Elemental: War of Magic

Massive Overhaul v0.01

The purpose of this mod is to re balance the entirety of the War of Magic experience in an attempt to deepen the thought required to play a standard game, adding strategic depth to not only combat, but city planning, the order of expansion, research choices, hero vs army military viability, and magic; at the same time, this mod aims to breathe life into the game's world, adding more unique locations and resources that allow a player to feel like they aren't just playing a watered down TBS.

I know some of these things have been done before and are well on their way to making the game that much better – I will be looking for permission to include some of these mods in my own, at least bits and pieces.

Order of Operations:

- Resource Revamp
  - As there are many mods already addressing other issues – Such as items, magic, adventuring, etc, this mod will begin with a full rewrite of the resources. I will keep the standard types to allow compatibility with other mods, but the locations and types will be further differentiated and some resources will be made available for both kingdom and empire faction groups.
  - Stats and costs have been remapped, and now each location and level of development will be given a unique model.
  - I am going to do the actual coding last in the event that changes are made to the XML

system regarding how mods function.

- Magic Revamp
  - With the addition of the Life and Death shards, magic will be rewritten to utilize a host of new spells for both schools of magic. I will start with simply matching the available number of spells for each shard to the average number per shard already available in game.
  - The next step will be ensuring each spellbook has tactical, strategic, terraforming, economic, and movement/scouting options for each level. Curses will be added to each book, as well as changing the spell immunity to have an immunity spell for each school so that players will have to pick and choose which spells they wish for immunity to.
  - It is hoped that to add even more strategic thought, spell immunity can be made to make a unit immune to not only hurtful spells from that school, but helpful ones as well. Or even prevent that unit (If it is a caster) from using spells from that school So if you wish immunity from the power of fire spells you won't be able to use them yourself. Not so much of an issue with army units but it will help make players think before they create all powerful heros.
  - This is second on our list because it is a system that I shouldn't need any additional mod-ability to complete.
- Questing Revamp – NPC Interaction
  - This is something that will be awaiting future modding capabilities added to the XML scripting, due to the necessity to be able to script how a neutral NPC adventuring party interacts with a particular tile. (i.e. if they step on a tile, they are forced to fight, and if they win they get equipment and if they lose they unleash demons) I hope to add life to this part of the game so it is more like I first understood the game to be. Instead of messages going “I'm sorry to report there's more beasts in the world thanks to so and so” I want a player with the available line of site to sometimes <u>witness</u> when something like this happens.
  - Some of the items I hope to add are:

        - Spawning minor factions – Demon lords, undead kings, even maybe Titans returning
        - NPC and world interaction – Unleashing horrors, gaining riches, maybe even establishing their own minor city states or building fortresses for their own.
- Tactical Revamp (Item Abilities)
    - Some things like flanking and other tactical wants will have to wait for future mod-ability to be added to the XML.
    - I can still re-balance weapons and add reach to items like spears to allow for shield wall formations and the like, so this is what I will primarily be doing with this section.
- Faction Revamp
    - Right now we have Empires and Kingdoms, and then we have the Good vs. Fallen. Empires are always evil, but why? The Roman Empire was a marvel of its time and while suffering some corruption, it was pristine and ahead of its time. I'll be making an Empire tile set to go with empires that spread health to the land, not devastation. Same with Kingdoms always looking pristine and good – I'll be adding evil, dark themed tile sets. There will be Fallen Kingdoms and Good Empires.
    - Also, only a few factions have weaknesses, the rest having lots of strengths. I will be rewriting each faction so that they are more unique in their starting abilities, as well as adding new strengths and weaknesses for faction generation.
- Sovereign Revamp
    - New abilities, new histories, new point values for allocation.
    - Sovereigns are supposed to be superior beings in some way, so I shouldn't have to have a weakling sovereign just to have enough points for green thumb, etc. I'll be working to re-balance things as far as sovereign creation and adding more viable options – i.e. Two levels of green thumb, one generating four food vs. two, so that if you want the really <u>good</u> traits, then you may have to drop your Strength or Charisma, but otherwise you can safely grab some lower level traits without starting your Sovereign as sub-par.

- Item Revamp
  - New items to be both found across the world and created for soldiers.
  - Tactical use items such as spell scrolls and healing potions
  - Non magical tactical items for specialized units (Healing, shielding, damage mitigation) that will make battles more tactically interesting by creating a party system (i.e. healer, damage, tank, bless, curse roles)
  - Items that will allow for additional world-based actions.
- Implementation of Legatus Legionis
  - By the time the mod is close to completion I hope that script and mod capabilities will have been expanded for Elemental War of Magic.

Water Shard Fragment

[ ] - Research/Building Code/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Miniscule Water Shrine	None	+1 Mana	5	50 1/Turn	0	10	0	0	0
Tiny Water Shrine		+1.25 Mana	5	50 1/Turn	0	10	0	0	0
Minor Water Shrine		+1.5 Mana	5	50 1/Turn	0	10	0	0	0

Minor Water Shard

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Minor Water Shrine	None	+1.5 Mana	8	75 1.25/Turn	0	15	0	0	0
Inferior Water Shrine		+1.75 Mana	8	75 1.25/Turn	0	15	0	0	0
Water Shrine		+2 Mana	8	75 1.25/Turn	0	15	0	0	0

Average Water Shard

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Water Shrine	None	+2 Mana	10	100 1.5/Turn	0	20	0	0	0
Greater Water Shrine		+2.5 Mana	10	100 1.5/Turn	0	20	0	0	0
Massive Water Shrine		+3 Mana	10	100 1.5/Turn	0	20	0	0	0

Massive Water Shard

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Massive Water Shrine	None	+3 Mana	15	150 2.0/Turn	0	30	0	0	0
Extravagant Water Shrine		+4.5 Mana	15	150 2.0/Turn	0	30	0	0	0
Water Shrine of the Titans		+6 Mana	15	150 2.0/Turn	0	30	0	0	0

Air Shard Fragment

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Miniscule Air Shrine	None	+1 Mana	5	50 1/Turn	0	10	0	0	0
Tiny Air Shrine		+1.25 Mana	5	50 1/Turn	0	10	0	0	0
Minor Air Shrine		+1.5 Mana	5	50 1/Turn	0	10	0	0	0

Minor Air Shard

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Minor Air Shrine	None	+1.5 Mana	8	75 1.25/Turn	0	15	0	0	0
Inferior Air Shrine		+1.75 Mana	8	75 1.25/Turn	0	15	0	0	0
Air Shrine		+2 Mana	8	75 1.25/Turn	0	15	0	0	0

Average Air Shard

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Air Shrine	None	+2 Mana	10	100 1.5/Turn	0	20	0	0	0
Greater Air Shrine		+2.5 Mana	10	100 1.5/Turn	0	20	0	0	0
Massive Air Shrine		+3 Mana	10	100 1.5/Turn	0	20	0	0	0

Massive Air Shard

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Massive Air Shrine	None	+3 Mana	15	150 2.0/Turn	0	30	0	0	0
Extravigant Air Shrine		+4.5 Mana	15	150 2.0/Turn	0	30	0	0	0
Air Shrine of the Titans		+6 Mana	15	150 2.0/Turn	0	30	0	0	0

Earth Shard Fragment

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Miniscule Earth Shrine	None	+1 Mana	5	50 1/Turn	0	10	0	0	0
Tiny Earth Shrine		+1.25 Mana	5	50 1/Turn	0	10	0	0	0
Minor Earth Shrine		+1.5 Mana	5	50 1/Turn	0	10	0	0	0

Minor Earth Shard

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Minor Earth Shrine	None	+1.5 Mana	8	75 1.25/Turn	0	15	0	0	0
Inferior Earth Shrine		+1.75 Mana	8	75 1.25/Turn	0	15	0	0	0
Earth Shrine		+2 Mana	8	75 1.25/Turn	0	15	0	0	0

Average Earth Shard

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Earth Shrine	None	+2 Mana	10	100 1.5/Turn	0	20	0	0	0
Greater Earth Shrine		+2.5 Mana	10	100 1.5/Turn	0	20	0	0	0
Massive Earth Shrine		+3 Mana	10	100 1.5/Turn	0	20	0	0	0

Massive Earth Shard

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Massive Earth Shrine	None	+3 Mana	15	150 2.0/Turn	0	30	0	0	0
Extravagant Earth Shrine		+4.5 Mana	15	150 2.0/Turn	0	30	0	0	0
Earth Shrine of the Titans		+6 Mana	15	150 2.0/Turn	0	30	0	0	0

Fire Shard Fragment

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Miniscule Fire Shrine	None	+1 Mana	5	50 1/Turn	0	10	0	0	0
Tiny Fire Shrine		+1.25 Mana	5	50 1/Turn	0	10	0	0	0
Minor Fire Shrine		+1.5 Mana	5	50 1/Turn	0	10	0	0	0

Minor Fire Shard

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Minor Fire Shrine	None	+1.5 Mana	8	75 1.25/Turn	0	15	0	0	0
Inferior Fire Shrine		+1.75 Mana	8	75 1.25/Turn	0	15	0	0	0
Fire Shrine		+2 Mana	8	75 1.25/Turn	0	15	0	0	0

Average Fire Shard

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Fire Shrine	None	+2 Mana	10	100 1.5/Turn	0	20	0	0	0
Greater Fire Shrine		+2.5 Mana	10	100 1.5/Turn	0	20	0	0	0
Massive Fire Shrine		+3 Mana	10	100 1.5/Turn	0	20	0	0	0

Massive Fire Shard

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Massive Fire Shrine	None	+3 Mana	15	150 2.0/Turn	0	30	0	0	0
Extravagant Fire Shrine		+4.5 Mana	15	150 2.0/Turn	0	30	0	0	0
Fire Shrine of the Titans		+6 Mana	15	150 2.0/Turn	0	30	0	0	0

Life Shard Fragment

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Miniscule Shrine of Life	None	+1 Mana	5	50 1/Turn	0	10	0	0	0
Tiny Shrine of Life		+1.25 Mana	5	50 1/Turn	0	10	0	0	0
Minor Shrine of Life		+1.5 Mana	5	50 1/Turn	0	10	0	0	0

Minor Life Shard

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Minor Shrine of Life	None	+1.5 Mana	8	75 1.25/Turn	0	15	0	0	0
Inferior Shrine of Life		+1.75 Mana	8	75 1.25/Turn	0	15	0	0	0
Shrine of Life		+2 Mana	8	75 1.25/Turn	0	15	0	0	0

Average Life Shard

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Shrine of Life	None	+2 Mana	10	100 1.5/Turn	0	20	0	0	0
Greater Shrine of Life		+2.5 Mana	10	100 1.5/Turn	0	20	0	0	0
Massive Shrine of Life		+3 Mana	10	100 1.5/Turn	0	20	0	0	0

Massive Life Shard

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Massive Shrine of Life	None	+3 Mana	15	150 2.0/Turn	0	30	0	0	0
Extravagant Shrine of Life		+4.5 Mana	15	150 2.0/Turn	0	30	0	0	0
Titanic Shrine of Life		+6 Mana	15	150 2.0/Turn	0	30	0	0	0

Death Shard Fragment

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Miniscule Shrine of Death	None	+1 Mana	5	50 1/Turn	0	10	0	0	0
Tiny Shrine of Death		+1.25 Mana	5	50 1/Turn	0	10	0	0	0
Minor Shrine of Death		+1.5 Mana	5	50 1/Turn	0	10	0	0	0

Minor Death Shard

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Minor Shrine of Death	None	+1.5 Mana	8	75 1.25/Turn	0	15	0	0	0
Inferior Shrine of Death		+1.75 Mana	8	75 1.25/Turn	0	15	0	0	0
Shrine of Death		+2 Mana	8	75 1.25/Turn	0	15	0	0	0

Average Death Shard

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Shrine of Death	None	+2 Mana	10	100 1.5/Turn	0	20	0	0	0
Greater Shrine of Death		+2.5 Mana	10	100 1.5/Turn	0	20	0	0	0
Massive Shrine of Death		+3 Mana	10	100 1.5/Turn	0	20	0	0	0

Massive Death Shard

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Massive Shrine of Death	None	+3 Mana	15	150 2.0/Turn	0	30	0	0	0
Extravagant Shrine of Death		+4.5 Mana	15	150 2.0/Turn	0	30	0	0	0
Titanic Shrine of Death		+6 Mana	15	150 2.0/Turn	0	30	0	0	0

Metal

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Shallow Metal Mine	None	+.5 Metal/Turn	5	50 1/Turn	0	5	0	0	0
Metal Mine		+1 Metal/Turn	5	50 1/Turn	0	5	0	0	0
Deep Metal Mine		+1.5 Metal/Turn	5	50 1/Turn	0	5	0	0	0

Elementium

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Shallow Elementium Mine	None	+.25 Elementium/ Turn	25	250 10/Turn	250 1/Turn	250 2/Turn	250 5/Turn	250 2/Turn	0
Elementium Mine		+.5 Elementium/ Turn	25	250 10/Turn	250 1/Turn	250 2/Turn	250 5/Turn	250 2/Turn	0
Deep Elementium Mine		+1 Elementium/ Turn	25	250 10/Turn	250 1/Turn	250 2/Turn	250 5/Turn	250 2/Turn	0

Ventri Metal Deposit

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Shallow Ventri Metal Mine	None	+1 Metal/Turn	5	100 2/Turn	0	25 2/Turn	0	0	0
Ventri Metal Mine		+2 Metal/Turn	5	100 2/Turn	0	25 2/Turn	0	0	0
Deep Ventri Metal Mine		+3 Metal/Turn	5	100 2/Turn	0	25 2/Turn	0	0	0

Iron Ore

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Shallow Iron Mine	None	+1 Metal/Turn	5	75 2/Turn	0	25 1/Turn	0	0	0
Iron Mine		+1.5 Metal/Turn	5	75 2/Turn	0	25 1/Turn	0	0	0
Deep Iron Mine		+2 Metal/Turn	5	75 2/Turn	0	25 1/Turn	0	0	0

Fertile Land

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Vegetable Patch	None	+2 Food	5	50 1/Turn	0	5 1/Turn	0	0	0
Small Farm		+3 Food	5	50 1/Turn	0	5 1/Turn	0	0	0
Farming Village		+4 Food	5	50 1/Turn	0	5 1/Turn	0	0	0

Pumpkin Patch

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Small Pumpkin Farm	None	+2 Food	5	50 1/Turn	0	5 1/Turn	0	0	0
Pumpkin Farm		+3 Food	5	50 1/Turn	0	5 1/Turn	0	0	0
Large Pumpkin Farm		+4 Food	5	50 1/Turn	0	5 1/Turn	0	0	0

Enriched Land

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Vegetable Patch	None	+2 Food	5	50 1/Turn	0	5 1/Turn	0	0	0
Small Farm		+3 Food	5	50 1/Turn	0	5 1/Turn	0	0	0
Farming Village		+4 Food	5	50 1/Turn	0	5 1/Turn	0	0	0

Twilight Bees

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Small Apiculture	None	+2 Food	5	100 2/Turn	0	10 1/Turn	2	0	0
Apiculture		+3 Food	5	100 2/Turn	0	10 1/Turn	2	0	0
Large Apiculture		+4 Food	5	100 2/Turn	0	10 1/Turn	2	0	0

Wild Wheat

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Small Wheat Farm	None	+2 Food	5	100 3/Turn	0	20 2/Turn	5	0	0
Wheat Farm		+4 Food	5	100 3/Turn	0	20 2/Turn	5	0	0
Large Wheat Farm		+6 Food	5	100 3/Turn	0	20 2/Turn	5	0	0

Stone Pit

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Surface Stone Quarry	None	+1 Materials/Turn	10	50 2/Turn	0	10	10 1/Turn	0	0
Stone Quarry		+2 Materials/Turn	10	50 2/Turn	0	10	10 1/Turn	0	0
Deep Stone Quarry		+3 Materials/Turn	10	50 2/Turn	0	10	10 1/Turn	0	0

Clay Pit

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Small Kiln Shop	None	+1 Materials/Turn	5	25 1/Turn	0	10	10	0	0
Kiln Shop		+2 Materials/Turn	5	25 1/Turn	0	10	10	0	0
Brick Factory		+3 Materials/Turn	5	25 1/Turn	0	10	10	0	0

Marble Pit

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Surface Marble Quarry	None	+2 Materials/Turn	10	100 5/Turn	0	20	10 2/Turn	0	0
Shallow Marble Quarry		+4 Materials/Turn	10	100 5/Turn	0	20	10 2/Turn	0	0
Deep Marble Quarry		+6 Materials/Turn	10	100 5/Turn	0	20	10 2/Turn	0	0

Fruit Grove

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Small Orchard	None	+1 Food	5	100 1/Turn	0	20 1/Turn	5	0	0
Large Orchard		+2 Food	5	100 1/Turn	0	20 1/Turn	5	0	0
Orchard Village		+4 Food	5	100 1/Turn	0	20 1/Turn	5	0	0

Wild Horses

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Small Horse Farm	None	+.25 Horses/Turn	10	100 2/Turn	0	25 1/Turn	25 1/Turn	0	0
Horse Farm		+.5 Horses/Turn	10	100 2/Turn	0	25 1/Turn	25 1/Turn	0	0
Champion Horse Farm		+1 Horses/Turn	10	100 2/Turn	0	25 1/Turn	25 1/Turn	0	0

Wild Wargs

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Small Warg Kennel	None	+.25 Wargs/Turn	10	100 2/Turn	0	25 1/Turn	25 1/Turn	0	0
Warg Kennels		+.5 Wargs/Turn	10	100 2/Turn	0	25 1/Turn	25 1/Turn	0	0
Champion Warg Kennels		+1 Wargs/Turn	10	100 2/Turn	0	25 1/Turn	25 1/Turn	0	0

Crystal Crag

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Surface Crystal Mine	None	+1 Crystal/Turn	10	100 2/Turn	0	25 2/Turn	25 1/Turn	0	0
Shallow Crystal Mine		+1.5 Crystal/Turn	10	100 2/Turn	0	25 2/Turn	25 1/Turn	0	0
Deep Crystal Mine		+2 Crystal/Turn	10	100 2/Turn	0	25 2/Turn	25 1/Turn	0	0

Scenic View

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Small Park	None	+1 Diplomatic Capital/Turn	0	100 2/Turn	0	10	10	0	0
Large Preserve		+2 Diplomatic Capital/Turn	0	100 2/Turn	0	10	10	0	0
Natural Wonder		+4 Diplomatic Capital/Turn	0	100 2/Turn	0	10	10	0	0

Oasis

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Small Farm	None	+2 Food	5	100 3/Turn	0	20 2/Turn	5	0	0
Irrigated Farm		+4 Food	5	100 3/Turn	0	20 2/Turn	5	0	0
Farming Village		+6 Food	5	100 3/Turn	0	20 2/Turn	5	0	0

Refugee Camp

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Small Village	None	+25 Population	0	100 2/Turn	0	10 1/Turn	0	0	0
Village		+50 Population	0	100 2/Turn	0	10 1/Turn	0	0	0
Large Village		+100 Population	0	100 2/Turn	0	10 1/Turn	0	0	0

Gold Deposit

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Surface Gold Mine	None	+5 Gold/Turn	10	0	0	50	0	0	0
Shallow Gold Mine		+10 Gold/Turn	10	0	0	50	0	0	0
Deep Gold Mine		+15 Gold/Turn	10	0	0	50	0	0	0

Wild Game

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Small Hunting Ground	None	+2 Food	5	50 1/Turn	0	5 1/Turn	0	0	0
Established Hunting Preserve		+3 Food	5	50 1/Turn	0	5 1/Turn	0	0	0

Lost Library

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Archeological Dig	None	+2 Tech/Turn	10	100 2/Turn	0	25 1/Turn	0	0	0
Restored Library		+4 Tech/Turn	10	100 2/Turn	0	25 1/Turn	0	0	0
Extravagant Library		+6 Tech/Turn	10	100 2/Turn	0	25 1/Turn	0	0	0

Ancient Temple

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Archeological Dig	None	+2 Arcane/Turn	10	100 2/Turn	0	25 1/Turn	0	0	0
Restored Temple		+4 Arcane/Turn	10	100 2/Turn	0	25 1/Turn	0	0	0
Extravagant Temple		+6 Arcane/Turn	10	100 2/Turn	0	25 1/Turn	0	0	0

Old Growth Forest

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Small Timber Camp	None	+2 Materials/Turn	10	100 5/Turn	0	20	10 2/Turn	0	0
Large Timber Camp		+4 Materials/Turn	10	100 5/Turn	0	20	10 2/Turn	0	0
Timber Mill		+6 Materials/Turn	10	100 5/Turn	0	20	10 2/Turn	0	0

Ogre Village

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Ogre Camp		Ogre Grunt Available	0	250 2/Turn	0	100 1/Turn	25 1/Turn	0	0
Ogre Village		Ogre Guardian Available	0	250 2/Turn	0	100 1/Turn	25 1/Turn	0	0
Ogre City		Ogre Warlord Available	0	250 2/Turn	0	100 1/Turn	25 1/Turn	0	0

Spider Nest

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Spider Nest		Spiderlings Available	0	250 2/Turn	0	100 1/Turn	25 1/Turn	0	0
Spider Haven		Giant Spiders Available	0	250 2/Turn	0	100 1/Turn	25 1/Turn	0	0

Umberdroth Pack

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Small Umberdroth Kennels		Umberdroth Available	25	250 2/Turn	0	100 1/Turn	25 1/Turn	0	0
Umberdroth Kennels		Umberdroth Alpha Available	25	250 2/Turn	0	100 1/Turn	25 1/Turn	0	0
Champion Umberdroth Kennels		Umberdroth Ancient Available	25	250 2/Turn	0	100 1/Turn	25 1/Turn	0	0

Shrill Hive

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Shrill Kennels		Lesser Shrills Available	25	250 2/Turn	0	100 1/Turn	25 1/Turn	0	0
Shrill Colony		Full Shrills Available	25	250 2/Turn	0	100 1/Turn	25 1/Turn	0	0

Darkling Camp

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Darkling Village		Darkling Grunt Available	0	250 2/Turn	0	100 1/Turn	25 1/Turn	0	0
Darkling City		Darkling Warrior Available	0	250 2/Turn	0	100 1/Turn	25 1/Turn	0	0
Darkling Fortress		Darkling Assassin Available	0	250 2/Turn	0	100 1/Turn	25 1/Turn	0	0

Drath Village

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Drath Village		Drath Grunt Available	0	250 2/Turn	0	100 1/Turn	25 1/Turn	0	0
Drath City		Drath Warrior Available	0	250 2/Turn	0	100 1/Turn	25 1/Turn	0	0
Drath Fortress		Drath Warlord Available	0	250 2/Turn	0	100 1/Turn	25 1/Turn	0	0

Drota Enclave

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Drota Enclave		Drota Warrior Available	0	250 2/Turn	0	100 1/Turn	25 1/Turn	0	0
Drota Capital		Drota Priest Available	0	250 2/Turn	0	100 1/Turn	25 1/Turn	0	0

Dragon Roost

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Dragon Roost		Dragon Available	50	1000 10/Turn	100 2/Turn	100 2/Turn	100 2/Turn	0	0

Demon Gate

[ ] - Research/Building Code
[ ] - Testing
[ ] - Finalized

Name	Research	Generates	Population	Gold	Crystal	Materials	Metal	Mana	Elementium
Restored Demon Gate		Demon Available	50	500 5/Turn	50 1/Turn	50 1/Turn	50 1/Turn	0	0
Ancient Demon Gate		Demon Lord Available	50	500 5/Turn	50 1/Turn	50 1/Turn	50 1/Turn	0	0
Dread Demon Gate		Abomination Available	50	500 5/Turn	50 1/Turn	50 1/Turn	50 1/Turn	0	0

Water Shard Fragment

Neutral – Water_Fragment_0 –

Good Kingdom Construction Miniscule Water Shrine – Water_Fragment_GKC_1
Good Kingdom Miniscule Water Shrine – Water_Fragment_GK_1
Good Kingdom Construction Tiny Water Shrine – Water_Fragment_GKC_2
Good Kingdom Tiny Water Shrine – Water_Fragment_GK_2
Good Kingdom Construction Minor Water Shrine - Water_Fragment_GKC_3
Good Kingdom Minor Water Shrine – Water_Fragment_GK_3

Evil Kingdom Construction Miniscule Water Shrine – Water_Fragment_EKC_1
Evil Kingdom Miniscule Water Shrine – Water_Fragment_EK_1
Evil Kingdom Construction Tiny Water Shrine – Water_Fragment_EKC_2
Evil Kingdom Tiny Water Shrine – Water_Fragment_EK_2
Evil Kingdom Construction Minor Water Shrine - Water_Fragment_EKC_3
Evil Kingdom Minor Water Shrine – Water_Fragment_EK_3

Good Empire Construction Miniscule Water Shrine – Water_Fragment_GEC_1
Good Empire Miniscule Water Shrine – Water_Fragment_GE_1
Good Empire Construction Tiny Water Shrine – Water_Fragment_GEC_2
Good Empire Tiny Water Shrine – Water_Fragment_GE_2
Good Empire Construction Minor Water Shrine – Water_Fragment_GEC_3
Good Empire Minor Water Shrine – Water_Fragment_GE_3

Evil Empire Construction Miniscule Water Shrine – Water_Fragment_EEC_1
Evil Empire Miniscule Water Shrine – Water_Fragment_EE_1
Evil Empire Construction Tiny Water Shrine – Water_Fragment_EEC_2
Evil Empire Tiny Water Shrine – Water_Fragment_EE_2
Evil Empire Construction Minor Water Shrine - Water_Fragment_EEC_3
Evil Empire Minor Water Shrine – Water_Fragment_EE_3

Minor Water Shard

Neutral - Minor_Water_Shard_0

Good Kingdom Construction Minor Water Shrine – Minor_Water_Shard_GKC_1
Good Kingdom Minor Water Shrine – Minor_Water_Shard_GK_1
Good Kingdom Construction Miniscule Water Shrine – Minor_Water_Shard_GKC_2
Good Kingdom Miniscule Water Shrine – Minor_Water_Shard_GK_2
Good Kingdom Construction Water Shrine - Minor_Water_Shard_GKC_3
Good Kingdom Water Shrine – Minor_Water_Shard_GK_3

Evil Kingdom Construction Minor Water Shrine – Minor_Water_Shard_EKC_1
Evil Kingdom Minor Water Shrine – Minor_Water_Shard_EK_1
Evil Kingdom Construction Miniscule Water Shrine – Minor_Water_Shard_EKC_2
Evil Kingdom Miniscule Water Shrine – Minor_Water_Shard_EK_2
Evil Kingdom Construction Water Shrine - Minor_Water_Shard_EKC_3
Evil Kingdom Water Shrine – Minor_Water_Shard_EK_3

Good Empire Construction Minor Water Shrine – Minor_Water_Shard_GEC_1
Good Empire Minor Water Shrine – Minor_Water_Shard_GE_1
Good Empire Construction Miniscule Water Shrine – Minor_Water_Shard_GEC_2
Good Empire Miniscule Water Shrine – Minor_Water_Shard_GE_2
Good Empire Construction Water Shrine – Minor_Water_Shard_GEC_3
Good Empire Water Shrine – Minor_Water_Shard_GE_3

Evil Empire Construction Minor Water Shrine – Minor_Water_Shard_EEC_1
Evil Empire Minor Water Shrine – Minor_Water_Shard_EE_1
Evil Empire Construction Miniscule Water Shrine – Minor_Water_Shard_EEC_2
Evil Empire Miniscule Water Shrine – Minor_Water_Shard_EE_2
Evil Empire Construction Water Shrine - Minor_Water_Shard_EEC_3
Evil Empire Water Shrine – Minor_Water_Shard_EE_3

Average Water Shard

Neutral - Water_Shard_0

Good Kingdom Construction Water Shrine – Water_Shard_GKC_1
Good Kingdom Water Shrine – Water_Shard_GK_1
Good Kingdom Construction Greater Water Shrine – Water_Shard_GKC_2
Good Kingdom Greater Water Shrine – Water_Shard_GK_2
Good Kingdom Construction Massive Water Shrine - Water_Shard_GKC_3
Good Kingdom Massive Water Shrine – Water_Shard_GK_3

Evil Kingdom Construction Water Shrine – Water_Shard_EKC_1
Evil Kingdom Water Shrine – Water_Shard_EK_1
Evil Kingdom Construction Greater Water Shrine – Water_Shard_EKC_2
Evil Kingdom Greater Water Shrine – Water_Shard_EK_2
Evil Kingdom Construction Massive Water Shrine - Water_Shard_EKC_3
Evil Kingdom Massive Water Shrine – Water_Shard_EK_3

Good Empire Construction Water Shrine – Water_Shard_GEC_1
Good Empire Water Shrine – Water_Shard_GE_1
Good Empire Construction Greater Water Shrine – Water_Shard_GEC_2
Good Empire Greater Water Shrine – Water_Shard_GE_2
Good Empire Construction Massive Water Shrine – Water_Shard_GEC_3
Good Empire Massive Water Shrine – Water_Shard_GE_3

Evil Empire Construction Water Shrine – Water_Shard_EEC_1
Evil Empire Water Shrine – Water_Shard_EE_1
Evil Empire Construction Greater Water Shrine – Water_Shard_EEC_2
Evil Empire Greater Water Shrine – Water_Shard_EE_2
Evil Empire Construction Massive Water Shrine - Water_Shard_EEC_3
Evil Empire Massive Water Shrine – Water_Shard_EE_3

Massive Water Shard

Neutral – Massive_Water_Shard_0

Good Kingdom Construction Massive Water Shrine – Massive_Water_Shard_GKC_1
Good Kingdom Massive Water Shrine – Massive_Water_Shard_GK_1
Good Kingdom Construction Extravagant Water Shrine – Massive_Water_Shard_GKC_2
Good Kingdom Extravagant Water Shrine – Massive_Water_Shard_GK_2
Good Kingdom Construction Water Shrine of the Titans - Massive_Water_Shard_GKC_3
Good Kingdom Water Shrine of the Titans – Massive_Water_Shard_GK_3

Evil Kingdom Construction Massive Water Shrine – Massive_Water_Shard_EKC_1
Evil Kingdom Massive Water Shrine – Massive_Water_Shard_EK_1
Evil Kingdom Construction Extravagant Water Shrine – Massive_Water_Shard_EKC_2
Evil Kingdom Extravagant Water Shrine – Massive_Water_Shard_EK_2
Evil Kingdom Construction Water Shrine of the Titans - Massive_Water_Shard_EKC_3
Evil Kingdom Water Shrine of the Titans – Massive_Water_Shard_EK_3

Good Empire Construction Massive Water Shrine – Massive_Water_Shard_GEC_1
Good Empire Massive Water Shrine – Massive_Water_Shard_GE_1
Good Empire Construction Extravagant Water Shrine – Massive_Water_Shard_GEC_2
Good Empire Extravagant Water Shrine – Massive_Water_Shard_GE_2
Good Empire Construction Water Shrine of the Titans – Massive_Water_Shard_GEC_3
Good Empire Water Shrine of the Titans – Massive_Water_Shard_GE_3

Evil Empire Construction Massive Water Shrine – Massive_Water_Shard_EEC_1
Evil Empire Massive Water Shrine – Massive_Water_Shard_EE_1
Evil Empire Construction Extravagant Water Shrine – Massive_Water_Shard_EEC_2
Evil Empire Extravagant Water Shrine – Massive_Water_Shard_EE_2
Evil Empire Construction Water Shrine of the Titans - Massive_Water_Shard_EEC_3
Evil Empire Water Shrine of the Titans – Massive_Water_Shard_EE_3

Air Shard Fragment

Neutral – Air_Fragment_0 –

Good Kingdom Construction Miniscule Air Shrine – Air_Fragment_GKC_1
Good Kingdom Miniscule Air Shrine – Air_Fragment_GK_1
Good Kingdom Construction Tiny Air Shrine – Air_Fragment_GKC_2
Good Kingdom Tiny Air Shrine – Air_Fragment_GK_2
Good Kingdom Construction Minor Air Shrine - Air_Fragment_GKC_3
Good Kingdom Minor Air Shrine – Air_Fragment_GK_3

Evil Kingdom Construction Miniscule Air Shrine – Air_Fragment_EKC_1
Evil Kingdom Miniscule Air Shrine – Air_Fragment_EK_1
Evil Kingdom Construction Tiny Air Shrine – Air_Fragment_EKC_2
Evil Kingdom Tiny Air Shrine – Air_Fragment_EK_2
Evil Kingdom Construction Minor Air Shrine - Air_Fragment_EKC_3
Evil Kingdom Minor Air Shrine – Air_Fragment_EK_3

Good Empire Construction Miniscule Air Shrine – Air_Fragment_GEC_1
Good Empire Miniscule Air Shrine – Air_Fragment_GE_1
Good Empire Construction Tiny Air Shrine – Air_Fragment_GEC_2
Good Empire Tiny Air Shrine – Air_Fragment_GE_2
Good Empire Construction Minor Air Shrine – Air_Fragment_GEC_3
Good Empire Minor Air Shrine – Air_Fragment_GE_3

Evil Empire Construction Miniscule Air Shrine – Air_Fragment_EEC_1
Evil Empire Miniscule Air Shrine – Air_Fragment_EE_1
Evil Empire Construction Tiny Air Shrine – Air_Fragment_EEC_2
Evil Empire Tiny Air Shrine – Air_Fragment_EE_2
Evil Empire Construction Minor Air Shrine - Air_Fragment_EEC_3
Evil Empire Minor Air Shrine – Air_Fragment_EE_3

Minor Air Shard

Neutral - Minor_Air_Shard_0

Good Kingdom Construction Minor Air Shrine – Minor_Air_Shard_GKC_1
Good Kingdom Minor Air Shrine – Minor_Air_Shard_GK_1
Good Kingdom Construction Miniscule Air Shrine – Minor_Air_Shard_GKC_2
Good Kingdom Miniscule Air Shrine – Minor_Air_Shard_GK_2
Good Kingdom Construction Air Shrine - Minor_Air_Shard_GKC_3
Good Kingdom Air Shrine – Minor_Air_Shard_GK_3

Evil Kingdom Construction Minor Air Shrine – Minor_Air_Shard_EKC_1
Evil Kingdom Minor Air Shrine – Minor_Air_Shard_EK_1
Evil Kingdom Construction Miniscule Air Shrine – Minor_Air_Shard_EKC_2
Evil Kingdom Miniscule Air Shrine – Minor_Air_Shard_EK_2
Evil Kingdom Construction Air Shrine - Minor_Air_Shard_EKC_3
Evil Kingdom Air Shrine – Minor_Air_Shard_EK_3

Good Empire Construction Minor Air Shrine – Minor_Air_Shard_GEC_1
Good Empire Minor Air Shrine – Minor_Air_Shard_GE_1
Good Empire Construction Miniscule Air Shrine – Minor_Air_Shard_GEC_2
Good Empire Miniscule Air Shrine – Minor_Air_Shard_GE_2
Good Empire Construction Air Shrine – Minor_Air_Shard_GEC_3
Good Empire Air Shrine – Minor_Air_Shard_GE_3

Evil Empire Construction Minor Air Shrine – Minor_Air_Shard_EEC_1
Evil Empire Minor Air Shrine – Minor_Air_Shard_EE_1
Evil Empire Construction Miniscule Air Shrine – Minor_Air_Shard_EEC_2
Evil Empire Miniscule Air Shrine – Minor_Air_Shard_EE_2
Evil Empire Construction Air Shrine - Minor_Air_Shard_EEC_3
Evil Empire Air Shrine – Minor_Air_Shard_EE_3

Average Air Shard

Neutral - Air_Shard_0

Good Kingdom Construction Air Shrine – Air_Shard_GKC_1
Good Kingdom Air Shrine – Air_Shard_GK_1
Good Kingdom Construction Greater Air Shrine – Air_Shard_GKC_2
Good Kingdom Greater Air Shrine – Air_Shard_GK_2
Good Kingdom Construction Massive Air Shrine - Air_Shard_GKC_3
Good Kingdom Massive Air Shrine – Air_Shard_GK_3

Evil Kingdom Construction Air Shrine – Air_Shard_EKC_1
Evil Kingdom Air Shrine – Air_Shard_EK_1
Evil Kingdom Construction Greater Air Shrine – Air_Shard_EKC_2
Evil Kingdom Greater Air Shrine – Air_Shard_EK_2
Evil Kingdom Construction Massive Air Shrine - Air_Shard_EKC_3
Evil Kingdom Massive Air Shrine – Air_Shard_EK_3

Good Empire Construction Air Shrine – Air_Shard_GEC_1
Good Empire Air Shrine – Air_Shard_GE_1
Good Empire Construction Greater Air Shrine – Air_Shard_GEC_2
Good Empire Greater Air Shrine – Air_Shard_GE_2
Good Empire Construction Massive Air Shrine – Air_Shard_GEC_3
Good Empire Massive Air Shrine – Air_Shard_GE_3

Evil Empire Construction Air Shrine – Air_Shard_EEC_1
Evil Empire Air Shrine – Air_Shard_EE_1
Evil Empire Construction Greater Air Shrine – Air_Shard_EEC_2
Evil Empire Greater Air Shrine – Air_Shard_EE_2
Evil Empire Construction Massive Air Shrine - Air_Shard_EEC_3
Evil Empire Massive Air Shrine – Air_Shard_EE_3

Massive Air Shard

Neutral – Massive_Air_Shard_0

Good Kingdom Construction Massive Air Shrine – Massive_Air_Shard_GKC_1
Good Kingdom Massive Air Shrine – Massive_Air_Shard_GK_1
Good Kingdom Construction Extravagant Air Shrine – Massive_Air_Shard_GKC_2
Good Kingdom Extravagant Air Shrine – Massive_Air_Shard_GK_2
Good Kingdom Construction Air Shrine of the Titans - Massive_Air_Shard_GKC_3
Good Kingdom Air Shrine of the Titans – Massive_Air_Shard_GK_3

Evil Kingdom Construction Massive Air Shrine – Massive_Air_Shard_EKC_1
Evil Kingdom Massive Air Shrine – Massive_Air_Shard_EK_1
Evil Kingdom Construction Extravagant Air Shrine – Massive_Air_Shard_EKC_2
Evil Kingdom Extravagant Air Shrine – Massive_Air_Shard_EK_2
Evil Kingdom Construction Air Shrine of the Titans - Massive_Air_Shard_EKC_3
Evil Kingdom Air Shrine of the Titans – Massive_Air_Shard_EK_3

Good Empire Construction Massive Air Shrine – Massive_Air_Shard_GEC_1
Good Empire Massive Air Shrine – Massive_Air_Shard_GE_1
Good Empire Construction Extravagant Air Shrine – Massive_Air_Shard_GEC_2
Good Empire Extravagant Air Shrine – Massive_Air_Shard_GE_2
Good Empire Construction Air Shrine of the Titans – Massive_Air_Shard_GEC_3
Good Empire Air Shrine of the Titans – Massive_Air_Shard_GE_3

Evil Empire Construction Massive Air Shrine – Massive_Air_Shard_EEC_1
Evil Empire Massive Air Shrine – Massive_Air_Shard_EE_1
Evil Empire Construction Extravagant Air Shrine – Massive_Air_Shard_EEC_2
Evil Empire Extravagant Air Shrine – Massive_Air_Shard_EE_2
Evil Empire Construction Air Shrine of the Titans - Massive_Air_Shard_EEC_3
Evil Empire Air Shrine of the Titans – Massive_Air_Shard_EE_3

Earth Shard Fragment

Neutral – Earth_Fragment_0 –

Good Kingdom Construction Miniscule Earth Shrine – Earth_Fragment_GKC_1
Good Kingdom Miniscule Earth Shrine – Earth_Fragment_GK_1
Good Kingdom Construction Tiny Earth Shrine – Earth_Fragment_GKC_2
Good Kingdom Tiny Earth Shrine – Earth_Fragment_GK_2
Good Kingdom Construction Minor Earth Shrine - Earth_Fragment_GKC_3
Good Kingdom Minor Earth Shrine – Earth_Fragment_GK_3

Evil Kingdom Construction Miniscule Earth Shrine – Earth_Fragment_EKC_1
Evil Kingdom Miniscule Earth Shrine – Earth_Fragment_EK_1
Evil Kingdom Construction Tiny Earth Shrine – Earth_Fragment_EKC_2
Evil Kingdom Tiny Earth Shrine – Earth_Fragment_EK_2
Evil Kingdom Construction Minor Earth Shrine - Earth_Fragment_EKC_3
Evil Kingdom Minor Earth Shrine – Earth_Fragment_EK_3

Good Empire Construction Miniscule Earth Shrine – Earth_Fragment_GEC_1
Good Empire Miniscule Earth Shrine – Earth_Fragment_GE_1
Good Empire Construction Tiny Earth Shrine – Earth_Fragment_GEC_2
Good Empire Tiny Earth Shrine – Earth_Fragment_GE_2
Good Empire Construction Minor Earth Shrine – Earth_Fragment_GEC_3
Good Empire Minor Earth Shrine – Earth_Fragment_GE_3

Evil Empire Construction Miniscule Earth Shrine – Earth_Fragment_EEC_1
Evil Empire Miniscule Earth Shrine – Earth_Fragment_EE_1
Evil Empire Construction Tiny Earth Shrine – Earth_Fragment_EEC_2
Evil Empire Tiny Earth Shrine – Earth_Fragment_EE_2
Evil Empire Construction Minor Earth Shrine - Earth_Fragment_EEC_3
Evil Empire Minor Earth Shrine – Earth_Fragment_EE_3

Minor Earth Shard

Neutral - Minor_Earth_Shard_0

Good Kingdom Construction Minor Earth Shrine – Minor_Earth_Shard_GKC_1
Good Kingdom Minor Earth Shrine – Minor_Earth_Shard_GK_1
Good Kingdom Construction Miniscule Earth Shrine – Minor_Earth_Shard_GKC_2
Good Kingdom Miniscule Earth Shrine – Minor_Earth_Shard_GK_2
Good Kingdom Construction Earth Shrine - Minor_Earth_Shard_GKC_3
Good Kingdom Earth Shrine – Minor_Earth_Shard_GK_3

Evil Kingdom Construction Minor Earth Shrine – Minor_Earth_Shard_EKC_1
Evil Kingdom Minor Earth Shrine – Minor_Earth_Shard_EK_1
Evil Kingdom Construction Miniscule Earth Shrine – Minor_Earth_Shard_EKC_2
Evil Kingdom Miniscule Earth Shrine – Minor_Earth_Shard_EK_2
Evil Kingdom Construction Earth Shrine - Minor_Earth_Shard_EKC_3
Evil Kingdom Earth Shrine – Minor_Earth_Shard_EK_3

Good Empire Construction Minor Earth Shrine – Minor_Earth_Shard_GEC_1
Good Empire Minor Earth Shrine – Minor_Earth_Shard_GE_1
Good Empire Construction Miniscule Earth Shrine – Minor_Earth_Shard_GEC_2
Good Empire Miniscule Earth Shrine – Minor_Earth_Shard_GE_2
Good Empire Construction Earth Shrine – Minor_Earth_Shard_GEC_3
Good Empire Earth Shrine – Minor_Earth_Shard_GE_3

Evil Empire Construction Minor Earth Shrine – Minor_Earth_Shard_EEC_1
Evil Empire Minor Earth Shrine – Minor_Earth_Shard_EE_1
Evil Empire Construction Miniscule Earth Shrine – Minor_Earth_Shard_EEC_2
Evil Empire Miniscule Earth Shrine – Minor_Earth_Shard_EE_2
Evil Empire Construction Earth Shrine - Minor_Earth_Shard_EEC_3
Evil Empire Earth Shrine – Minor_Earth_Shard_EE_3

Average Earth Shard

Neutral - Earth_Shard_0

Good Kingdom Construction Earth Shrine – Earth_Shard_GKC_1
Good Kingdom Earth Shrine – Earth_Shard_GK_1
Good Kingdom Construction Greater Earth Shrine – Earth_Shard_GKC_2
Good Kingdom Greater Earth Shrine – Earth_Shard_GK_2
Good Kingdom Construction Massive Earth Shrine - Earth_Shard_GKC_3
Good Kingdom Massive Earth Shrine – Earth_Shard_GK_3

Evil Kingdom Construction Earth Shrine – Earth_Shard_EKC_1
Evil Kingdom Earth Shrine – Earth_Shard_EK_1
Evil Kingdom Construction Greater Earth Shrine – Earth_Shard_EKC_2
Evil Kingdom Greater Earth Shrine – Earth_Shard_EK_2
Evil Kingdom Construction Massive Earth Shrine - Earth_Shard_EKC_3
Evil Kingdom Massive Earth Shrine – Earth_Shard_EK_3

Good Empire Construction Earth Shrine – Earth_Shard_GEC_1
Good Empire Earth Shrine – Earth_Shard_GE_1
Good Empire Construction Greater Earth Shrine – Earth_Shard_GEC_2
Good Empire Greater Earth Shrine – Earth_Shard_GE_2
Good Empire Construction Massive Earth Shrine – Earth_Shard_GEC_3
Good Empire Massive Earth Shrine – Earth_Shard_GE_3

Evil Empire Construction Earth Shrine – Earth_Shard_EEC_1
Evil Empire Earth Shrine – Earth_Shard_EE_1
Evil Empire Construction Greater Earth Shrine – Earth_Shard_EEC_2
Evil Empire Greater Earth Shrine – Earth_Shard_EE_2
Evil Empire Construction Massive Earth Shrine - Earth_Shard_EEC_3
Evil Empire Massive Earth Shrine – Earth_Shard_EE_3

Massive Earth Shard

Neutral – Massive_Earth_Shard_0

Good Kingdom Construction Massive Earth Shrine – Massive_Earth_Shard_GKC_1
Good Kingdom Massive Earth Shrine – Massive_Earth_Shard_GK_1
Good Kingdom Construction Extravagant Earth Shrine – Massive_Earth_Shard_GKC_2
Good Kingdom Extravagant Earth Shrine – Massive_Earth_Shard_GK_2
Good Kingdom Construction Earth Shrine of the Titans - Massive_Earth_Shard_GKC_3
Good Kingdom Earth Shrine of the Titans – Massive_Earth_Shard_GK_3

Evil Kingdom Construction Massive Earth Shrine – Massive_Earth_Shard_EKC_1
Evil Kingdom Massive Earth Shrine – Massive_Earth_Shard_EK_1
Evil Kingdom Construction Extravagant Earth Shrine – Massive_Earth_Shard_EKC_2
Evil Kingdom Extravagant Earth Shrine – Massive_Earth_Shard_EK_2
Evil Kingdom Construction Earth Shrine of the Titans - Massive_Earth_Shard_EKC_3
Evil Kingdom Earth Shrine of the Titans – Massive_Earth_Shard_EK_3

Good Empire Construction Massive Earth Shrine – Massive_Earth_Shard_GEC_1
Good Empire Massive Earth Shrine – Massive_Earth_Shard_GE_1
Good Empire Construction Extravagant Earth Shrine – Massive_Earth_Shard_GEC_2
Good Empire Extravagant Earth Shrine – Massive_Earth_Shard_GE_2
Good Empire Construction Earth Shrine of the Titans – Massive_Earth_Shard_GEC_3
Good Empire Earth Shrine of the Titans – Massive_Earth_Shard_GE_3

Evil Empire Construction Massive Earth Shrine – Massive_Earth_Shard_EEC_1
Evil Empire Massive Earth Shrine – Massive_Earth_Shard_EE_1
Evil Empire Construction Extravagant Earth Shrine – Massive_Earth_Shard_EEC_2
Evil Empire Extravagant Earth Shrine – Massive_Earth_Shard_EE_2
Evil Empire Construction Earth Shrine of the Titans - Massive_Earth_Shard_EEC_3
Evil Empire Earth Shrine of the Titans – Massive_Earth_Shard_EE_3

Fire Shard Fragment

Neutral – Fire_Fragment_0 –

Good Kingdom Construction Miniscule Fire Shrine – Fire_Fragment_GKC_1
Good Kingdom Miniscule Fire Shrine – Fire_Fragment_GK_1
Good Kingdom Construction Tiny Fire Shrine – Fire_Fragment_GKC_2
Good Kingdom Tiny Fire Shrine – Fire_Fragment_GK_2
Good Kingdom Construction Minor Fire Shrine - Fire_Fragment_GKC_3
Good Kingdom Minor Fire Shrine – Fire_Fragment_GK_3

Evil Kingdom Construction Miniscule Fire Shrine – Fire_Fragment_EKC_1
Evil Kingdom Miniscule Fire Shrine – Fire_Fragment_EK_1
Evil Kingdom Construction Tiny Fire Shrine – Fire_Fragment_EKC_2
Evil Kingdom Tiny Fire Shrine – Fire_Fragment_EK_2
Evil Kingdom Construction Minor Fire Shrine - Fire_Fragment_EKC_3
Evil Kingdom Minor Fire Shrine – Fire_Fragment_EK_3

Good Empire Construction Miniscule Fire Shrine – Fire_Fragment_GEC_1
Good Empire Miniscule Fire Shrine – Fire_Fragment_GE_1
Good Empire Construction Tiny Fire Shrine – Fire_Fragment_GEC_2
Good Empire Tiny Fire Shrine – Fire_Fragment_GE_2
Good Empire Construction Minor Fire Shrine – Fire_Fragment_GEC_3
Good Empire Minor Fire Shrine – Fire_Fragment_GE_3

Evil Empire Construction Miniscule Fire Shrine – Fire_Fragment_EEC_1
Evil Empire Miniscule Fire Shrine – Fire_Fragment_EE_1
Evil Empire Construction Tiny Fire Shrine – Fire_Fragment_EEC_2
Evil Empire Tiny Fire Shrine – Fire_Fragment_EE_2
Evil Empire Construction Minor Fire Shrine - Fire_Fragment_EEC_3
Evil Empire Minor Fire Shrine – Fire_Fragment_EE_3

Minor Fire Shard

Neutral - Minor_Fire_Shard_0

Good Kingdom Construction Minor Fire Shrine – Minor_Fire_Shard_GKC_1
Good Kingdom Minor Fire Shrine – Minor_Fire_Shard_GK_1
Good Kingdom Construction Miniscule Fire Shrine – Minor_Fire_Shard_GKC_2
Good Kingdom Miniscule Fire Shrine – Minor_Fire_Shard_GK_2
Good Kingdom Construction Fire Shrine - Minor_Fire_Shard_GKC_3
Good Kingdom Fire Shrine – Minor_Fire_Shard_GK_3

Evil Kingdom Construction Minor Fire Shrine – Minor_Fire_Shard_EKC_1
Evil Kingdom Minor Fire Shrine – Minor_Fire_Shard_EK_1
Evil Kingdom Construction Miniscule Fire Shrine – Minor_Fire_Shard_EKC_2
Evil Kingdom Miniscule Fire Shrine – Minor_Fire_Shard_EK_2
Evil Kingdom Construction Fire Shrine - Minor_Fire_Shard_EKC_3
Evil Kingdom Fire Shrine – Minor_Fire_Shard_EK_3

Good Empire Construction Minor Fire Shrine – Minor_Fire_Shard_GEC_1
Good Empire Minor Fire Shrine – Minor_Fire_Shard_GE_1
Good Empire Construction Miniscule Fire Shrine – Minor_Fire_Shard_GEC_2
Good Empire Miniscule Fire Shrine – Minor_Fire_Shard_GE_2
Good Empire Construction Fire Shrine – Minor_Fire_Shard_GEC_3
Good Empire Fire Shrine – Minor_Fire_Shard_GE_3

Evil Empire Construction Minor Fire Shrine – Minor_Fire_Shard_EEC_1
Evil Empire Minor Fire Shrine – Minor_Fire_Shard_EE_1
Evil Empire Construction Miniscule Fire Shrine – Minor_Fire_Shard_EEC_2
Evil Empire Miniscule Fire Shrine – Minor_Fire_Shard_EE_2
Evil Empire Construction Fire Shrine - Minor_Fire_Shard_EEC_3
Evil Empire Fire Shrine – Minor_Fire_Shard_EE_3

Average Fire Shard

Neutral - Fire_Shard_0

Good Kingdom Construction Fire Shrine – Fire_Shard_GKC_1
Good Kingdom Fire Shrine – Fire_Shard_GK_1
Good Kingdom Construction Greater Fire Shrine – Fire_Shard_GKC_2
Good Kingdom Greater Fire Shrine – Fire_Shard_GK_2
Good Kingdom Construction Massive Fire Shrine - Fire_Shard_GKC_3
Good Kingdom Massive Fire Shrine – Fire_Shard_GK_3

Evil Kingdom Construction Fire Shrine – Fire_Shard_EKC_1
Evil Kingdom Fire Shrine – Fire_Shard_EK_1
Evil Kingdom Construction Greater Fire Shrine – Fire_Shard_EKC_2
Evil Kingdom Greater Fire Shrine – Fire_Shard_EK_2
Evil Kingdom Construction Massive Fire Shrine - Fire_Shard_EKC_3
Evil Kingdom Massive Fire Shrine – Fire_Shard_EK_3

Good Empire Construction Fire Shrine – Fire_Shard_GEC_1
Good Empire Fire Shrine – Fire_Shard_GE_1
Good Empire Construction Greater Fire Shrine – Fire_Shard_GEC_2
Good Empire Greater Fire Shrine – Fire_Shard_GE_2
Good Empire Construction Massive Fire Shrine – Fire_Shard_GEC_3
Good Empire Massive Fire Shrine – Fire_Shard_GE_3

Evil Empire Construction Fire Shrine – Fire_Shard_EEC_1
Evil Empire Fire Shrine – Fire_Shard_EE_1
Evil Empire Construction Greater Fire Shrine – Fire_Shard_EEC_2
Evil Empire Greater Fire Shrine – Fire_Shard_EE_2
Evil Empire Construction Massive Fire Shrine - Fire_Shard_EEC_3
Evil Empire Massive Fire Shrine – Fire_Shard_EE_3

Massive Fire Shard

Neutral – Massive_Fire_Shard_0

Good Kingdom Construction Massive Fire Shrine – Massive_Fire_Shard_GKC_1
Good Kingdom Massive Fire Shrine – Massive_Fire_Shard_GK_1
Good Kingdom Construction Extravagant Fire Shrine – Massive_Fire_Shard_GKC_2
Good Kingdom Extravagant Fire Shrine – Massive_Fire_Shard_GK_2
Good Kingdom Construction Fire Shrine of the Titans - Massive_Fire_Shard_GKC_3
Good Kingdom Fire Shrine of the Titans – Massive_Fire_Shard_GK_3

Evil Kingdom Construction Massive Fire Shrine – Massive_Fire_Shard_EKC_1
Evil Kingdom Massive Fire Shrine – Massive_Fire_Shard_EK_1
Evil Kingdom Construction Extravagant Fire Shrine – Massive_Fire_Shard_EKC_2
Evil Kingdom Extravagant Fire Shrine – Massive_Fire_Shard_EK_2
Evil Kingdom Construction Fire Shrine of the Titans - Massive_Fire_Shard_EKC_3
Evil Kingdom Fire Shrine of the Titans – Massive_Fire_Shard_EK_3

Good Empire Construction Massive Fire Shrine – Massive_Fire_Shard_GEC_1
Good Empire Massive Fire Shrine – Massive_Fire_Shard_GE_1
Good Empire Construction Extravagant Fire Shrine – Massive_Fire_Shard_GEC_2
Good Empire Extravagant Fire Shrine – Massive_Fire_Shard_GE_2
Good Empire Construction Fire Shrine of the Titans – Massive_Fire_Shard_GEC_3
Good Empire Fire Shrine of the Titans – Massive_Fire_Shard_GE_3

Evil Empire Construction Massive Fire Shrine – Massive_Fire_Shard_EEC_1
Evil Empire Massive Fire Shrine – Massive_Fire_Shard_EE_1
Evil Empire Construction Extravagant Fire Shrine – Massive_Fire_Shard_EEC_2
Evil Empire Extravagant Fire Shrine – Massive_Fire_Shard_EE_2
Evil Empire Construction Fire Shrine of the Titans - Massive_Fire_Shard_EEC_3
Evil Empire Fire Shrine of the Titans – Massive_Fire_Shard_EE_3

Life Shard Fragment

Neutral – Life_Fragment_0 –

Good Kingdom Construction Miniscule Shrine of Life – Life_Fragment_GKC_1
Good Kingdom Miniscule Shrine of Life – Life_Fragment_GK_1
Good Kingdom Construction Tiny Shrine of Life – Life_Fragment_GKC_2
Good Kingdom Tiny Shrine of Life – Life_Fragment_GK_2
Good Kingdom Construction Minor Shrine of Life - Life_Fragment_GKC_3
Good Kingdom Minor Shrine of Life – Life_Fragment_GK_3

Evil Kingdom Construction Miniscule Shrine of Life – Life_Fragment_EKC_1
Evil Kingdom Miniscule Shrine of Life – Life_Fragment_EK_1
Evil Kingdom Construction Tiny Shrine of Life – Life_Fragment_EKC_2
Evil Kingdom Tiny Shrine of Life – Life_Fragment_EK_2
Evil Kingdom Construction Minor Shrine of Life - Life_Fragment_EKC_3
Evil Kingdom Minor Shrine of Life – Life_Fragment_EK_3

Good Empire Construction Miniscule Shrine of Life – Life_Fragment_GEC_1
Good Empire Miniscule Shrine of Life – Life_Fragment_GE_1
Good Empire Construction Tiny Shrine of Life – Life_Fragment_GEC_2
Good Empire Tiny Shrine of Life – Life_Fragment_GE_2
Good Empire Construction Minor Shrine of Life – Life_Fragment_GEC_3
Good Empire Minor Shrine of Life – Life_Fragment_GE_3

Evil Empire Construction Miniscule Shrine of Life – Life_Fragment_EEC_1
Evil Empire Miniscule Shrine of Life – Life_Fragment_EE_1
Evil Empire Construction Tiny Shrine of Life – Life_Fragment_EEC_2
Evil Empire Tiny Shrine of Life – Life_Fragment_EE_2
Evil Empire Construction Minor Shrine of Life - Life_Fragment_EEC_3
Evil Empire Minor Shrine of Life – Life_Fragment_EE_3

Minor Life Shard

Neutral - Minor_Life_Shard_0

Good Kingdom Construction Minor Shrine of Life – Minor_Life_Shard_GKC_1
Good Kingdom Minor Shrine of Life – Minor_Life_Shard_GK_1
Good Kingdom Construction Miniscule Shrine of Life – Minor_Life_Shard_GKC_2
Good Kingdom Miniscule Shrine of Life – Minor_Life_Shard_GK_2
Good Kingdom Construction Shrine of Life - Minor_Life_Shard_GKC_3
Good Kingdom Shrine of Life – Minor_Life_Shard_GK_3

Evil Kingdom Construction Minor Shrine of Life – Minor_Life_Shard_EKC_1
Evil Kingdom Minor Shrine of Life – Minor_Life_Shard_EK_1
Evil Kingdom Construction Miniscule Shrine of Life – Minor_Life_Shard_EKC_2
Evil Kingdom Miniscule Shrine of Life – Minor_Life_Shard_EK_2
Evil Kingdom Construction Shrine of Life - Minor_Life_Shard_EKC_3
Evil Kingdom Shrine of Life – Minor_Life_Shard_EK_3

Good Empire Construction Minor Shrine of Life – Minor_Life_Shard_GEC_1
Good Empire Minor Shrine of Life – Minor_Life_Shard_GE_1
Good Empire Construction Miniscule Shrine of Life – Minor_Life_Shard_GEC_2
Good Empire Miniscule Shrine of Life – Minor_Life_Shard_GE_2
Good Empire Construction Shrine of Life – Minor_Life_Shard_GEC_3
Good Empire Shrine of Life – Minor_Life_Shard_GE_3

Evil Empire Construction Minor Shrine of Life – Minor_Life_Shard_EEC_1
Evil Empire Minor Shrine of Life – Minor_Life_Shard_EE_1
Evil Empire Construction Miniscule Shrine of Life – Minor_Life_Shard_EEC_2
Evil Empire Miniscule Shrine of Life – Minor_Life_Shard_EE_2
Evil Empire Construction Shrine of Life - Minor_Life_Shard_EEC_3
Evil Empire Shrine of Life – Minor_Life_Shard_EE_3

Average Life Shard

Neutral - Life_Shard_0

Good Kingdom Construction Shrine of Life – Life_Shard_GKC_1
Good Kingdom Shrine of Life – Life_Shard_GK_1
Good Kingdom Construction Greater Shrine of Life – Life_Shard_GKC_2
Good Kingdom Greater Shrine of Life – Life_Shard_GK_2
Good Kingdom Construction Massive Shrine of Life - Life_Shard_GKC_3
Good Kingdom Massive Shrine of Life – Life_Shard_GK_3

Evil Kingdom Construction Shrine of Life – Life_Shard_EKC_1
Evil Kingdom Shrine of Life – Life_Shard_EK_1
Evil Kingdom Construction Greater Shrine of Life – Life_Shard_EKC_2
Evil Kingdom Greater Shrine of Life – Life_Shard_EK_2
Evil Kingdom Construction Massive Shrine of Life - Life_Shard_EKC_3
Evil Kingdom Massive Shrine of Life – Life_Shard_EK_3

Good Empire Construction Shrine of Life – Life_Shard_GEC_1
Good Empire Shrine of Life – Life_Shard_GE_1
Good Empire Construction Greater Shrine of Life – Life_Shard_GEC_2
Good Empire Greater Shrine of Life – Life_Shard_GE_2
Good Empire Construction Massive Shrine of Life – Life_Shard_GEC_3
Good Empire Massive Shrine of Life – Life_Shard_GE_3

Evil Empire Construction Shrine of Life – Life_Shard_EEC_1
Evil Empire Shrine of Life – Life_Shard_EE_1
Evil Empire Construction Greater Shrine of Life – Life_Shard_EEC_2
Evil Empire Greater Shrine of Life – Life_Shard_EE_2
Evil Empire Construction Massive Shrine of Life - Life_Shard_EEC_3
Evil Empire Massive Shrine of Life – Life_Shard_EE_3

Massive Life Shard

Neutral – Massive_Life_Shard_0

Good Kingdom Construction Massive Shrine of Life – Massive_Life_Shard_GKC_1
Good Kingdom Massive Shrine of Life – Massive_Life_Shard_GK_1
Good Kingdom Construction Extravagant Shrine of Life – Massive_Life_Shard_GKC_2
Good Kingdom Extravagant Shrine of Life – Massive_Life_Shard_GK_2
Good Kingdom Construction Titanic Shrine of Life - Massive_Life_Shard_GKC_3
Good Kingdom Titanic Shrine of Life – Massive_Life_Shard_GK_3

Evil Kingdom Construction Massive Shrine of Life – Massive_Life_Shard_EKC_1
Evil Kingdom Massive Shrine of Life – Massive_Life_Shard_EK_1
Evil Kingdom Construction Extravagant Shrine of Life – Massive_Life_Shard_EKC_2
Evil Kingdom Extravagant Shrine of Life – Massive_Life_Shard_EK_2
Evil Kingdom Construction Titanic Shrine of Life - Massive_Life_Shard_EKC_3
Evil Kingdom Titanic Shrine of Life – Massive_Life_Shard_EK_3

Good Empire Construction Massive Shrine of Life – Massive_Life_Shard_GEC_1
Good Empire Massive Shrine of Life – Massive_Life_Shard_GE_1
Good Empire Construction Extravagant Shrine of Life – Massive_Life_Shard_GEC_2
Good Empire Extravagant Shrine of Life – Massive_Life_Shard_GE_2
Good Empire Construction Titanic Shrine of Life – Massive_Life_Shard_GEC_3
Good Empire Titanic Shrine of Life – Massive_Life_Shard_GE_3

Evil Empire Construction Massive Shrine of Life – Massive_Life_Shard_EEC_1
Evil Empire Massive Shrine of Life – Massive_Life_Shard_EE_1
Evil Empire Construction Extravagant Shrine of Life – Massive_Life_Shard_EEC_2
Evil Empire Extravagant Shrine of Life – Massive_Life_Shard_EE_2
Evil Empire Construction Titanic Shrine of Life - Massive_Life_Shard_EEC_3
Evil Empire Titanic Shrine of Life – Massive_Life_Shard_EE_3

Death Shard Fragment

Neutral – Death_Fragment_0 –

Good Kingdom Construction Miniscule Shrine of Death – Death_Fragment_GKC_1
Good Kingdom Miniscule Shrine of Death – Death_Fragment_GK_1
Good Kingdom Construction Tiny Shrine of Death – Death_Fragment_GKC_2
Good Kingdom Tiny Shrine of Death – Death_Fragment_GK_2
Good Kingdom Construction Minor Shrine of Death - Death_Fragment_GKC_3
Good Kingdom Minor Shrine of Death – Death_Fragment_GK_3

Evil Kingdom Construction Miniscule Shrine of Death – Death_Fragment_EKC_1
Evil Kingdom Miniscule Shrine of Death – Death_Fragment_EK_1
Evil Kingdom Construction Tiny Shrine of Death – Death_Fragment_EKC_2
Evil Kingdom Tiny Shrine of Death – Death_Fragment_EK_2
Evil Kingdom Construction Minor Shrine of Death - Death_Fragment_EKC_3
Evil Kingdom Minor Shrine of Death – Death_Fragment_EK_3

Good Empire Construction Miniscule Shrine of Death – Death_Fragment_GEC_1
Good Empire Miniscule Shrine of Death – Death_Fragment_GE_1
Good Empire Construction Tiny Shrine of Death – Death_Fragment_GEC_2
Good Empire Tiny Shrine of Death – Death_Fragment_GE_2
Good Empire Construction Minor Shrine of Death – Death_Fragment_GEC_3
Good Empire Minor Shrine of Death – Death_Fragment_GE_3

Evil Empire Construction Miniscule Shrine of Death – Death_Fragment_EEC_1
Evil Empire Miniscule Shrine of Death – Death_Fragment_EE_1
Evil Empire Construction Tiny Shrine of Death – Death_Fragment_EEC_2
Evil Empire Tiny Shrine of Death – Death_Fragment_EE_2
Evil Empire Construction Minor Shrine of Death - Death_Fragment_EEC_3
Evil Empire Minor Shrine of Death – Death_Fragment_EE_3

Minor Death Shard

Neutral - Minor_Death_Shard_0

Good Kingdom Construction Minor Shrine of Death – Minor_Death_Shard_GKC_1
Good Kingdom Minor Shrine of Death – Minor_Death_Shard_GK_1
Good Kingdom Construction Miniscule Shrine of Death – Minor_Death_Shard_GKC_2
Good Kingdom Miniscule Shrine of Death – Minor_Death_Shard_GK_2
Good Kingdom Construction Shrine of Death - Minor_Death_Shard_GKC_3
Good Kingdom Shrine of Death – Minor_Death_Shard_GK_3

Evil Kingdom Construction Minor Shrine of Death – Minor_Death_Shard_EKC_1
Evil Kingdom Minor Shrine of Death – Minor_Death_Shard_EK_1
Evil Kingdom Construction Miniscule Shrine of Death – Minor_Death_Shard_EKC_2
Evil Kingdom Miniscule Shrine of Death – Minor_Death_Shard_EK_2
Evil Kingdom Construction Shrine of Death - Minor_Death_Shard_EKC_3
Evil Kingdom Shrine of Death – Minor_Death_Shard_EK_3

Good Empire Construction Minor Shrine of Death – Minor_Death_Shard_GEC_1
Good Empire Minor Shrine of Death – Minor_Death_Shard_GE_1
Good Empire Construction Miniscule Shrine of Death – Minor_Death_Shard_GEC_2
Good Empire Miniscule Shrine of Death – Minor_Death_Shard_GE_2
Good Empire Construction Shrine of Death – Minor_Death_Shard_GEC_3
Good Empire Shrine of Death – Minor_Death_Shard_GE_3

Evil Empire Construction Minor Shrine of Death – Minor_Death_Shard_EEC_1
Evil Empire Minor Shrine of Death – Minor_Death_Shard_EE_1
Evil Empire Construction Miniscule Shrine of Death – Minor_Death_Shard_EEC_2
Evil Empire Miniscule Shrine of Death – Minor_Death_Shard_EE_2
Evil Empire Construction Shrine of Death - Minor_Death_Shard_EEC_3
Evil Empire Shrine of Death – Minor_Death_Shard_EE_3

Average Death Shard

Neutral - Death_Shard_0

Good Kingdom Construction Shrine of Death – Death_Shard_GKC_1
Good Kingdom Shrine of Death – Death_Shard_GK_1
Good Kingdom Construction Greater Shrine of Death – Death_Shard_GKC_2
Good Kingdom Greater Shrine of Death – Death_Shard_GK_2
Good Kingdom Construction Massive Shrine of Death - Death_Shard_GKC_3
Good Kingdom Massive Shrine of Death – Death_Shard_GK_3

Evil Kingdom Construction Shrine of Death – Death_Shard_EKC_1
Evil Kingdom Shrine of Death – Death_Shard_EK_1
Evil Kingdom Construction Greater Shrine of Death – Death_Shard_EKC_2
Evil Kingdom Greater Shrine of Death – Death_Shard_EK_2
Evil Kingdom Construction Massive Shrine of Death - Death_Shard_EKC_3
Evil Kingdom Massive Shrine of Death – Death_Shard_EK_3

Good Empire Construction Shrine of Death – Death_Shard_GEC_1
Good Empire Shrine of Death – Death_Shard_GE_1
Good Empire Construction Greater Shrine of Death – Death_Shard_GEC_2
Good Empire Greater Shrine of Death – Death_Shard_GE_2
Good Empire Construction Massive Shrine of Death – Death_Shard_GEC_3
Good Empire Massive Shrine of Death – Death_Shard_GE_3

Evil Empire Construction Shrine of Death – Death_Shard_EEC_1
Evil Empire Shrine of Death – Death_Shard_EE_1
Evil Empire Construction Greater Shrine of Death – Death_Shard_EEC_2
Evil Empire Greater Shrine of Death – Death_Shard_EE_2
Evil Empire Construction Massive Shrine of Death - Death_Shard_EEC_3
Evil Empire Massive Shrine of Death – Death_Shard_EE_3

Massive Death Shard

Neutral – Massive_Death_Shard_0

Good Kingdom Construction Massive Shrine of Death – Massive_Death_Shard_GKC_1
Good Kingdom Massive Shrine of Death – Massive_Death_Shard_GK_1
Good Kingdom Construction Extravagant Shrine of Death – Massive_Death_Shard_GKC_2
Good Kingdom Extravagant Shrine of Death – Massive_Death_Shard_GK_2
Good Kingdom Construction Titanic Shrine of Death - Massive_Death_Shard_GKC_3
Good Kingdom Titanic Shrine of Death – Massive_Death_Shard_GK_3

Evil Kingdom Construction Massive Shrine of Death – Massive_Death_Shard_EKC_1
Evil Kingdom Massive Shrine of Death – Massive_Death_Shard_EK_1
Evil Kingdom Construction Extravagant Shrine of Death – Massive_Death_Shard_EKC_2
Evil Kingdom Extravagant Shrine of Death – Massive_Death_Shard_EK_2
Evil Kingdom Construction Titanic Shrine of Death - Massive_Death_Shard_EKC_3
Evil Kingdom Titanic Shrine of Death – Massive_Death_Shard_EK_3

Good Empire Construction Massive Shrine of Death – Massive_Death_Shard_GEC_1
Good Empire Massive Shrine of Death – Massive_Death_Shard_GE_1
Good Empire Construction Extravagant Shrine of Death – Massive_Death_Shard_GEC_2
Good Empire Extravagant Shrine of Death – Massive_Death_Shard_GE_2
Good Empire Construction Titanic Shrine of Death – Massive_Death_Shard_GEC_3
Good Empire Titanic Shrine of Death – Massive_Death_Shard_GE_3

Evil Empire Construction Massive Shrine of Death – Massive_Death_Shard_EEC_1
Evil Empire Massive Shrine of Death – Massive_Death_Shard_EE_1
Evil Empire Construction Extravagant Shrine of Death – Massive_Death_Shard_EEC_2
Evil Empire Extravagant Shrine of Death – Massive_Death_Shard_EE_2
Evil Empire Construction Titanic Shrine of Death - Massive_Death_Shard_EEC_3
Evil Empire Titanic Shrine of Death – Massive_Death_Shard_EE_3

Metal

Neutral – Metal_0 –

Good Kingdom Construction Shallow Metal Mine – Metal_GKC_1
Good Kingdom Shallow Metal Mine – Metal_GK_1
Good Kingdom Construction Metal Mine – Metal_GKC_2
Good Kingdom Metal Mine – Metal_GK_2
Good Kingdom Construction Deep Metal Mine - Metal_GKC_3
Good Kingdom Deep Metal Mine – Metal_GK_3

Evil Kingdom Construction Shallow Metal Mine – Metal_EKC_1
Evil Kingdom Shallow Metal Mine – Metal_EK_1
Evil Kingdom Construction Metal Mine – Metal_EKC_2
Evil Kingdom Metal Mine – Metal_EK_2
Evil Kingdom Construction Deep Metal Mine - Metal_EKC_3
Evil Kingdom Deep Metal Mine – Metal_EK_3

Good Empire Construction Shallow Metal Mine – Metal_GEC_1
Good Empire Shallow Metal Mine – Metal_GE_1
Good Empire Construction Metal Mine – Metal_GEC_2
Good Empire Metal Mine – Metal_GE_2
Good Empire Construction Deep Metal Mine – Metal_GEC_3
Good Empire Deep Metal Mine – Metal_GE_3

Evil Empire Construction Shallow Metal Mine – Metal_EEC_1
Evil Empire Shallow Metal Mine – Metal_EE_1
Evil Empire Construction Metal Mine – Metal_EEC_2
Evil Empire Metal Mine – Metal_EE_2
Evil Empire Construction Deep Metal Mine - Metal_EEC_3
Evil Empire Deep Metal Mine – Metal_EE_3

Elementium

Neutral – Elementium_0 –

Good Kingdom Construction Shallow Elementium Mine – Elementium_GKC_1
Good Kingdom Shallow Elementium Mine – Elementium_GK_1
Good Kingdom Construction Elementium Mine – Elementium_GKC_2
Good Kingdom Elementium Mine – Elementium_GK_2
Good Kingdom Construction Deep Elementium Mine - Elementium_GKC_3
Good Kingdom Deep Elementium Mine – Elementium_GK_3

Evil Kingdom Construction Shallow Elementium Mine – Elementium_EKC_1
Evil Kingdom Shallow Elementium Mine – Elementium_EK_1
Evil Kingdom Construction Elementium Mine – Elementium_EKC_2
Evil Kingdom Elementium Mine – Elementium_EK_2
Evil Kingdom Construction Deep Elementium Mine - Elementium_EKC_3
Evil Kingdom Deep Elementium Mine – Elementium_EK_3

Good Empire Construction Shallow Elementium Mine – Elementium_GEC_1
Good Empire Shallow Elementium Mine – Elementium_GE_1
Good Empire Construction Elementium Mine – Elementium_GEC_2
Good Empire Elementium Mine – Elementium_GE_2
Good Empire Construction Deep Elementium Mine – Elementium_GEC_3
Good Empire Deep Elementium Mine – Elementium_GE_3

Evil Empire Construction Shallow Elementium Mine – Elementium_EEC_1
Evil Empire Shallow Elementium Mine – Elementium_EE_1
Evil Empire Construction Elementium Mine – Elementium_EEC_2
Evil Empire Elementium Mine – Elementium_EE_2
Evil Empire Construction Deep Elementium Mine - Elementium_EEC_3
Evil Empire Deep Elementium Mine – Elementium_EE_3

Ventri Metal Deposit

Neutral – Ventri_Metal_0 –

Good Kingdom Construction Shallow Ventri Metal Mine – Ventri_Metal_GKC_1
Good Kingdom Shallow Ventri Metal Mine – Ventri_Metal_GK_1
Good Kingdom Construction Ventri Metal Mine – Ventri_Metal_GKC_2
Good Kingdom Ventri Metal Mine – Ventri_Metal_GK_2
Good Kingdom Construction Deep Ventri Metal Mine - Ventri_Metal_GKC_3
Good Kingdom Deep Ventri Metal Mine – Ventri_Metal_GK_3

Evil Kingdom Construction Shallow Ventri Metal Mine – Ventri_Metal_EKC_1
Evil Kingdom Shallow Ventri Metal Mine – Ventri_Metal_EK_1
Evil Kingdom Construction Ventri Metal Mine – Ventri_Metal_EKC_2
Evil Kingdom Ventri Metal Mine – Ventri_Metal_EK_2
Evil Kingdom Construction Deep Ventri Metal Mine - Ventri_Metal_EKC_3
Evil Kingdom Deep Ventri Metal Mine – Ventri_Metal_EK_3

Good Empire Construction Shallow Ventri Metal Mine – Ventri_Metal_GEC_1
Good Empire Shallow Ventri Metal Mine – Ventri_Metal_GE_1
Good Empire Construction Ventri Metal Mine – Ventri_Metal_GEC_2
Good Empire Ventri Metal Mine – Ventri_Metal_GE_2
Good Empire Construction Deep Ventri Metal Mine – Ventri_Metal_GEC_3
Good Empire Deep Ventri Metal Mine – Ventri_Metal_GE_3

Evil Empire Construction Shallow Ventri Metal Mine – Ventri_Metal_EEC_1
Evil Empire Shallow Ventri Metal Mine – Ventri_Metal_EE_1
Evil Empire Construction Ventri Metal Mine – Ventri_Metal_EEC_2
Evil Empire Ventri Metal Mine – Ventri_Metal_EE_2
Evil Empire Construction Deep Ventri Metal Mine - Ventri_Metal_EEC_3
Evil Empire Deep Ventri Metal Mine – Ventri_Metal_EE_3

Iron Ore

Neutral – Iron_0 –

Good Kingdom Construction Shallow Iron Mine – Iron_GKC_1
Good Kingdom Shallow Iron Mine – Iron_GK_1
Good Kingdom Construction Iron Mine – Iron_GKC_2
Good Kingdom Iron Mine – Iron_GK_2
Good Kingdom Construction Deep Iron Mine - Iron_GKC_3
Good Kingdom Deep Iron Mine – Iron_GK_3

Evil Kingdom Construction Shallow Iron Mine – Iron_EKC_1
Evil Kingdom Shallow Iron Mine – Iron_EK_1
Evil Kingdom Construction Iron Mine – Iron_EKC_2
Evil Kingdom Iron Mine – Iron_EK_2
Evil Kingdom Construction Deep Iron Mine - Iron_EKC_3
Evil Kingdom Deep Iron Mine – Iron_EK_3

Good Empire Construction Shallow Iron Mine – Iron_GEC_1
Good Empire Shallow Iron Mine – Iron_GE_1
Good Empire Construction Iron Mine – Iron_GEC_2
Good Empire Iron Mine – Iron_GE_2
Good Empire Construction Deep Iron Mine – Iron_GEC_3
Good Empire Deep Iron Mine – Iron_GE_3

Evil Empire Construction Shallow Iron Mine – Iron_EEC_1
Evil Empire Shallow Iron Mine – Iron_EE_1
Evil Empire Construction Iron Mine – Iron_EEC_2
Evil Empire Iron Mine – Iron_EE_2
Evil Empire Construction Deep Iron Mine - Iron_EEC_3
Evil Empire Deep Iron Mine – Iron_EE_3

Fertile Land

Neutral – Fertile_Land_0 –

Good Kingdom Construction Vegetable Patch – Fertile_Land_GKC_1
Good Kingdom Shallow Vegetable Patch – Fertile_Land_GK_1
Good Kingdom Construction Small Farm – Fertile_Land_GKC_2
Good Kingdom Small Farm – Fertile_Land_GK_2
Good Kingdom Construction Farming Village - Fertile_Land_GKC_3
Good Kingdom Deep Farming Village – Fertile_Land_GK_3

Evil Kingdom Construction Vegetable Patch – Fertile_Land_EKC_1
Evil Kingdom Vegetable Patch – Fertile_Land_EK_1
Evil Kingdom Construction Small Farm – Fertile_Land_EKC_2
Evil Kingdom Small Farm – Fertile_Land_EK_2
Evil Kingdom Construction Farming Village - Fertile_Land_EKC_3
Evil Kingdom Farming Village – Fertile_Land_EK_3

Good Empire Construction Vegetable Patch – Fertile_Land_GEC_1
Good Empire Vegetable Patch – Fertile_Land_GE_1
Good Empire Construction Small Farm – Fertile_Land_GEC_2
Good Empire Small Farm – Fertile_Land_GE_2
Good Empire Construction Farming Village – Fertile_Land_GEC_3
Good Empire Farming Village – Fertile_Land_GE_3

Evil Empire Construction Vegetable Patch – Fertile_Land_EEC_1
Evil Empire Vegetable Patch – Fertile_Land_EE_1
Evil Empire Construction Small Farm – Fertile_Land_EEC_2
Evil Empire Small Farm – Fertile_Land_EE_2
Evil Empire Construction Farming Village - Fertile_Land_EEC_3
Evil Empire Farming Village – Fertile_Land_EE_3

Pumpkin Patch

Neutral – Pumpkin_Patch_0 –

Good Kingdom Construction Small Pumpkin Farm – Pumpkin_Patch_GKC_1
Good Kingdom Shallow Small Pumpkin Farm – Pumpkin_Patch_GK_1
Good Kingdom Construction Pumpkin Farm – Pumpkin_Patch_GKC_2
Good Kingdom Pumpkin Farm – Pumpkin_Patch_GK_2
Good Kingdom Construction Large Pumpkin Farm - Pumpkin_Patch_GKC_3
Good Kingdom Deep Large Pumpkin Farm – Pumpkin_Patch_GK_3

Evil Kingdom Construction Small Pumpkin Farm – Pumpkin_Patch_EKC_1
Evil Kingdom Small Pumpkin Farm – Pumpkin_Patch_EK_1
Evil Kingdom Construction Pumpkin Farm – Pumpkin_Patch_EKC_2
Evil Kingdom Pumpkin Farm – Pumpkin_Patch_EK_2
Evil Kingdom Construction Large Pumpkin Farm - Pumpkin_Patch_EKC_3
Evil Kingdom Large Pumpkin Farm – Pumpkin_Patch_EK_3

Good Empire Construction Small Pumpkin Farm – Pumpkin_Patch_GEC_1
Good Empire Small Pumpkin Farm – Pumpkin_Patch_GE_1
Good Empire Construction Pumpkin Farm – Pumpkin_Patch_GEC_2
Good Empire Pumpkin Farm – Pumpkin_Patch_GE_2
Good Empire Construction Large Pumpkin Farm – Pumpkin_Patch_GEC_3
Good Empire Large Pumpkin Farm – Pumpkin_Patch_GE_3

Evil Empire Construction Small Pumpkin Farm – Pumpkin_Patch_EEC_1
Evil Empire Small Pumpkin Farm – Pumpkin_Patch_EE_1
Evil Empire Construction Pumpkin Farm – Pumpkin_Patch_EEC_2
Evil Empire Pumpkin Farm – Pumpkin_Patch_EE_2
Evil Empire Construction Large Pumpkin Farm - Pumpkin_Patch_EEC_3
Evil Empire Large Pumpkin Farm – Pumpkin_Patch_EE_3

Enriched Land

Neutral – Enriched_Land_0 –

Good Kingdom Construction Vegetable Patch – Enriched_Land_GKC_1
Good Kingdom Shallow Vegetable Patch – Enriched_Land_GK_1
Good Kingdom Construction Small Farm – Enriched_Land_GKC_2
Good Kingdom Small Farm – Enriched_Land_GK_2
Good Kingdom Construction Farming Village - Enriched_Land_GKC_3
Good Kingdom Deep Farming Village – Enriched_Land_GK_3

Evil Kingdom Construction Vegetable Patch – Enriched_Land_EKC_1
Evil Kingdom Vegetable Patch – Enriched_Land_EK_1
Evil Kingdom Construction Small Farm – Enriched_Land_EKC_2
Evil Kingdom Small Farm – Enriched_Land_EK_2
Evil Kingdom Construction Farming Village - Enriched_Land_EKC_3
Evil Kingdom Farming Village – Enriched_Land_EK_3

Good Empire Construction Vegetable Patch – Enriched_Land_GEC_1
Good Empire Vegetable Patch – Enriched_Land_GE_1
Good Empire Construction Small Farm – Enriched_Land_GEC_2
Good Empire Small Farm – Enriched_Land_GE_2
Good Empire Construction Farming Village – Enriched_Land_GEC_3
Good Empire Farming Village – Enriched_Land_GE_3

Evil Empire Construction Vegetable Patch – Enriched_Land_EEC_1
Evil Empire Vegetable Patch – Enriched_Land_EE_1
Evil Empire Construction Small Farm – Enriched_Land_EEC_2
Evil Empire Small Farm – Enriched_Land_EE_2
Evil Empire Construction Farming Village - Enriched_Land_EEC_3
Evil Empire Farming Village – Enriched_Land_EE_3

Twilight Bees

Neutral – Twilight_Bees_0 –

Good Kingdom Construction Small Apiculture – Twilight_Bees_GKC_1
Good Kingdom Shallow Small Apiculture – Twilight_Bees_GK_1
Good Kingdom Construction Apiculture – Twilight_Bees_GKC_2
Good Kingdom Apiculture – Twilight_Bees_GK_2
Good Kingdom Construction Large Apiculture - Twilight_Bees_GKC_3
Good Kingdom Deep Large Apiculture – Twilight_Bees_GK_3

Evil Kingdom Construction Small Apiculture – Twilight_Bees_EKC_1
Evil Kingdom Small Apiculture – Twilight_Bees_EK_1
Evil Kingdom Construction Apiculture – Twilight_Bees_EKC_2
Evil Kingdom Apiculture – Twilight_Bees_EK_2
Evil Kingdom Construction Large Apiculture - Twilight_Bees_EKC_3
Evil Kingdom Large Apiculture – Twilight_Bees_EK_3

Good Empire Construction Small Apiculture – Twilight_Bees_GEC_1
Good Empire Small Apiculture – Twilight_Bees_GE_1
Good Empire Construction Apiculture – Twilight_Bees_GEC_2
Good Empire Apiculture – Twilight_Bees_GE_2
Good Empire Construction Large Apiculture – Twilight_Bees_GEC_3
Good Empire Large Apiculture – Twilight_Bees_GE_3

Evil Empire Construction Small Apiculture – Twilight_Bees_EEC_1
Evil Empire Small Apiculture – Twilight_Bees_EE_1
Evil Empire Construction Apiculture – Twilight_Bees_EEC_2
Evil Empire Apiculture – Twilight_Bees_EE_2
Evil Empire Construction Large Apiculture - Twilight_Bees_EEC_3
Evil Empire Large Apiculture – Twilight_Bees_EE_3

Wild Wheat

Neutral – Wild_Wheat_0 –

Good Kingdom Construction Small Wheat Farm – Wild_Wheat_GKC_1
Good Kingdom Shallow Small Wheat Farm – Wild_Wheat_GK_1
Good Kingdom Construction Wheat Farm – Wild_Wheat_GKC_2
Good Kingdom Wheat Farm – Wild_Wheat_GK_2
Good Kingdom Construction Large Wheat Farm - Wild_Wheat_GKC_3
Good Kingdom Deep Large Wheat Farm – Wild_Wheat_GK_3

Evil Kingdom Construction Small Wheat Farm – Wild_Wheat_EKC_1
Evil Kingdom Small Wheat Farm – Wild_Wheat_EK_1
Evil Kingdom Construction Wheat Farm – Wild_Wheat_EKC_2
Evil Kingdom Wheat Farm – Wild_Wheat_EK_2
Evil Kingdom Construction Large Wheat Farm - Wild_Wheat_EKC_3
Evil Kingdom Large Wheat Farm – Wild_Wheat_EK_3

Good Empire Construction Small Wheat Farm – Wild_Wheat_GEC_1
Good Empire Small Wheat Farm – Wild_Wheat_GE_1
Good Empire Construction Wheat Farm – Wild_Wheat_GEC_2
Good Empire Wheat Farm – Wild_Wheat_GE_2
Good Empire Construction Large Wheat Farm – Wild_Wheat_GEC_3
Good Empire Large Wheat Farm – Wild_Wheat_GE_3

Evil Empire Construction Small Wheat Farm – Wild_Wheat_EEC_1
Evil Empire Small Wheat Farm – Wild_Wheat_EE_1
Evil Empire Construction Wheat Farm – Wild_Wheat_EEC_2
Evil Empire Wheat Farm – Wild_Wheat_EE_2
Evil Empire Construction Large Wheat Farm - Wild_Wheat_EEC_3
Evil Empire Large Wheat Farm – Wild_Wheat_EE_3

Stone Pit

Neutral – Stone_Pit_0 –

Good Kingdom Construction Surface Stone Quarry – Stone_Pit_GKC_1
Good Kingdom Shallow Surface Stone Quarry – Stone_Pit_GK_1
Good Kingdom Construction Stone Quarry – Stone_Pit_GKC_2
Good Kingdom Stone Quarry – Stone_Pit_GK_2
Good Kingdom Construction Deep Stone Quarry - Stone_Pit_GKC_3
Good Kingdom Deep Deep Stone Quarry – Stone_Pit_GK_3

Evil Kingdom Construction Surface Stone Quarry – Stone_Pit_EKC_1
Evil Kingdom Surface Stone Quarry – Stone_Pit_EK_1
Evil Kingdom Construction Stone Quarry – Stone_Pit_EKC_2
Evil Kingdom Stone Quarry – Stone_Pit_EK_2
Evil Kingdom Construction Deep Stone Quarry - Stone_Pit_EKC_3
Evil Kingdom Deep Stone Quarry – Stone_Pit_EK_3

Good Empire Construction Surface Stone Quarry – Stone_Pit_GEC_1
Good Empire Surface Stone Quarry – Stone_Pit_GE_1
Good Empire Construction Stone Quarry – Stone_Pit_GEC_2
Good Empire Stone Quarry – Stone_Pit_GE_2
Good Empire Construction Deep Stone Quarry – Stone_Pit_GEC_3
Good Empire Deep Stone Quarry – Stone_Pit_GE_3

Evil Empire Construction Surface Stone Quarry – Stone_Pit_EEC_1
Evil Empire Surface Stone Quarry – Stone_Pit_EE_1
Evil Empire Construction Stone Quarry – Stone_Pit_EEC_2
Evil Empire Stone Quarry – Stone_Pit_EE_2
Evil Empire Construction Deep Stone Quarry - Stone_Pit_EEC_3
Evil Empire Deep Stone Quarry – Stone_Pit_EE_3

Clay Pit

Neutral – Clay_Pit_0 –

Good Kingdom Construction Small Kiln Shop – Clay_Pit_GKC_1
Good Kingdom Shallow Small Kiln Shop – Clay_Pit_GK_1
Good Kingdom Construction Kiln Shop – Clay_Pit_GKC_2
Good Kingdom Kiln Shop – Clay_Pit_GK_2
Good Kingdom Construction Brick Factory - Clay_Pit_GKC_3
Good Kingdom Deep Brick Factory – Clay_Pit_GK_3

Evil Kingdom Construction Small Kiln Shop – Clay_Pit_EKC_1
Evil Kingdom Small Kiln Shop – Clay_Pit_EK_1
Evil Kingdom Construction Kiln Shop – Clay_Pit_EKC_2
Evil Kingdom Kiln Shop – Clay_Pit_EK_2
Evil Kingdom Construction Brick Factory - Clay_Pit_EKC_3
Evil Kingdom Brick Factory – Clay_Pit_EK_3

Good Empire Construction Small Kiln Shop – Clay_Pit_GEC_1
Good Empire Small Kiln Shop – Clay_Pit_GE_1
Good Empire Construction Kiln Shop – Clay_Pit_GEC_2
Good Empire Kiln Shop – Clay_Pit_GE_2
Good Empire Construction Brick Factory – Clay_Pit_GEC_3
Good Empire Brick Factory – Clay_Pit_GE_3

Evil Empire Construction Small Kiln Shop – Clay_Pit_EEC_1
Evil Empire Small Kiln Shop – Clay_Pit_EE_1
Evil Empire Construction Kiln Shop – Clay_Pit_EEC_2
Evil Empire Kiln Shop – Clay_Pit_EE_2
Evil Empire Construction Brick Factory - Clay_Pit_EEC_3
Evil Empire Brick Factory – Clay_Pit_EE_3

Marble Pit

Neutral – Marble_Pit_0 –

Good Kingdom Construction Surface Marble Quarry – Marble_Pit_GKC_1
Good Kingdom Shallow Surface Marble Quarry – Marble_Pit_GK_1
Good Kingdom Construction Marble Quarry – Marble_Pit_GKC_2
Good Kingdom Marble Quarry – Marble_Pit_GK_2
Good Kingdom Construction Deep Marble Quarry - Marble_Pit_GKC_3
Good Kingdom Deep Deep Marble Quarry – Marble_Pit_GK_3

Evil Kingdom Construction Surface Marble Quarry – Marble_Pit_EKC_1
Evil Kingdom Surface Marble Quarry – Marble_Pit_EK_1
Evil Kingdom Construction Marble Quarry – Marble_Pit_EKC_2
Evil Kingdom Marble Quarry – Marble_Pit_EK_2
Evil Kingdom Construction Deep Marble Quarry - Marble_Pit_EKC_3
Evil Kingdom Deep Marble Quarry – Marble_Pit_EK_3

Good Empire Construction Surface Marble Quarry – Marble_Pit_GEC_1
Good Empire Surface Marble Quarry – Marble_Pit_GE_1
Good Empire Construction Marble Quarry – Marble_Pit_GEC_2
Good Empire Marble Quarry – Marble_Pit_GE_2
Good Empire Construction Deep Marble Quarry – Marble_Pit_GEC_3
Good Empire Deep Marble Quarry – Marble_Pit_GE_3

Evil Empire Construction Surface Marble Quarry – Marble_Pit_EEC_1
Evil Empire Surface Marble Quarry – Marble_Pit_EE_1
Evil Empire Construction Marble Quarry – Marble_Pit_EEC_2
Evil Empire Marble Quarry – Marble_Pit_EE_2
Evil Empire Construction Deep Marble Quarry - Marble_Pit_EEC_3
Evil Empire Deep Marble Quarry – Marble_Pit_EE_3

Fruit Grove

Neutral – Fruit_Grove_0 –

Good Kingdom Construction Small Orchard – Fruit_Grove_GKC_1
Good Kingdom Shallow Small Orchard – Fruit_Grove_GK_1
Good Kingdom Construction Large Orchard – Fruit_Grove_GKC_2
Good Kingdom Large Orchard – Fruit_Grove_GK_2
Good Kingdom Construction Orchard Village - Fruit_Grove_GKC_3
Good Kingdom Deep Orchard Village – Fruit_Grove_GK_3

Evil Kingdom Construction Small Orchard – Fruit_Grove_EKC_1
Evil Kingdom Small Orchard – Fruit_Grove_EK_1
Evil Kingdom Construction Large Orchard – Fruit_Grove_EKC_2
Evil Kingdom Large Orchard – Fruit_Grove_EK_2
Evil Kingdom Construction Orchard Village - Fruit_Grove_EKC_3
Evil Kingdom Orchard Village – Fruit_Grove_EK_3

Good Empire Construction Small Orchard – Fruit_Grove_GEC_1
Good Empire Small Orchard – Fruit_Grove_GE_1
Good Empire Construction Large Orchard – Fruit_Grove_GEC_2
Good Empire Large Orchard – Fruit_Grove_GE_2
Good Empire Construction Orchard Village – Fruit_Grove_GEC_3
Good Empire Orchard Village – Fruit_Grove_GE_3

Evil Empire Construction Small Orchard – Fruit_Grove_EEC_1
Evil Empire Small Orchard – Fruit_Grove_EE_1
Evil Empire Construction Large Orchard – Fruit_Grove_EEC_2
Evil Empire Large Orchard – Fruit_Grove_EE_2
Evil Empire Construction Orchard Village - Fruit_Grove_EEC_3
Evil Empire Orchard Village – Fruit_Grove_EE_3

Wild Horses

Neutral – Wild_Horses_0 –

Good Kingdom Construction Small Horse Farm – Wild_Horses_GKC_1
Good Kingdom Shallow Small Horse Farm – Wild_Horses_GK_1
Good Kingdom Construction Horse Farm – Wild_Horses_GKC_2
Good Kingdom Horse Farm – Wild_Horses_GK_2
Good Kingdom Construction Champion Horse Farm - Wild_Horses_GKC_3
Good Kingdom Deep Champion Horse Farm – Wild_Horses_GK_3

Evil Kingdom Construction Small Horse Farm – Wild_Horses_EKC_1
Evil Kingdom Small Horse Farm – Wild_Horses_EK_1
Evil Kingdom Construction Horse Farm – Wild_Horses_EKC_2
Evil Kingdom Horse Farm – Wild_Horses_EK_2
Evil Kingdom Construction Champion Horse Farm - Wild_Horses_EKC_3
Evil Kingdom Champion Horse Farm – Wild_Horses_EK_3

Good Empire Construction Small Horse Farm – Wild_Horses_GEC_1
Good Empire Small Horse Farm – Wild_Horses_GE_1
Good Empire Construction Horse Farm – Wild_Horses_GEC_2
Good Empire Horse Farm – Wild_Horses_GE_2
Good Empire Construction Champion Horse Farm – Wild_Horses_GEC_3
Good Empire Champion Horse Farm – Wild_Horses_GE_3

Evil Empire Construction Small Horse Farm – Wild_Horses_EEC_1
Evil Empire Small Horse Farm – Wild_Horses_EE_1
Evil Empire Construction Horse Farm – Wild_Horses_EEC_2
Evil Empire Horse Farm – Wild_Horses_EE_2
Evil Empire Construction Champion Horse Farm - Wild_Horses_EEC_3
Evil Empire Champion Horse Farm – Wild_Horses_EE_3

Wild Wargs

Neutral – Wild_Wargs_0 –

Good Kingdom Construction Small Warg Kennels – Wild_Wargs_GKC_1
Good Kingdom Shallow Small Warg Kennels – Wild_Wargs_GK_1
Good Kingdom Construction Warg Kennels – Wild_Wargs_GKC_2
Good Kingdom Warg Kennels – Wild_Wargs_GK_2
Good Kingdom Construction Champion Warg Kennels - Wild_Wargs_GKC_3
Good Kingdom Deep Champion Warg Kennels – Wild_Wargs_GK_3

Evil Kingdom Construction Small Warg Kennels – Wild_Wargs_EKC_1
Evil Kingdom Small Warg Kennels – Wild_Wargs_EK_1
Evil Kingdom Construction Warg Kennels – Wild_Wargs_EKC_2
Evil Kingdom Warg Kennels – Wild_Wargs_EK_2
Evil Kingdom Construction Champion Warg Kennels - Wild_Wargs_EKC_3
Evil Kingdom Champion Warg Kennels – Wild_Wargs_EK_3

Good Empire Construction Small Warg Kennels – Wild_Wargs_GEC_1
Good Empire Small Warg Kennels – Wild_Wargs_GE_1
Good Empire Construction Warg Kennels – Wild_Wargs_GEC_2
Good Empire Warg Kennels – Wild_Wargs_GE_2
Good Empire Construction Champion Warg Kennels – Wild_Wargs_GEC_3
Good Empire Champion Warg Kennels – Wild_Wargs_GE_3

Evil Empire Construction Small Warg Kennels – Wild_Wargs_EEC_1
Evil Empire Small Warg Kennels – Wild_Wargs_EE_1
Evil Empire Construction Warg Kennels – Wild_Wargs_EEC_2
Evil Empire Warg Kennels – Wild_Wargs_EE_2
Evil Empire Construction Champion Warg Kennels - Wild_Wargs_EEC_3
Evil Empire Champion Warg Kennels – Wild_Wargs_EE_3

Crystal Crag

Neutral – Crystal_Crag_0 –

Good Kingdom Construction Surface Crystal Mine – Crystal_Crag_GKC_1
Good Kingdom Shallow Surface Crystal Mine – Crystal_Crag_GK_1
Good Kingdom Construction Crystal Mine – Crystal_Crag_GKC_2
Good Kingdom Crystal Mine – Crystal_Crag_GK_2
Good Kingdom Construction Deep Crystal Mine - Crystal_Crag_GKC_3
Good Kingdom Deep Deep Crystal Mine – Crystal_Crag_GK_3

Evil Kingdom Construction Surface Crystal Mine – Crystal_Crag_EKC_1
Evil Kingdom Surface Crystal Mine – Crystal_Crag_EK_1
Evil Kingdom Construction Crystal Mine – Crystal_Crag_EKC_2
Evil Kingdom Crystal Mine – Crystal_Crag_EK_2
Evil Kingdom Construction Deep Crystal Mine - Crystal_Crag_EKC_3
Evil Kingdom Deep Crystal Mine – Crystal_Crag_EK_3

Good Empire Construction Surface Crystal Mine – Crystal_Crag_GEC_1
Good Empire Surface Crystal Mine – Crystal_Crag_GE_1
Good Empire Construction Crystal Mine – Crystal_Crag_GEC_2
Good Empire Crystal Mine – Crystal_Crag_GE_2
Good Empire Construction Deep Crystal Mine – Crystal_Crag_GEC_3
Good Empire Deep Crystal Mine – Crystal_Crag_GE_3

Evil Empire Construction Surface Crystal Mine – Crystal_Crag_EEC_1
Evil Empire Surface Crystal Mine – Crystal_Crag_EE_1
Evil Empire Construction Crystal Mine – Crystal_Crag_EEC_2
Evil Empire Crystal Mine – Crystal_Crag_EE_2
Evil Empire Construction Deep Crystal Mine - Crystal_Crag_EEC_3
Evil Empire Deep Crystal Mine – Crystal_Crag_EE_3

Scenic View

Neutral – Scenic_View_0 –

Good Kingdom Construction Small Park – Scenic_View_GKC_1
Good Kingdom Shallow Small Park – Scenic_View_GK_1
Good Kingdom Construction Large Preserve – Scenic_View_GKC_2
Good Kingdom Large Preserve – Scenic_View_GK_2
Good Kingdom Construction Natural Wonder - Scenic_View_GKC_3
Good Kingdom Deep Natural Wonder – Scenic_View_GK_3

Evil Kingdom Construction Small Park – Scenic_View_EKC_1
Evil Kingdom Small Park – Scenic_View_EK_1
Evil Kingdom Construction Large Preserve – Scenic_View_EKC_2
Evil Kingdom Large Preserve – Scenic_View_EK_2
Evil Kingdom Construction Natural Wonder - Scenic_View_EKC_3
Evil Kingdom Natural Wonder – Scenic_View_EK_3

Good Empire Construction Small Park – Scenic_View_GEC_1
Good Empire Small Park – Scenic_View_GE_1
Good Empire Construction Large Preserve – Scenic_View_GEC_2
Good Empire Large Preserve – Scenic_View_GE_2
Good Empire Construction Natural Wonder – Scenic_View_GEC_3
Good Empire Natural Wonder – Scenic_View_GE_3

Evil Empire Construction Small Park – Scenic_View_EEC_1
Evil Empire Small Park – Scenic_View_EE_1
Evil Empire Construction Large Preserve – Scenic_View_EEC_2
Evil Empire Large Preserve – Scenic_View_EE_2
Evil Empire Construction Natural Wonder - Scenic_View_EEC_3
Evil Empire Natural Wonder – Scenic_View_EE_3

Oasis

Neutral – Oasis_0 –

Good Kingdom Construction Small Farm – Oasis_GKC_1
Good Kingdom Shallow Small Farm – Oasis_GK_1
Good Kingdom Construction Irrigated Farm – Oasis_GKC_2
Good Kingdom Irrigated Farm – Oasis_GK_2
Good Kingdom Construction Farming Village - Oasis_GKC_3
Good Kingdom Deep Farming Village – Oasis_GK_3

Evil Kingdom Construction Small Farm – Oasis_EKC_1
Evil Kingdom Small Farm – Oasis_EK_1
Evil Kingdom Construction Irrigated Farm – Oasis_EKC_2
Evil Kingdom Irrigated Farm – Oasis_EK_2
Evil Kingdom Construction Farming Village - Oasis_EKC_3
Evil Kingdom Farming Village – Oasis_EK_3

Good Empire Construction Small Farm – Oasis_GEC_1
Good Empire Small Farm – Oasis_GE_1
Good Empire Construction Irrigated Farm – Oasis_GEC_2
Good Empire Irrigated Farm – Oasis_GE_2
Good Empire Construction Farming Village – Oasis_GEC_3
Good Empire Farming Village – Oasis_GE_3

Evil Empire Construction Small Farm – Oasis_EEC_1
Evil Empire Small Farm – Oasis_EE_1
Evil Empire Construction Irrigated Farm – Oasis_EEC_2
Evil Empire Irrigated Farm – Oasis_EE_2
Evil Empire Construction Farming Village - Oasis_EEC_3
Evil Empire Farming Village – Oasis_EE_3

Refugee Camp

Neutral – Refugee_Camp_0 –

Good Kingdom Construction Small Village – Refugee_Camp_GKC_1
Good Kingdom Shallow Small Village – Refugee_Camp_GK_1
Good Kingdom Construction Village – Refugee_Camp_GKC_2
Good Kingdom Village – Refugee_Camp_GK_2
Good Kingdom Construction Large Village - Refugee_Camp_GKC_3
Good Kingdom Deep Large Village – Refugee_Camp_GK_3

Evil Kingdom Construction Small Village – Refugee_Camp_EKC_1
Evil Kingdom Small Village – Refugee_Camp_EK_1
Evil Kingdom Construction Village – Refugee_Camp_EKC_2
Evil Kingdom Village – Refugee_Camp_EK_2
Evil Kingdom Construction Large Village - Refugee_Camp_EKC_3
Evil Kingdom Large Village – Refugee_Camp_EK_3

Good Empire Construction Small Village – Refugee_Camp_GEC_1
Good Empire Small Village – Refugee_Camp_GE_1
Good Empire Construction Village – Refugee_Camp_GEC_2
Good Empire Village – Refugee_Camp_GE_2
Good Empire Construction Large Village – Refugee_Camp_GEC_3
Good Empire Large Village – Refugee_Camp_GE_3

Evil Empire Construction Small Village – Refugee_Camp_EEC_1
Evil Empire Small Village – Refugee_Camp_EE_1
Evil Empire Construction Village – Refugee_Camp_EEC_2
Evil Empire Village – Refugee_Camp_EE_2
Evil Empire Construction Large Village - Refugee_Camp_EEC_3
Evil Empire Large Village – Refugee_Camp_EE_3

Gold Deposit

Neutral – Gold_Deposit_0 –

Good Kingdom Construction Surface Gold Mine – Gold_Deposit_GKC_1
Good Kingdom Shallow Surface Gold Mine – Gold_Deposit_GK_1
Good Kingdom Construction Shallow Gold Mine – Gold_Deposit_GKC_2
Good Kingdom Shallow Gold Mine – Gold_Deposit_GK_2
Good Kingdom Construction Deep Gold Mine - Gold_Deposit_GKC_3
Good Kingdom Deep Deep Gold Mine – Gold_Deposit_GK_3

Evil Kingdom Construction Surface Gold Mine – Gold_Deposit_EKC_1
Evil Kingdom Surface Gold Mine – Gold_Deposit_EK_1
Evil Kingdom Construction Shallow Gold Mine – Gold_Deposit_EKC_2
Evil Kingdom Shallow Gold Mine – Gold_Deposit_EK_2
Evil Kingdom Construction Deep Gold Mine - Gold_Deposit_EKC_3
Evil Kingdom Deep Gold Mine – Gold_Deposit_EK_3

Good Empire Construction Surface Gold Mine – Gold_Deposit_GEC_1
Good Empire Surface Gold Mine – Gold_Deposit_GE_1
Good Empire Construction Shallow Gold Mine – Gold_Deposit_GEC_2
Good Empire Shallow Gold Mine – Gold_Deposit_GE_2
Good Empire Construction Deep Gold Mine – Gold_Deposit_GEC_3
Good Empire Deep Gold Mine – Gold_Deposit_GE_3

Evil Empire Construction Surface Gold Mine – Gold_Deposit_EEC_1
Evil Empire Surface Gold Mine – Gold_Deposit_EE_1
Evil Empire Construction Shallow Gold Mine – Gold_Deposit_EEC_2
Evil Empire Shallow Gold Mine – Gold_Deposit_EE_2
Evil Empire Construction Deep Gold Mine - Gold_Deposit_EEC_3
Evil Empire Deep Gold Mine – Gold_Deposit_EE_3

Wild Game

Neutral – Wild_Game_0 –

Good Kingdom Construction Small Hunting Ground – Wild_Game_GKC_1
Good Kingdom Shallow Small Hunting Ground – Wild_Game_GK_1
Good Kingdom Construction Established Hunting Preserve – Wild_Game_GKC_2
Good Kingdom Established Hunting Preserve – Wild_Game_GK_2

Evil Kingdom Construction Small Hunting Ground – Wild_Game_EKC_1
Evil Kingdom Small Hunting Ground – Wild_Game_EK_1
Evil Kingdom Construction Established Hunting Preserve – Wild_Game_EKC_2
Evil Kingdom Established Hunting Preserve – Wild_Game_EK_2

Good Empire Construction Small Hunting Ground – Wild_Game_GEC_1
Good Empire Small Hunting Ground – Wild_Game_GE_1
Good Empire Construction Established Hunting Preserve – Wild_Game_GEC_2
Good Empire Established Hunting Preserve – Wild_Game_GE_2

Evil Empire Construction Small Hunting Ground – Wild_Game_EEC_1
Evil Empire Small Hunting Ground – Wild_Game_EE_1
Evil Empire Construction Established Hunting Preserve – Wild_Game_EEC_2
Evil Empire Established Hunting Preserve – Wild_Game_EE_2

Lost Library

Neutral – Lost_Library_0 –

Good Kingdom Construction Archeological Dig – Lost_Library_GKC_1
Good Kingdom Shallow Archeological Dig – Lost_Library_GK_1
Good Kingdom Construction Restored Library – Lost_Library_GKC_2
Good Kingdom Restored Library – Lost_Library_GK_2
Good Kingdom Construction Extravagant Library - Lost_Library_GKC_3
Good Kingdom Extravagant Library – Lost_Library_GK_3

Evil Kingdom Construction Archeological Dig – Lost_Library_EKC_1
Evil Kingdom Archeological Dig – Lost_Library_EK_1
Evil Kingdom Construction Restored Library – Lost_Library_EKC_2
Evil Kingdom Restored Library – Lost_Library_EK_2
Evil Kingdom Construction Extravagant Library - Lost_Library_EKC_3
Evil Kingdom Extravagant Library – Lost_Library_EK_3

Good Empire Construction Archeological Dig – Lost_Library_GEC_1
Good Empire Archeological Dig – Lost_Library_GE_1
Good Empire Construction Restored Library – Lost_Library_GEC_2
Good Empire Restored Library – Lost_Library_GE_2
Good Empire Construction Extravagant Library – Lost_Library_GEC_3
Good Empire Extravagant Library – Lost_Library_GE_3

Evil Empire Construction Archeological Dig – Lost_Library_EEC_1
Evil Empire Archeological Dig – Lost_Library_EE_1
Evil Empire Construction Restored Library – Lost_Library_EEC_2
Evil Empire Restored Library – Lost_Library_EE_2
Evil Empire Construction Extravagant Library - Lost_Library_EEC_3
Evil Empire Extravagant Library – Lost_Library_EE_3

Ancient Temple

Neutral – Ancient_Temple_0 –

Good Kingdom Construction Archeological Dig – Ancient_Temple_GKC_1
Good Kingdom Shallow Archeological Dig – Ancient_Temple_GK_1
Good Kingdom Construction Restored Temple – Ancient_Temple_GKC_2
Good Kingdom Restored Temple – Ancient_Temple_GK_2
Good Kingdom Construction Extravagant Temple - Ancient_Temple_GKC_3
Good Kingdom Extravagant Temple – Ancient_Temple_GK_3

Evil Kingdom Construction Archeological Dig – Ancient_Temple_EKC_1
Evil Kingdom Archeological Dig – Ancient_Temple_EK_1
Evil Kingdom Construction Restored Temple – Ancient_Temple_EKC_2
Evil Kingdom Restored Temple – Ancient_Temple_EK_2
Evil Kingdom Construction Extravagant Temple - Ancient_Temple_EKC_3
Evil Kingdom Extravagant Temple – Ancient_Temple_EK_3

Good Empire Construction Archeological Dig – Ancient_Temple_GEC_1
Good Empire Archeological Dig – Ancient_Temple_GE_1
Good Empire Construction Restored Temple – Ancient_Temple_GEC_2
Good Empire Restored Temple – Ancient_Temple_GE_2
Good Empire Construction Extravagant Temple – Ancient_Temple_GEC_3
Good Empire Extravagant Temple – Ancient_Temple_GE_3

Evil Empire Construction Archeological Dig – Ancient_Temple_EEC_1
Evil Empire Archeological Dig – Ancient_Temple_EE_1
Evil Empire Construction Restored Temple – Ancient_Temple_EEC_2
Evil Empire Restored Temple – Ancient_Temple_EE_2
Evil Empire Construction Extravagant Temple - Ancient_Temple_EEC_3
Evil Empire Extravagant Temple – Ancient_Temple_EE_3

Old Growth Forest

Neutral – Old_Growth_Forest_0 –

Good Kingdom Construction Small Timber Camp – Old_Growth_Forest_GKC_1
Good Kingdom Shallow Small Timber Camp – Old_Growth_Forest_GK_1
Good Kingdom Construction Large Timber Camp – Old_Growth_Forest_GKC_2
Good Kingdom Large Timber Camp – Old_Growth_Forest_GK_2
Good Kingdom Construction Timber Mill - Old_Growth_Forest_GKC_3
Good Kingdom Timber Mill – Old_Growth_Forest_GK_3

Evil Kingdom Construction Small Timber Camp – Old_Growth_Forest_EKC_1
Evil Kingdom Small Timber Camp – Old_Growth_Forest_EK_1
Evil Kingdom Construction Large Timber Camp – Old_Growth_Forest_EKC_2
Evil Kingdom Large Timber Camp – Old_Growth_Forest_EK_2
Evil Kingdom Construction Timber Mill - Old_Growth_Forest_EKC_3
Evil Kingdom Timber Mill – Old_Growth_Forest_EK_3

Good Empire Construction Small Timber Camp – Old_Growth_Forest_GEC_1
Good Empire Small Timber Camp – Old_Growth_Forest_GE_1
Good Empire Construction Large Timber Camp – Old_Growth_Forest_GEC_2
Good Empire Large Timber Camp – Old_Growth_Forest_GE_2
Good Empire Construction Timber Mill – Old_Growth_Forest_GEC_3
Good Empire Timber Mill – Old_Growth_Forest_GE_3

Evil Empire Construction Small Timber Camp – Old_Growth_Forest_EEC_1
Evil Empire Small Timber Camp – Old_Growth_Forest_EE_1
Evil Empire Construction Large Timber Camp – Old_Growth_Forest_EEC_2
Evil Empire Large Timber Camp – Old_Growth_Forest_EE_2
Evil Empire Construction Timber Mill - Old_Growth_Forest_EEC_3
Evil Empire Timber Mill – Old_Growth_Forest_EE_3

Ogre Village

Neutral – Ogre_Village_0 –

Good Kingdom Construction Ogre Camp – Ogre_Village_GKC_1
Good Kingdom Shallow Ogre Camp – Ogre_Village_GK_1
Good Kingdom Construction Ogre Village – Ogre_Village_GKC_2
Good Kingdom Ogre Village – Ogre_Village_GK_2
Good Kingdom Construction Ogre City - Ogre_Village_GKC_3
Good Kingdom Deep Ogre City – Ogre_Village_GK_3

Evil Kingdom Construction Ogre Camp – Ogre_Village_EKC_1
Evil Kingdom Ogre Camp – Ogre_Village_EK_1
Evil Kingdom Construction Ogre Village – Ogre_Village_EKC_2
Evil Kingdom Ogre Village – Ogre_Village_EK_2
Evil Kingdom Construction Ogre City - Ogre_Village_EKC_3
Evil Kingdom Ogre City – Ogre_Village_EK_3

Good Empire Construction Ogre Camp – Ogre_Village_GEC_1
Good Empire Ogre Camp – Ogre_Village_GE_1
Good Empire Construction Ogre Village – Ogre_Village_GEC_2
Good Empire Ogre Village – Ogre_Village_GE_2
Good Empire Construction Ogre City – Ogre_Village_GEC_3
Good Empire Ogre City – Ogre_Village_GE_3

Evil Empire Construction Ogre Camp – Ogre_Village_EEC_1
Evil Empire Ogre Camp – Ogre_Village_EE_1
Evil Empire Construction Ogre Village – Ogre_Village_EEC_2
Evil Empire Ogre Village – Ogre_Village_EE_2
Evil Empire Construction Ogre City - Ogre_Village_EEC_3
Evil Empire Ogre City – Ogre_Village_EE_3

Spider Nest

Neutral – Spider_Nest_0 –

Good Kingdom Construction Spider Nest – Spider_Nest_GKC_1
Good Kingdom Spider Nest – Spider_Nest_GK_1
Good Kingdom Construction Spider Haven – Spider_Nest_GKC_2
Good Kingdom Spider Haven – Spider_Nest_GK_2

Good Empire Construction Spider Nest – Spider_Nest_GEC_1
Good Empire Spider Nest – Spider_Nest_GE_1
Good Empire Construction Spider Haven – Spider_Nest_GEC_2
Good Empire Spider Haven – Spider_Nest_GE_2

Umberdroth Pack

Neutral – Umberdroth_Pack_0 –

Evil Kingdom Construction Small Umberdroth Kennels – Umberdroth_Pack_EKC_1
Evil Kingdom Small Umberdroth Kennels – Umberdroth_Pack_EK_1
Evil Kingdom Construction Umberdroth Kennels – Umberdroth_Pack_EKC_2
Evil Kingdom Umberdroth Kennels – Umberdroth_Pack_EK_2
Evil Kingdom Construction Champion Umberdroth Kennels - Umberdroth_Pack_EKC_3
Evil Kingdom Champion Umberdroth Kennels – Umberdroth_Pack_EK_3

Evil Empire Construction Small Umberdroth Kennels – Umberdroth_Pack_EEC_1
Evil Empire Small Umberdroth Kennels – Umberdroth_Pack_EE_1
Evil Empire Construction Umberdroth Kennels – Umberdroth_Pack_EEC_2
Evil Empire Umberdroth Kennels – Umberdroth_Pack_EE_2
Evil Empire Construction Champion Umberdroth Kennels - Umberdroth_Pack_EEC_3
Evil Empire Champion Umberdroth Kennels – Umberdroth_Pack_EE_3

Shrill Hive

Neutral – Shrill_Hive_0 –

Good Kingdom Construction Shrill Kennels – Shrill_Hive_GKC_1
Good Kingdom Shrill Kennels – Shrill_Hive_GK_1
Good Kingdom Construction Shrill Colony – Shrill_Hive_GKC_2
Good Kingdom Shrill Colony – Shrill_Hive_GK_2

Good Empire Construction Shrill Kennels – Shrill_Hive_GEC_1
Good Empire Shrill Kennels – Shrill_Hive_GE_1
Good Empire Construction Shrill Colony – Shrill_Hive_GEC_2
Good Empire Shrill Colony – Shrill_Hive_GE_2

Darkling Camp

Neutral – Darkling_Village_0 –

Evil Kingdom Construction Darkling Village – Darkling_Village_EKC_1
Evil Kingdom Darkling Village – Darkling_Village_EK_1
Evil Kingdom Construction Darkling City – Darkling_Village_EKC_2
Evil Kingdom Darkling City – Darkling_Village_EK_2
Evil Kingdom Construction Darkling Fortress - Darkling_Village_EKC_3
Evil Kingdom Darkling Fortress – Darkling_Village_EK_3

Evil Empire Construction Darkling Village – Darkling_Village_EEC_1
Evil Empire Darkling Village – Darkling_Village_EE_1
Evil Empire Construction Darkling City – Darkling_Village_EEC_2
Evil Empire Darkling City – Darkling_Village_EE_2
Evil Empire Construction Darkling Fortress - Darkling_Village_EEC_3
Evil Empire Darkling Fortress – Darkling_Village_EE_3

Drath Village

Neutral – Drath_Village_0 –

Good Kingdom Construction Drath Village – Drath_Village_GKC_1
Good Kingdom Drath Village – Drath_Village_GK_1
Good Kingdom Construction Drath City – Drath_Village_GKC_2
Good Kingdom Drath City – Drath_Village_GK_2
Good Kingdom Construction Drath Fortress - Drath_Village_GKC_3
Good Kingdom Drath Fortress – Drath_Village_GK_3

Good Empire Construction Drath Village – Drath_Village_GEC_1
Good Empire Drath Village – Drath_Village_GE_1
Good Empire Construction Drath City – Drath_Village_GEC_2
Good Empire Drath City – Drath_Village_GE_2
Good Empire Construction Drath Fortress - Drath_Village_GEC_3
Good Empire Drath Fortress – Drath_Village_GE_3

Drota Enclave

Neutral – Drota_Enclave_0 –

Evil Kingdom Construction Drota Enclave – Drota_Enclave_EKC_1
Evil Kingdom Drota Enclave – Drota_Enclave_EK_1
Evil Kingdom Construction Drota Capital – Drota_Enclave_EKC_2
Evil Kingdom Drota Capital – Drota_Enclave_EK_2

Evil Empire Construction Drota Enclave – Drota_Enclave_EEC_1
Evil Empire Drota Enclave – Drota_Enclave_EE_1
Evil Empire Construction Drota Capital – Drota_Enclave_EEC_2
Evil Empire Drota Capital – Drota_Enclave_EE_2

Dragon Roost

Neutral – Dragon_Roost_0 –

Good Kingdom Construction Dragon Roost – Dragon_Roost_GKC_1
Good Kingdom Shallow Dragon Roost – Dragon_Roost_GK_1

Good Empire Construction Dragon Roost – Dragon_Roost_GEC_1
Good Empire Dragon Roost – Dragon_Roost_GE_1

Demon Gate

Neutral – Demon_Gate_0 –

Evil Kingdom Construction Restored Demon Gate – Demon_Gate_EKC_1
Evil Kingdom Restored Demon Gate – Demon_Gate_EK_1
Evil Kingdom Construction Ancient Demon Gate – Demon_Gate_EKC_2
Evil Kingdom Ancient Demon Gate – Demon_Gate_EK_2
Evil Kingdom Construction Dread Demon Gate - Demon_Gate_EKC_3
Evil Kingdom Dread Demon Gate – Demon_Gate_EK_3

Evil Empire Construction Restored Demon Gate – Demon_Gate_EEC_1
Evil Empire Restored Demon Gate – Demon_Gate_EE_1
Evil Empire Construction Ancient Demon Gate – Demon_Gate_EEC_2
Evil Empire Ancient Demon Gate – Demon_Gate_EE_2
Evil Empire Construction Dread Demon Gate - Demon_Gate_EEC_3
Evil Empire Dread Demon Gate – Demon_Gate_EE_3

Magic

Magic Schools:

- Air
- Water
- Fire
- Earth
- Life
- Death

Specialty Schools:

- Air + Water = Ice
- Air + Water + Fire = Storms
- Water + Earth + Death = Shadow
- Fire + Air + Life = Light
- Earth + Fire + Water + Life = Terraforming
- Earth + Fire + Death = Destruction

Master Schools:

- Terraforming + Ice + Light = Morrigan
- Destruction + Storms + Shadow = Curgan
- Destruction + Terraforming + Ice = Kir-Tion
- Ice + Storms + Death = Tandis

Hidden School:

- Morrigan + Curgan + Kir-Tion + Tandis = Draginol

Mana:
Each shard will produce it's own type of mana, and each spell depending on the school it uses will use a specific type or a combination of types to cast.

The reason behind this is because right now, people complain about mana being both too plentiful and not specialized enough. If I have an earth shard, it shouldn't just add power to existing spells. It should unlock those spells in their entirety. So there will be six types of mana that can accumulate depending on the shards you control.

Along with this, shard fragments will be plentiful while larger shards will not be. This way people can sometimes ensure they have all types, even if they accumulate slowly.

Air

Name	Level	Effect	Duration (Turns)	Strategic	Air	Earth	Fire	Water	Life	Death
Gust	1	-1 Acc on Target	1		5	0	0	0	0	0
Blast	3	Damage Target – 3 + (Air Shard x 2)	Instant		15	0	0	0	0	0
Blow	2	-1 AP on Target	2		10	0	0	0	0	0
Breeze	1	+ 1 Acc on Target	2		5	0	0	0	0	0
Burst	2	+ 2 AP on Target	1		10	0	0	0	0	0
Flurry	3	-1 Acc on Enemy Army	3		15	0	0	0	0	0
Gale	4	-1 AP on Enemy Army	4		20	0	0	0	0	0
Second Wind	4	+1 AP on Allied Army	4		20	0	0	0	0	0
Whirlwind	5	Scatters and Damages Units – Damage is 3 + (Air Shard x 3)	Instant	X	25	0	0	0	0	0
Breath	2	+ 1 AP on Target	2		10	0	0	0	0	0
Haste	2	+ 2 Movement on Target + 1 AP on Target	Forever – Blessing	X	10/1	0	0	0	0	0
Greater Haste	5	+ 3 Movement on Target + 2 AP on Target	Forever – Blessing	X	25/5	0	0	0	0	0
Summon Air Elemental	3	Summons Air elemental to fight for caster for 15 turns, can only be cast once every 30 turns.	25	X	30	0	0	0	0	0
Control Winds	3	Blows back enemy unit by 3 tiles and damages – 5 + Air Shards.	Instant		15	0	0	0	0	0

Earth

Name	Level	Effect	Duration (Turns)	Strategic	Air	Earth	Fire	Water	Life	Death
Dust	1	-1 Acc and -1 Dodge on Local Target	1		0	5	0	0	0	0
Hail of Gravel	1	Damage Local Target – 3 + (3 X Earth Shard)	Instant		0	5	0	0	0	0
Mud	1	-1 AP on Local Target	2		0	5	0	0	0	0
Stone Form	2	+4 Defense on Local target	3		0	10	0	0	0	0
Move Earth	4	Damage Enemy Army – 3 + (4 X Earth Shard)	Instant		0	20	0	0	0	0
Earthquake	5	-3 Movement on Enemy Army	1	X	0	25	0	0	0	0
Shatter	5	-(20 + (2 X Earth Shard)) Defense	5		0	25	0	0	0	0
Impale	3	Damage Target – 5 + (5 X Earth Shard)	Instant		0	15	0	0	0	0
Soften	4	-(4 + Earth Shards) Defense on Target	Forever - Curse	X	0	20/4	0	0	0	0
Harden	4	+(4 + Earth Shards) Defense on Target	Forever - Blessing	X	0	20/4	0	0	0	0
Summon Earth Elemental	4	Summons earth elemental to fight for caster for 15 turns, can only be cast every 30 turns.	15	X	0	35	0	0	0	0

Fire

Name	Level	Effect	Duration (Turns)	Strategic	Air	Earth	Fire	Water	Life	Death
Sear	1	4 + Fire Shard Damage to Local Target -1 Acc to Local target	Instant, 1		0	0	5	0	0	0
Cinder	1	2 + (2 X Fire Shard) Damage to Enemy Army	Instant	X	0	0	5	0	0	0
Flame	2	3 + (2 X Fire Shard) Damage to Local Target	Instant		0	0	10	0	0	0
Ball of Fire	3	3 + (3 X Fire Shard) Damage to Targets in Area	Instant		0	0	15	0	0	0
Inferno	4	3 + (3 X Fire Shard) Damage to Enemy Army	Instant		0	0	20	0	0	0
Conflagration	5	5 + (5 X Fire Shard) Damage to Enemy Army	Instant	X	0	0	25	0	0	0
Engulf	3	1 + (2 X Fire Shard) Damage to Enemy Army	Instant		0	0	15	0	0	0
Wall of Smoke	2	+ 4 Dodge on Allied Army	5		0	0	10	0	0	0
Slow Burn	3	1 + Fire Shards Damage/Turn	Instant, 10		0	0	15	0	0	0
Combust	4	5 + (5 X Fire Shards) Damage to Local Target	Instant		0	0	20	0	0	0
Boiling Blood	5	1 + Fire Shards Damage/Turn on Target	Forever, Curse	X	0	0	25/5	0	0	0
Titan's Forge	5	Target City creates units in 10% less time.	Forever, Blessing	X	0	0	25/5	0	0	0
Summon Fire Elemental	5	Summons fire elemental to fight for caster for 15 turns, can only be cast once every 30 turns.	15	X	0	0	40	0	0	0

Water

Name	Level	Effect	Duration (Turns)	Strategic	Air	Earth	Fire	Water	Life	Death
Drench	1	-2 + Water Shards Attack on Local Target	2 Turns		0	0	0	5	0	0
Torrent	3	-3 + (2 X Water Shards) Attack on Target	4 Turns		0	0	0	15	0	0
Spray	1	-2 + Water Shards Defense on Local Target	2 Turns		0	0	0	5	0	0
Flash Flood	3	-3 + (2 X Water Shards) Defense on Target	4 Turns		0	0	0	15	0	0
Irrigate	4	+25% Food Production in City	Forever - Blessing	X	0	0	0	20/2	0	0
Drought	4	-25% Food Production in City	Forever - Curse	X	0	0	0	20/2	0	0
Tsunami	5	5 + (5 X Water Shards) Damage to Target Army	Instant	X	0	0	0	25	0	0
Dround	3	10 + (2 X Water Shards) Damage on Target	Instant		0	0	0	15	0	0
Rust	2	-2 + Water Shards Attack on Target -2 + Water Shards Defense on Target	Forever - Curse	X	0	0	0	10/1	0	0
Summon Water Elemental	3	Summons water elemental to fight for caster for 15 turns, can only be cast once every 30 turns.	15	X	0	0	0	30	0	0

Life

Name	Level	Effect	Duration (Turns)	Strategic	Air	Earth	Fire	Water	Life	Death
Heal	2	+5 + Life Shards HP on Target	Instant		0	0	0	10	0	0
Cure	2	+8 + (2 X Life Shards) HP on Target	Instant		0	0	0	10	0	0
Counter Heal	3	+ 2 + Life Shards HP/Turn on Target	5		0	0	0	15	0	0
Health	3	+3 + Life Shards Constitution	Forever, Blessing	X	0	0	0	15/3	0	0
Greater Health	5	+ 5 + (2 X Life Shards) Constitution	Forever, Blessing	X	0	0	0	25/5	0	0
Mass Heal	5	+10 + (3 X Life Shards) HP on Allied Army	Instant		0	0	0	25	0	0
Close Wounds	4	+5 + (5 X Life Shards) HP on Targets in Area	Instant		0	0	0	20	0	0
Healing Rest	4	-2 AP +5 + (2x Life Shards) HP/Turn on Target	5		0	0	0	20	0	0
Healing Touch	1	+5 + Life Shards HP on Local Target	Instant		0	0	0	5	0	0

Death

Name	Level	Effect	Duration (Turns)	Strategic	Air	Earth	Fire	Water	Life	Death
Curse	1	-1 ACC, -1 Defense, -1 Attack, -1 AP, -1 Dodge, -3 Constitution to Local target	5		0	0	0	0	0	5
Mass Curse	3	-1 ACC, -1 Defense, -1 Attack, -1 AP, -1 Dodge, -3 Constitution to Enemy Army	5		0	0	0	0	0	15
Mortality	2	-25% Constitution to Target	10		0	0	0	0	0	10
End	5	25 + (10 X Death Shard) Damage to Target	Instant		0	0	0	0	0	25
Plague	2	5 + Death Shards Damage/Turn	10		0	0	0	0	0	10
Greater Curse	3	-3 ACC, -3 Defense, -5 Attack, -2 AP, -3 Dodge, -3 Constitution to Local target	10		0	0	0	0	0	15
Curse of Ages	5	-3 ACC, -3 Defense, -5 Attack, -2 AP, -3 Dodge, -3 Constitution to Enemy Army	10		0	0	0	0	0	25
Fear	1	-2 AP, -2 Movement to Enemy Army	Forever, Curse	X	0	0	0	0	0	5/.5
Reap	4	20 + (5 X Death Shard) Damage to Local Target	Instant		0	0	0	0	0	20

Ice

Name	Level	Effect	Duration (Turns)	Strategic	Air	Earth	Fire	Water	Life	Death
Frost	6	25% chance target loses next 3 turns -2 AP. 2 + (4X Water Shards) Damage 2 + (4X Air Shards) Damage	Insant/3		30	0	0	30	0	0
Freeze	5	35% Chance target loses next 3 turns, -2 AP.	3		25	0	0	25	0	0
Icecicle	3	2 + (2X Water Shards) Damage 2 + (2X Air Shards) Damage	Instant		15	0	0	15	0	0
Chill	4	20% Chance target loses next 3 turns, -1 AP.	Instant/3		20	0	0	20	0	0
Lance of Ice	5	5 + (2X Water Shards) Damage 5 + (2X Air Shards) Damage	Instant		25	0	0	25	0	0
Ice Armor	6	+30 Defense -1 Movement -1 AP	Permenant (Blessing/Curse)	X	30/6	0	0	30/6	0	0
Winter's Embrace	9	75% Chance target loses next 5 turns. 5 + (2 X Water Shard) Damage per turn 5 + (2 X Air Shard) Damage per turn	5		45	0	0	45	0	0
Hail	7	Targets tiles within 2 of target 5 + (2 X Air Shard) Damage 5 + (2 X Water Shard) Damage	Instant		35	0	0	35	0	0
Avalanche	10	Targets tiles within 1 of target 5 + (4 X Air Shard) Damage 5 + (4 X Water Shard) Damage	Instant/ Remainder of Battle		50	0	0	50	0	0

		Tiles affected slow units by 33% for remainder of battle. Can only be cast once per 5 turns.								
Summon Ice Elemental	9	Summons Ice elemental to fight for caster for 15 turns, can only be cast once every 40 turns.	15	X	60	0	0	60	0	0

Storms

Name	Level	Effect	Duration (Turns)	Strategic	Air	Earth	Fire	Water	Life	Death
Lightning Bolt	3	2 + (3 X Fire Shard) Damage 2 + (3 X Air Shard) Damage 2 + (3 X Water Shard) Damage	Instant		15	0	15	15	0	0
Storm of Vengance	8	Affects tiles within 2 of target. 4 + (3 X Fire Shard) Damage 4 + (3 X Air Shard) Damage 4 + (3 X Water Shard) Damage Can only be cast once per 5 turns.	Instant		40	0	40	40	0	0
Hurricane	10	Affects tiles within 2 of target Scatters armies Destroys forests Causes 2 + (2 X Fire Shard) Damage 2 + (2 X Air Shard) Damage 2 + (2 X Water Shard) Damage to any units caught in storm. Can only be cast once per 100 turns.	Instant	X	50	0	50	50	0	0
Greater Whirlwind	7	Scatters and Damages Units – 2 + (3 X Fire Shard) Damage 2 + (3 X Air Shard) Damage 2 + (3 X Water Shard) Damage Can only be cast once per 30 turns.	Instant	X	35	0	35	35	0	0
Arch of Lightning	4	Affects units within 1 of target. 2 + (2 X Fire Shard) Damage 2 + (2 X Air Shard) Damage 2 + (2 X Water Shard) Damage	Instant		20	0	20	20	0	0
Binding Winds	6	Affects enemy army	5		30	0	30	30	0	0

		-35% Accuracy -2 AP 5% chance of lost turn								
Lightning Storm	9	Affects enemy army 2 + (2 X Fire Shard) Damage 2 + (2 X Air Shard) Damage 2 + (2 X Water Shard) Damage	Instant		45	0	45	45	0	0
Static Discharge	6	Affects Ally Army + 1 AP + 10 Attack Power on Counterattack	5		30	0	30	30	0	0
Summon Storm Elemental	10	Summons storm elemental to fight for caster for 10 turns. Can only be cast once every 30 turns.	10	X	60	0	60	60	0	0

Shadow

Name	Level	Effect	Duration (Turns)	Strategic	Air	Earth	Fire	Water	Life	Death
Darkness	5									
Blindness	3									
Madness	9									
Paranoia	4									
Teleport	8									
Blink	8									
Disturb	6									
Summon Demon	7									
Summon Fiend	10									

Light

Name	Level	Effect	Duration (Turns)	Strategic	Air	Earth	Fire	Water	Life	Death
Brilliance	3									
Courage	4									
Banish	5									
Flame of Life	6									
Greater Courage	7									
Summon Guardian	9									
Protector of the Weak	10									
Promise of Peace	8									

Terraforming

Name	Level	Effect	Duration (Turns)	Strategic	Air	Earth	Fire	Water	Life	Death
Level Terrain	6									
Lower Terrain	7									
Water's Bane	5									
Summon Mountain	9									
Shatter Mountain	10									
Part the Seas	10									
Raise Terrain	8									

Destruction

Name	Level	Effect	Duration (Turns)	Strategic	Air	Earth	Fire	Water	Life	Death
Disintegrate	9									
Harm	4									
Implosion	5									
Destroy	10									
Penetrate	7									
Weaken	6									
Upheaval	8									
Ruin	9									

Morrigan

Name	Level	Effect	Duration (Turns)	Strategic	Air	Earth	Fire	Water	Life	Death
Irresistable Dance	11	Target loses next 3 turns. Target -10 to dodge								
Elemental Ray	13	Spell has a range of 6 2 + (2 X Fire Shard) Damage 2 + (2 X Air Shard) Damage 2 + (2 X Earth Shard) Damage 2 + (2 X Water Shard) Damage 2 + (2 X Life Shard) Damage 2 + (2 X Death Shard) Damage								
Elemental Wall	12	Creates tile that inflicts damage on crossing: 2 + (2 X Fire Shard) Damage 2 + (2 X Air Shard) Damage 2 + (2 X Earth Shard) Damage 2 + (2 X Water Shard) Damage 2 + (2 X Life Shard) Damage 2 + (2 X Death Shard) Damage								
Black Tentacles	14	5 + (5 X Death Shard) Damage Target loses next 3 turns.								
Evan's Spiked Tentacles of Forced Intrusion (Hope you get the reference <3)	15	-10 Dodge -50 Defense 10 + (10 X Death Shard) Damage Fear effect causes target to have 75% chance of losing next ten consecutive turns.								

Kir-Tion

Name	Level	Effect	Duration (Turns)	Strategic	Air	Earth	Fire	Water	Life	Death
Seeds of Fire	11	Creates several random squares that inflict 5 + (10 X Fire Shard) Damage upon crossing and have a 50% chance of inflicting (5 X Fire Shard) Damage each of the next 5 turns.								
Seeds of Entanglement	12	Creates several random squares that inflict 5 + (2 X Earth Shard) Damage upon crossing and have a 50% chance of the crosser losing their next 3 turns.								
Sown Doom	13	Creates several random squares that inflict 10 + (10 X Death Shard) damage upon crossing.								
Blood Ritual	15	Converts 25 Population to 100 Death Mana								

Curgan

Name	Level	Effect	Duration (Turns)	Strategic	Air	Earth	Fire	Water	Life	Death
Summon Horde	12	Creates an army of 12 mid-armored Darklings to do the caster's bidding for 12 turns. Can only be cast once every twenty five turns.								
Willing Sacrifice	15	Converts 25 Population to 100 Life Mana								
Animate Dead	14	Creates an army of 12 heavy armored wraiths to do the caster's bidding for 6 turns. Can only be cast once every twenty five turns.								
Elemental Blast	13	Blasts an area within 2 tiles with: 2 + (4 X Fire Shard) Damage 2 + (4 X Air Shard) Damage 2 + (4 X Earth Shard) Damage 2 + (4 X Water Shard) Damage 2 + (4 X Life Shard) Damage 2 + (4 X Death Shard) Damage Can only be cast once per 5 turns.								

Tandis

Name	Level	Effect	Duration (Turns)	Strategic	Air	Earth	Fire	Water	Life	Death
Spell Immunity	14	Grants full spell immunity for 5 turns, can only cast once per battle.								
Damage Immunity	15	+ 500 Defense for 2 turns, can only cast once per battle.								
Shade	13	Summons a powerful shade to fight for the caster for 4 turns. Can only be cast once every twenty five turns.								

Dragonil

Name	Level	Effect	Duration (Turns)	Strategic	Air	Earth	Fire	Water	Life	Death
Stop Time	21	Enemy army loses next four turns of combat, can only be cast once per battle.								
Manifest Destiny	23	Teleport caster and army anywhere that has been explored – Can only cast once per 100 turns.								
Gate	24	Summons Tandis, Kir-Tion, Curgan, and Morrigan to fight for the caster for 8 turns – Can only be cast once per 250 turns.								
Spell of Mastery	25	Summon the entirety of magic to the caster's dominion – Victory.								

Because of the script-ability or lack thereof, my previous mod did not come to fruition. But I plan on implementing at least some of the ideas into this mod:

Legatus Legionis

Sometimes a handful of peasants just can't do the job of taming the wilds. That's where Legatus Legionis comes in.
Due to the centuries of war and the ensuing cataclysm in Elemental, it stands to reason that more was lost than just the standard practices of metal working and blade forging. Centuries of war breed economies and societies dedicated to war, as those that did not follow such tides would be overwhelmed for the mere sake of survival.
As such, it is my goal to bring a form of legion to the world of Elemental. I've not modded for years, but this is something that seems to be missing in such a world. Legions were extremely effective, as were other professional and uniform groups such as phalanx armies.
The initial versions of this mod will be accomplishing the following goals:
Create base equipment for legions:
-Kits that add aditional combat, movement, health, and other bonuses due to the efficiency of uniform unit combat
-Also, the kits will allow the creation of a special sub-settlement, a legion camp.
-The legion camp will allow for frontier fortification.
-The camp will generate a minor ammount of income to counter-act the cost of fielding a standing army, as a way of balancing out the differences in cost between running a mobile force and a stationary force without having to delve deeply into game mechanics.
-The camp will act much like the fortification, in that when units break camp, the camp disolves.
-Gladius blade and other pieces of legion equipment with varying stats and uses, in an attempt to encourage players to create balanced and uniform forces.
-One thought I had was:
-Create a gladius and shield combo that work well together*, and then a two-handed phalanx spear (i.e. uber long spear) that can attack units two squares away but not within one square**. This would mean that you could create a line of gladius/shield fighers with a phalanx line behind them, where the legionairies in front

would be a shield wall to the phalanx in the back, who would have weaker defenses but greater offenses.
*(Perhaps a gladius that adds combat speed but removes defenses due to shortness and a shield that removes the speed bonus but adds the defenses, as Stardock seems to have forgotten that the hilt of a sword or lack thereof is a great defense mechanic that can make or break a combatant. Certainly, a dagger is faster than a sword and can add combat speed, but to have the sword wielder and dagger wielder have the same defense score is rediculous)
**(I'm not certain how this would be done, animation and game mechanically speaking, but I'm sure there's a way.)
-Specialized equipment based on legion ranks that would grant various bonuses, which could be given to soveriegn/champion units or soldier units. Morale bonuses, etc.
Tech tree additions and changes:
-Rename the unit strength descriptors (i.e. Shock troops/zealots) to legion ranks (Velites, Hastati, Principes, Triarii) (Well not necissarily ranks - Velites were poorer citizens who couldn't afford their own gear, hastati were fresh soldiers, principes were in their prime, and triarii were veterans)
-Rename group descriptors (i.e. raid) to things like cohort, century, etc.
-Change text relating to various changes
-Add legion kit research as well as research for various other legion-related items
-Add legion camp research
And for fun:
-Add a new faction to the game with romanized architecture, units, and names
-Possibly create some AI tweaks that causes the AI to fight with legions
-Create new locations and quests built around legion equipment, perhaps finding an old history book that could be deciphered would map out the hows and whys of a legion camp and unit standardization, etc.
-Add Romanized armor graphics and emblems
-Add new siege equipment
-Add new text for the quotes on unit cards
-Picket line ability - Basically a unit that is fortified but set for auto-retreat, that advanced scouts would have through the scouts kit. I think auto-retreat is already in the game somewhere so I may not have to worry about it.
Unit wise, it will all be up to the player either way, as I know I generally rarely use the pre-created units, and

generally retire them all and create my own. However, the most basic units will be included to be unlocked from research.
Primarily, the only unit creation I'd be looking for initially would be:
-Engineer
-Unit that could create roads from city to city like a carivan, but would be able to defend itself on its journey and would not be used up to create the road.
-Also would be able to create permenant legion camps (Forts) that would act as minor towns, generating a single resource as well as some coin due to increased trade to the outpost.
-Would also be able to create roads to these permenant legion camps.
Current status:
Item list/stats in progress (Minus phalanx spear)
Legion camp tile created
Researching tech tree related xml
Researching fortification related xml (For creation of legion camp)
If anyone wants to help, let me know. I'm more than happy to create the whole mod myself, but it'll be slow coming due to my lack of recent experience.
Also, if anyone has any suggestions, feel free to list them here.