The Drill is a siege weapon that can penetrate almost anything.

Restriction: May not use wearable artifacts.

Need: One Siege Smith + one Weapon Smith to place.

Collapse - Special

By excavating the foundation of an entire plot, Dwarves can destroy any one Land by collapsing it.

Restriction: Only use once.

Need: One Thieves Guild + two Markets to use.

Elves

Elves are noble and magical creatures whose striking features make them no less fearsome to their enemies.

Elite Guard - Unit

An Elite Guard is a powerful warrior.

Restriction: None

Need: One Barrack + one Weapon Smith to place.

Lady of Life - Unit

A Lady of Life cannot be affected by Magic Spells.

Restriction: None

Need: One Barrack + one Armoury + one Weapon Smith to place.

Reverent - Unit

Reverent allows one Mage Tower to cast one extra Spell.

Restriction: Only once per turn.

Need: One Barrack to place.

Rangers - Unit

Rangers are cunning and cannot be trapped.

Restriction: None.

Need: One Market to place.

Trapper - Unit

The Trapper can trap one enemy Unit while attacking.

Restriction: The trapped Unit can be freed by the Trapper, by destroying the Trapper, or by a Thieving Release op.

Need: One Barrack + one Armoury to place.

Unicorn - Monster

Magical and mysterious, the Unicorn cannot be affected by Magic Spells.

Restriction: May not use wearable artifacts.

Need: One Beastiary + one Weapon Smith to place.

Ballista – Siege Weapon

The Ballista is the Elf siege weapon of choice because of its strength and accuracy.

Restriction: May not use wearable artifacts

Need: One Siege Smith + one Weapon Smith to place.

Cleanse - Special

Cleansing will completely heal all Units, monsters, weapons, and Buildings of damage and disease.

Restriction: Only use once.

Need: One Mage Tower + one Temple + one Market to use.

Lycanthrope

The Lycanthrope are shape shifters that exist between the human and animal worlds, using the powers of both to defeat their enemies.

WereBats - Unit

WereBats can pass through enemy lines virtually unnoticed and cannot be blocked.

Restriction: None.

Need: One Barrack + one Armoury to place.

WereBoars - Unit

WereBoar's thick skin makes them very difficult to injure

Restriction: None.

Need: One Armoury + one Market to place.

WereRats - Unit

WereRats are extremely cunning and cannot be trapped.

Restriction: None.

Need: One Barrack to place.

WereTiger - Unit

The fiercest and most skilled of the Lycanthrope Army, WereTigers cannot be trapped.

Restriction: None.

Need: One Barrack + one Armoury + one Weapon Smith to place.

WereWolf - Unit

WereWolves are ravenous. They may add 1 point to Attack Damage or 1 point to Defence Strength

Restriction: Only for one turn.

Need: One Barrack + one Weapon Smith to place.

Minotaur - Monster

The Minotaur is a mystical creature (a partial combine) and revered for its strength.

Restriction: May not use wearable artifacts.

Need: One Beastiary + one Weapon Smith to place.

Mastadon – Siege Weapon

Giant Mastadons are used to fulfill the siege assaults of the Lycanthrope Army.

Restriction: May not use wearable artifacts.

Need: One Siege Smith + one Weapon Smith to place

Reconstruction - Special

Rebuild and replace any and all lost or destroyed Buildings

Restriction: Only use once.

- Maximum of five Buildings per Land.

Need: One Millworks + two Markets to place.

Undead

The Undead are creatures caught between the worlds of the living and the dead; their fearsome fury is unparalleled.

Ghoul - Unit

Any military Unit or monster blocking a Ghoul will suffer a bite causing paralysis

Restriction: Unit paralysed for two turns, it cannot attack or defend.

Need: One Armoury to place.

Mummy - Unit

Mummies are ancient and unrelenting attackers.

Restriction: None.

Need: One Barrack + one Weapon Smith to place.

Necromancer - Unit

A Necromancer can regenerate Skeleton Units.

Restriction: Only one Unit per turn.

Need: One Barrack + one Mage Tower to place.

Skeleton - Unit

The Skeleton's bony form makes it resilient and tough.

Restriction: None.

Need: One Barrack to place.

Vampire - Unit

Vampires can only be struck by magical attacks, magical weapons, and monsters.

Restriction: None.

Need: One Barrack + one Armoury + one Weapon Smith to place.

Winged Carrion - Monster

Carrion is the Undead beast of burden that will devour its prey.

Restriction: May not use wearable artifacts.

Need: One Beastiary + one Weapon Smith to place.

Bone Shaker – Siege Weapon

The Bone Shaker is a dreaded missile used by the Undead.

Restriction: May not use wearable artifacts.

Need: One Siege Smith + one Weapon Smith to place.

Plague - Special

All enemy Units take 1 point of Damage per turn. Place on table until cleansed.

Restriction: Can be removed by a Cleanse Spell.

Need: One Mage Tower + one Temple + one Market to place.

The Book of Building

Buildings are the central command posts for all Operations and Attacks; No Forces may be directed without them! They also allow for certain Bonuses and Specials.

Once a Building has been placed, it can not be moved but it may be destroyed by an enemy.

There are twelve Buildings available to each Army. These are listed here with all of their capabilities and restrictions:

Armouries

Armouries help in placing certain Units and add 1 to the defence strength of a Unit.

Restriction: Defence bonus only on one Unit, once per turn, per Building.

- Armoury bonuses also cannot be combined on a single Unit (only 1 Armoury bonus per Unit), but Artifacts and Spells can add to a Unit's Defence Strength on top of the Armoury bonus.

Barracks

Barracks are primarily involved in the placing of certain Units, based on requirements stated on the cards.

Beastiaries

Beastiaries are instrumental in placing special beast or monster Units, as stated on the cards.

Dungeons

Dungeons can be used to detain opponent Units. A Dungeon can trap/capture an attacking Unit, at the defender's discretion. The Dungeon can be cleared at the discretion of the player. If a dungeon is destroyed while a Unit is being held then the Unit within is also destroyed.

Restrictions: Only for one attacking Unit and only after the Unit has dealt its damage.

- The Dungeon can also be cleared by a Thieving Op. A Unit that is saved from a dungeon qualifies as freed unit and is returned to the Battle front.
- Units that cannot be trapped are unaffected by dungeons.

Mage Towers

Mage Towers allow the player to use magic Spell cards based on the Spell requirements.

Restriction: Dwarves can have a maximum of two Towers.

Markets

Markets allow for the placing of Artifacts and special Units based on the requirements.

Restriction: Lycanthropes can have a maximum of two Markets.

Millworks

Millworks allow for the repairing of a player's Castle or Buildings. A player may remove one point of Damage from his/her Castle or rebuild one previously destroyed Building. A rebuilt Building is returned to the player's hand.

Restriction: Undead can have a maximum of two Mills.

- Only rebuild once per turn per Mill.

Siege Smiths

Siege Smiths are necessary to place Army specific Siege Weapons.

Spiked Walls

Spiked Walls strengthen a Castle by adding 2 points of Life damage to a player's Castle for each Wall erected. This could increase a Castle's maximum Life Damage to 28 (from the base 20) with four Walls.

Spiked Walls also cause 1 point of Damage per Wall to any enemy Unit attacking the Castle.

Restriction: Elves can have a maximum of two Spiked Walls.

- Other armies can only erect a maximum of four Spiked Walls.

Temples

Temples can help in the healing of Units and the placing of others.

Restriction: The Temple can only heal one point of Life Damage, up to the original maximum, on any one Unit, once per turn.

Thieves Guilds

Thieves Guilds allow for the use of Thieving Operations based upon the requirements of each Op.

Weapon Smiths

Weapon Smiths are useful for placing Units and add 1 point to the Attack Strength of Units.

Restriction: Attack bonus only on one Unit, once per turn, per Building.

- Weapon Smith bonuses cannot be combined on a single Unit (only 1 smith bonus per Unit), but Artifacts and Spells can add to a Unit's Attack Strength in addition to the Smith bonus.

The Book of Beasts

The Beasts found in Arcania are often used by all Armies to tilt the advantage to their favour.

While each Army listed in the Book of Armies has one Monster specific to that Army, the Beasts found in this book may be used by numerous Armies.

The Buildings necessary to place Beasts and certain restrictions are also listed here. Beasts may not use wearable artifacts unless specified otherwise.

Chimera

Chimera are ancient creatures with a lion's head, a goat's body, and a serpent's tail. This triple being can split its attack into three separate assaults.

Restriction: When split, attacks are limited to Unit targets.

- The Attack Strength of each targeted assault becomes 4 and the Attack Damage becomes 2.

Need: Two Beastiaries + one Market + two Dungeons to place.

Djinni

Djinnis are ethereal sorcerers and are immune to magic Spells. Instead of attacking, it may cast a flaming missile causing 3 Damage points to one target Unit.

Need: one Market + one Beastiary + one Mage Tower to place.

Emperor Dragon

The Mightiest of the Dragons. It may use lightning dealing 2 damage points to two Units instead of attacking.

Need: Two Beastiaries + two Mage Towers + one Dungeon to place.

Hill Giant

The smallest of the Giants, they may use magic armour but not weapons useable by the player's Army.

Need: One Beastiary + one Weapon Smith + one Armoury to place.

Phoenix

Phoenix is a magical bird that can regenerate if destroyed.

Restriction: All placement Buildings must be in play, and one Tower cannot cast Spells for one turn.

Need: Two Beastiaries + one Mage Tower + one Temple to place.

Titan

Ancient creatures, Titans did battle with the Gods. Now they battle in Arcania.

Restriction: They may use magic weapons but not armour useable by the player's Army.

Need: One Beastiary + two Weapon Smiths + one Temple + one Armoury to place.

The Book of Artifacts

Artifacts are magical and powerful items, each with a long and cloudy history of its own. These artifacts often mean the difference between victory and defeat, so pursuing a thorough knowledge of their uses is a wise undertaking.

The special restrictions and Buildings necessary to use each Artifact are also listed here.

Doom Drums

The Doom Drums cause one placed enemy force to flee the battle front.

Restrictions: The defender chooses which force to discard.

- Only use once.

Need: One Market + one Siege Smith to use.

Flame Blade

Flame Blade adds 1 point to Attack Strength and adds 1 point of Damage to Units attack.

Restriction: Only place on one Unit.

Need: One Market to use.

Shadow Cloak

A Unit wearing a Shadow Cloak blends into shadows and becomes unblockable.

Restriction: Only on one Unit.

Need: One Mage Tower + one Market to use.

Helm of Brilliance

The brightly shining Helm renders the Unit unblockable and adds 1 point to Defence Strength.

Restriction: Only on one Unit.

Need: One Armoury + one Market to use.

Healing Potion

A force using a Healing Potion is healed of all damage, and is cured of any disease, illness, or poison.

Restriction: Only use once.

Need: One Market to use.

Elven Chainmail

Any Unit wearing Elven Chainmail adds 2 points to Defence Strength and reduces any Damage taken by 1 point.

Restriction: Only on one Unit.

Need: One Armoury + one Market to use.

Elven Cloak

A Unit wearing an Elven Cloak is impervious to any Spell, Thieving Op, or attack that permits targeting (ie. Djinni flaming missile, Thieving Backstab).

Restriction: Only on one Unit.

Need: One Market to use.

Negation Wand

The Wand can be used to drain a magic Spell or to interrupt.

Restriction: Only use once.

Need: One Mage Tower + one Market to use.

The Protector

The Protector (a magic ring) adds 1 point to Defence Strength and reduces Damage received by 1 point.

Restriction: Place on one Unit.

Need: One Market to use.

Scale Armour

Magic Scale Armour adds 1 point to Defence Strength.

Restriction: Only on one Unit.

Need: One Market to use.

Death's Scythe

Death's Scythe adds 2 points to Attack Strength and 2 points to Attack Damage.

Restriction: Place on one Unit.

Need: One Weapon Smith + one Market to use.

Enchanted Shield

An Enchanted Shield adds 1 point to Defence Strength.

Restriction: Place on one Unit.

Need: One Market to use.

Razor's Edge

The Razor's Edge (a magic spear) adds 2 points to Attack Strength and 1 point to Damage done.

Restriction: Place on one Unit.

Need: One Weapon Smith + one Market to use.

Staff of Ageing

Staff of Ageing reduces one Unit's Attack Strength and Life Damage by 1point.

Restriction: Use against one enemy force until magically drained, or Unit is destroyed.

- Only use once.

Need: One Market + one Mage Tower to use.

Helm of Telekinesis

Instead of attacking, Unit may displace one enemy force for one round - enemy force may not block. Also adds 1 point to the wearer's Defence.

Restriction: Place on one Unit.

Need: One Armoury + one Market to place.

Tome of Darkness

Using the Tome of Darkness enables you to search through your deck and take any one card into hand. It may also be used to interrupt.

Restriction: You must reshuffle the deck before resuming your turn.

- Only use once.

Need: One Mage Tower + one Market to use.

The Book of Spells

Spells are used to delve into the unknown to quickly change the tide of battle and strategy in Arcania. With the Spells written here, you may surprise your opponents or undo untold damage to your Forces.

The special restrictions and Buildings necessary to use each Spell are also listed here.

Charm

Charm allows you to capture and use one enemy military force for 2 turns.

Restriction: Only use once.

Need: Two Mage Towers to cast.

Cure

Cure is a basic healing Spell that can be used to remove disease, poison or plague.

Restriction: Only use once.

Need: One Mage Tower to cast.

Dispel

Dispel will cancel the effects of any one hostile or friendly Spell. It may also be used to interrupt.

Restriction: Only use once.

Need: One Mage Tower to cast.

Destroy Artifact

The caster may destroy any placed artifact. It may also be used to interrupt.

Restriction: Only use once.

Need: Two Mage Towers to cast.

Expose Thief

Exposing a Thief immediately cancels an attempted Thieving Operation. It may also be used to interrupt.

Restriction: Only use once.

Need: One Mage Tower to cast.

Hurricane

Hurricanes destroy two placed Buildings and two placed forces of caster's choice.

Restriction: Only use once.

Need: Two Mage Towers to cast.

Invisibility

Invisibility makes one force invisible for one turn. The invisible force cannot be blocked for the turn.

Restriction: Only use once.

Need: Two Mage Towers to cast.

Nature's Growth

Spell acts as a Land until 4 Lands are placed, then allows one additional Building per Land.

Restriction: Can only be drained.

Need: Two Mage Towers + one Temple to place.

Pestilence

Pestilence renders one Land and all Buildings upon it useless, until drained or cleansed.

Restriction: Place it for a minimum of one turn.

Need: Two Mage Towers + one Temple to place.

Reincarnate

Reincarnation allows the caster to replace one previously destroyed force.

Restriction: Only use once.

Need: One Mage Tower + one Temple to cast.

Revert

Revert causes all destroyed Land to be replaced.

Restriction: Only use once.

Need: Two Mage Towers + one Temple to cast.

Teleport

Teleport temporarily displaces one force to save it from harm. All potential Damage is thereby reduced to 0. It may also be used to interrupt.

Restriction: Use once.

Need: One Mage Tower to cast.

Wall of Force

Wall of Force creates a magical shield around all forces and reduces all battle Damage to 0 for one round. It may also be used to interrupt.

Restriction: Only use once.

Need: Two Mage Towers to cast.

The Book of Thieving Ops

Thieving Ops are an effective use of stealth and all armies make wise use of them.

The special restrictions and Buildings necessary to use each Thieving Op are also listed here.

Back Stab

Back Stab allows the Thief to make a special attack by getting behind enemy lines. Causes 3 points of Damage to any one enemy force.

Restriction: Only use once.

Need: One Thieves Guild to use.

Clear Dungeon

Penetrates the enemy defences to allow the release of one captured force from a Dungeon.

Unit is freed to player's battle front.

Restriction: Only use once.

Need: One Thieves Guild to use.

Catch Thief

Blocks one Thieving Op. It may also be used to interrupt.

Restriction: Only use once.

Need: One Thieves Guild to use.

Infiltrate Castle

Sneak through enemy lines and cause 3 points of Damage to an enemy Castle. This Op is unblockable.

Restriction: Only use once.

Need: Two Thieves Guilds to use.

Mislead Thief

Mislead reverses the effects of one Thieving Op and the Op is turned upon the attacker. It may be used during your opponent's turn to interrupt

Restriction: May be interrupted.

- Only use once.

Need: Two Thieves Guilds to use.

Steal Artifact

Remove one artifact from an enemy Unit and place on one of your own Units if useable.

Restriction: If not useable, discard.

- Only use once.

Need: Two Thieves Guilds to use.