

Veridia Tactics



Lore book



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History

The following is a dialogue, between two fictional characters, exploring a part of Veridia's history.

There was a knock at the door. The old wizard looked up from the book he was reading. «Come in.»

A young girl entered the room. «Good morning teacher!» she said, smiling.

Duncan spoke, slightly surprised. «You're not late today, Ellen.»

The girl took a seat at the desk, in front of the teacher. «Miss Octavia prepared cherry tart for today's breakfast; I ate only two slices... I don't like cherries.»

Duncan cleared his throat. «So, Ellen, I suppose you've read the book that I gave you for studying»

«Ehm...a little» said Ellen; the teacher made his angry look, which should frighten apprentices, but it makes them laugh instead. The girl continued to speak, trying to hide a chuckle. «I was expecting the manual of my first spell, not a history book.»

«As I told you,» the mage made a small pause «before we start with the spells we have to put at least a trace of culture in your little head.»

«But the others started right away with the magic! History is boring.» Ellen made an annoyed face.

«The other kids have already studied history at school.» Duncan answered promptly. «From a certain point of view, you're right, history is often a boring topic. But remember, we aren't talking about a tale here: it doesn't have to be interesting. The events of the past were experienced by thousands of people, they shaped their lives and, consequently, also our own. Now, you should tell me what you've learned from the book.»

Ellen gave up and began her speech. «In the beginning, humans lived in the western part of Veridia. At that time there were only the reigns of Cerunia and Lyr.»

«Truth be told, Luminia existed too, although its territory was much smaller than today. It was the capital district of Cerunia.» The teacher corrected her. «You can continue.»

«Rasantis and Lyr were ruled by the same king. In those lands, one day, people began to use magic.»

The teacher interrupted her again. «You should be careful, Ellen. This is not the official version, the one taught in schools. The Council does not like legends telling that magic wasn't created in Cerunia. »

«What is written in the book seem to be much more than a simple legend. Who do you believe is right?» Ellen asked.

«The author has given his interpretation of the facts. Books don't contain always the truth. Unfortunately, many documents and manuscripts were lost.»

«You mean the Council destroyed them?»

«I won't go so far as saying they did it. And you shouldn't either.» Replied the mage. «Let's move to the next chapter now. Do you remember what happened in the fifth century?»

«Of course, it's easy» said happily Ellen. "Religion started to spread throughout Veridia. Then the nobles made some agreement to unify their domains and thus the empire was born.»

«Yes, more or less. You've summed up a century's events in a sentence. I guess you skipped the part telling how they chose the first emperor.» Ellen nodded. «It 's a long story, one day I will explain it to you. Well, we can go ahead with the next topic.»

The young girl took a moment to regain her train of thought. «For two centuries the empire expanded its borders; people moved to Izalea, built outposts in Faragar and began to discover new lands beyond the sea.»

«Which lands?» asked Duncan. Ellen hesitated a moment and answered Xanas, but the teacher pointed out her mistake immediately. «No dear, Xanas was discovered only in 1043, by the great navigator Rolac, who also discovered the last Aegos Island. However, during the fall of the empire, there was the colonization of Belusa.»

«I didn't understand why the empire was dismantled.» Ellen asked, showing her curiosity.

Duncan gave her a long explanation. «We could stay here for hours discussing the matter, but the underlying reason is simple. People weren't ready to take that big step, yet. It's only thanks to the Church's strong influence and power if the empire existed for over two centuries. With time, the nobles began to care more for their interests and less for the well being of the empire; they wanted to break free from their obligations, they wanted independence at all costs. The situation soon escalated and conflicts led to riots. And as you may have read, the last emperor was deposed. Do you have any questions?»

Ellen nodded. «How did Rasantis and Lyr ended up as two different countries?»

It was clear to the old wizard that his pupil must have skipped a few pages too many. «We must take a step back to understand the whole story. Immediately after the fall of the empire, the Coucil took over Cerunia and put a king on the throne. In the meantime, a relative of the last emperor conquered Lyr and Rasantis by force.

These two strong powers thus sought to annex Luminia; since an open war would have been detrimental to both, they decided to secretly support the small nobles already fighting in the peninsula.»

«And whichever noble would have won, he was obligated to repay his benefactor.» observed Ellen.

«Exactly» said Duncan. «But things turned out differently from what they expected. The Church had no intention of losing their temporal power, by becoming a subject of an external power, so they did all they could to promote the independence of Luminia.

Cerunia was the first to abandon the struggle. It happened when the mage knights discovered and opposed the secret involvement of the Council in the war.»

«Now I understand why there's a rift between the Council and the mage knights.»
«This is one of the main reasons.» The mage took a deep breath. «What was I saying? Ah... the king of Lyr. He died shortly after; the kingdom was divided between his two sons: the oldest inherited Lyr and the youngest Rasantis. Sadly, the latter died in the very same year. Rasantis fell into a chaos from which it hasn't still fully recovered. The older brother and his heirs struggled to hold off the riots in their territories; it was impossible for them trying to reunite Rasantis. Meanwhile, the outer lands were abandoned to their fate. Izarea reached a peaceful balance, its citizens worked together to build new cities and roads. Belusa continued to expand to the east. Finally, the Psychic Order led Faragar and turned it into a powerful country.»

«What a mess.» Ellen protested. «Why is so hard for people to cooperate?»
«You are still young and optimistic. A few years from now, you'll be able to understand. Adults seems to be locked up in their own beliefs instead to be open to different point of views. We feel safer this way, because we think to be surrounded by potential enemies rather than potential friends. Let's move on to the next chapter, it's getting late.»

«Yeah, I'm getting hungry!» Ellen has not yet learned to keep these thought to herself. «In the ninth century there was the great orc invasion. All the tribes came together and attacked Belusa. Fortunately, the knights of Izalea and Luminia took the initiative and created an army of volunteers, called the Lions' Army, and drove off the orcs from the human lands.»

Duncan continued the story. «Soldiers and magicians from all Veridia joined the army. The human counter offensive was very successful, but the Orders decided to stop before reaching the orc's villages. Their decision was heavily criticized; many said that orders were at fault for letting the orcs survive.»

«How could they criticize the only ones to help Belusa?» said Ellen.

«The big kingdoms tried to used this excuse to divert the public's attention from the fact that they did nothing. And somehow they succeeded. As a result, the Orders lost prestige, which gave way to a phase of decline, especially in Izalea. Do you remember what happened there shortly after?»

Ellen replied promptly, «The wizard prodigy Xeleth left the council and went to Izalea, where he invented the magitech. The latter soon spread throughout the region, changing it profoundly.»

«Correct.» said Duncan. «Although today magitech is not widespread, contrary to what Xeleth foresaw.»

«And it's a good thing or a bad thing?» Asked the student.

Duncan gave her a quick answer. «Definitely a bad thing. Those technologies could be very useful in any place, especially if they could stop developing only weapons.»

«We're done , right? The book didn't go beyond this point»

«Yes, we have finished today's lesson» said the teacher.

Ellen got up from her seat saying: «tomorrow we'll start with the first spell, right?»
Duncan smiled.

Luminia

Representative democracy. The country is divided in regions with a local administration. Nobles don't possess political power anymore, their titles have only an historical and cultural weight. Religion cults, instead, hold significant lands and power.

Lately, the people's life style is changing fast from what it used to be. Trade is the new frontier and not few individuals start to question the religious authorities' influence.

Units

Assassin

Chaotic, mercenary

Equipment: daggers, darts, light armor

If you want someone eliminated, hire an assassin. Professional and discrete, for the right price they will get the job done.

Bishop

Lawful

Equipment: staff, clothes

Very important religious authority and often the head of the cult in a town. Bishops are very knowledgeable both in theology and in magic.

Blood Knight

Neutral

Equipment: mace, shield, medium-heavy armor

Blood knights are members of an ancient order born before the Empire's days. They keep a close relationship with the Church, often aiding bishops in matters of politics and military.

City guard

Lawful

Equipment: sword, shield, medium armor

Citizens need protection from criminals. Guards do their best to keep the streets safe and to enforce the law.

Exorcist

Lawful

Equipment: staff, clothes

Exorcists are a special force of the church, carefully trained to deal with unnatural creatures such as undeads and possessed animals.

Healer

Lawful

Equipment: staff, clothes

Healers are specialized in curative magic; they are kind individuals that help the people in need.

Mage inquisitor

Lawful

Equipment: wand, dagger, clothes

Magic is a delicate tool; some people may try to develop twisted, hazardous spells. The inquisitors search and arrest these spiteful persons.

Cerunia

Puppet monarchy completely influenced by mages associations and the local knight order.

People live in big cities separated by vast rural zones. Life in those cities is very unique due to the heavy influence of magic.

Often, there are conflicts between mages schools that recommend isolationism and other schools pushing for expanding their affairs outside the borders.

Units

Archmage

Neutral

Equipment: staff, clothes

Archmage is a very prestigious title. Only the wizards with immense talent and flawless preparation are nominated archmages. Not more than a few exists in all the world.

Fire witch

Neutral

Equipment: staff, clothes

In the last centuries elemental schools have flourished. Witches with an affinity to flames are the most common ones.

Ice witch

Neutral

Equipment: wand, dagger, clothes

The school of ice used to be looked down until not long ago. After ice mages have proven their worth over and over again, they have now the respect they deserve.

Mage knight

Neutral

Equipment: sword, light-medium armor

The order of mage knights is powerful, not only in Cerunia, but in all western Veridia. It's not uncommon for the order to be at odds with the magic society. The latter sees the knights as intruders, unworthy of being called mages; in return, the knights consider wizards self-centered and unethical.

Thunder wizard

Neutral

Equipment: wand, dagger, clothes

Thunder wizards like to be the protagonists. Always ahead in research and first to go out in the field. Other mages say that their attitude makes them the most willing to break the rules to gain power.

Warden captain

Lawful

Equipment: sword, shield, heavy armor, magic sigils

Wardens are the armed force with the duty of protecting the magic society and its interests. The captain is an experienced warrior, well armed and equipped with powerful sigils.

Warden lieutenant

Lawful

Equipment: rapier, medium armor, magic sigils

Warden lieutenants are the officers in charge of the less important tasks. Sadly, their superiors often ignore their opinions, but still everybody knows that lieutenants are vital to the organization.

Warden sergeant

Lawful

Equipment: mace, shield, medium armor, magic sigils

Sergeants are near the bottom of the Wardens' gerarchy. Nevertheless, sergeants are well trained and equipped with precious and useful sigils.

Water witch

Neutral

Equipment: wand, dagger, clothes

The water element is the less suited for spells and so the corresponding school is the least important. Usually, only the less brilliant wizards ends up there.

Lyr

Centralized monarchy with a council that assists the king and represents the aristocracy. The latter is very proud of their traditions. Usually nobles don't manage lands but serve the crown as warriors or advisors.

The west border is a wild natural area almost independent from the realm. A large part of the council supports the realm's right to claim the northern neighbours states.

Units

Aristocrat

Lawful

Equipment: rapier, wand, clothes

Aristocrats are members of the upper class. They have a broad education, spanning from arts to politics, including self defence teachings such as fencing and rudiments of magic.

Battlemage

Lawful

Equipment: battlestaff, medium armor

Normally mages prefer to remain far away from the battlefields. Battlemages are the exception: not only they are able to cast spells in the heat of the battle, their military skills are on par with the ones of professional soldiers.

Chain crossbowman

Neutral

Equipment: chain crossbow, light-medium armor

Expert users of a unique kind of crossbow capable of shooting bolts at an incredible rate of fire. In the past they served exclusively in the army, however in the present days many try their luck as soldiers of fortune.

Defender of the wilderness

Neutral

Equipment: blessed sword, blessed shield, blessed armor

These men have an intimate relationship with nature. It is said that they can, in some way,

communicate with trees and animals. This may be speculations, what's real is that their weapons and armors are made of simple wood but result, surprisingly, harder than steel.

Druid

Neutral

Equipment: staff, clothes

Druids decided to take distance from the modern, unnatural magic teachings, and to dedicate themselves to a more genuine kind of wizardry.

Guardian of Thaar

Lawful

Equipment: runic lance, heavy armor

Elite combatants dedicated to the defence of Thaar, an ancient fortress on the border with Cerunia. Shaped by a long training and by Thaar's rich traditions, they are unwielding and loyal to the task.

Noble swordsman

Lawful

Equipment: sword, shield, heavy armor

These nobles renounced to their privileges and now serve the realm as warriors. Fearless and honorable, they are ready to sacrifice themselves for the country.

Rasantis

The territory is divided between numerous independent realms ruled by nobles and more often than not in war with each other.

Alliances are formed and dissolved very easily; intrigues and political plots are everyday occurrences.

Units

Condottiero

Neutral, mercenary

Equipment: great sword, heavy armor

Leader of a mercenary company or fearsome lonely soldier, his price will be very high. And usually he's worth every coin he takes.

Remember to don't trust him completely: as Rasantis nobles know well, true loyalty cannot be bought.

Halberdier

Lawful

Equipment: halberd, medium-heavy armor

Armored infantry skilled in the use of the halberd. Rumour has it that one halberdier is worth two normal soldiers.

Marksman

Neutral

Equipment: bow, short sword, light armor

He's a master with the bow and his skills are renowned everywhere. Rarely member of an elite squadron, he's more often seen at archery tournaments.

Mercenary crossbowman

Neutral, mercenary

Equipment: crossbow, sword, medium armor

Ranged weapons are powerful, even against armor, and are invaluable to a good army. It's not surprising that experienced crossbowmans, gifted with good aim, can make good money as soldiers of fortune.

Sellsword

Chaotic, mercenary

Equipment: longsword, medium armor

In Rasantis, it's very easy to spot a sellsword. These tough soldiers are hired by rich persons as bodyguards or by local lords as reinforcement for their army.

Street fighter

Chaotic

Equipment: clothes

In slums and in the big cities' poorest streets, fights are a common occurrence. Some people grow addicted to fighting while others must do it for their survival; these men are much tougher than the normal citizens.

Izarea

Oligarchy of the council members, composed entirely of sages. There are trusted officers to attend local issues. But almost all decisions are made by the council, therefore keeping a very strong sense of centrality.

Magitech technology advances rapidly and it's causing the abandonment of old values, history, traditions by the majority of the population. Many minorities refuse the new policies and life quality seems to decrease in spite of the former progress.

Units

Magitech gunner

Neutral

Equipment: magi-rifle, light-medium armor

The gunners are specialized in long range warfare. With the brutal strength of a magi-rifle and an ample crystals tank, they are a big presence on the battlefield.

Magitech infantry

Neutral

Equipment: gunsword, light-medium armor

The backbone of the magitech armies. Armed with a sword/rifle hybrid weapon, they are effective both in long range engagements and in close quarters combat.

Magitech interceptor

Neutral

Equipment: flamethrower, metal jab

Fast and agile mechanized troop. It trades ranged capability for a reinforced structure and a powerful flamethrower designed to fight both humans and machines.

Magitech sentinel

Neutral

Equipment: magi-cannon, metal claw

The sentinel is one of the most advanced magi-golems in existence. It has an humanoid shape and it's heavily armored; it's trademark weapon is the special designed cannon mounted in the arm.

Magitech walker

Neutral

Equipment: magi-pistols

Walkers are fast moving magi-golems designed to support human troops; they are completely automated and respond to basic instructions. Two pistols are a simple and yet powerful equipment.

Mechanic

Neutral

Equipment: magi-pistol, crystals tank, light armor

Magitech troops needs constant maintenance. The mechanics have the duty of repairing damaged weapons and golems. In battle, they supply crystals to the allies in need.

Time Knight

Chaotic

Equipment: sword, light armor

Time knights were once respected and admired in Izarea. Nowadays, people consider them just a shadow of the past.

However, the order is still very active; while it's true that it has lost its influence on the country's politics, the order is involved in numerous secret operations.

Faragar

The territory is under the direct control of the local knight order. State level policies are decided by the head of the Order. Commoners can take lower responsibility positions, at best. The concept of classical nobility is antagonized.

The scarcity of many necessary resources brings a strong need for trade with foreign countries. The south-est border is heavily patrolled to prevent invasions.

Units

Disciple of the Feral path

Neutral

Equipment: clothes

A disciple knows enough to be able to understand the principles of the path, however he still needs his mentor's advices to advance further.

Follower of the Feral path

Neutral

Equipment: clothes

When a disciple completes its training, he's awarded the title of follower. He can choose to remain in Faragar or to start a journey in another country.

Followers can affiliate themselves with other organizations without asking permission.

Initiate of the Feral path

Neutral

Equipment: clothes

It's said that the feral path was born in the mountains of Faragar. The initiates are only starting to grasp the path's wisdom.

Master of the Feral path

Neutral

Equipment: clothes

Masters are responsible of teaching the path to the younger members.

Usually each master acts independently from the others; there isn't neither a central authority nor a leader of the path.

Psychic Knight

Lawful

Equipment: longsword, heavy armor

The order is government, police and justice of Faragar. It's thanks to its undiscussed competence if a desolated land like Faragar is one of the world's most powerful realms. Psychic knights have unique mind abilities and a rigid discipline.

Ogarath

Numerous orc tribes fight for supremacy. When a strong leader is able to reunite all of his kind, he will likely invade the human territories. There are rumours of shadowy figures controlling few tribes.

Units

Berserker

Chaotic

Equipment: great sword, medium armor

Some orcs rely on their anger when fighting. The more they get into danger, the more they become ferocious. Other orcs call them berserkers.

Chieftain

Neutral

Equipment: axes, medium-heavy armor

Each orc tribe is commanded by a chieftain. He takes decisions for war and peace and leads his clanmates into battle.

Nobody questions his judgment; if someone does, he must be ready to face a duel to the death.

Obsidian dragon

Chaotic

Equipment: -

These black dragons are a universal symbol of terror and fear. Powerful and cruel, they subjugate lowly creatures, forcing them to fight.

Orc archer

Neutral

Equipment: bow, cutlass, light-medium armor

Orc archers are skilled in the use of a bow and at the same time they are as strong as other soldiers with the blade.

Orc soldier

Neutral

Equipment: axe, shield, medium armor

According to the traditions, to be an orc means to be a fighter. Since young age, orcs practice combat everyday, to become strong soldiers.

Raider

Chaotic

Equipment: cutlass, whip, light armor

Raiders move between humans and orcs territories, pillaging and stealing what's possible.

Many raiders have been banished from their tribe, and live alone or with a gang.

Sciaman

Neutral

Equipment: staff, clothes

Orcs that can use magic are called sciamans. They are respected and often give important advices to chieftains.

Belusa

Absolute monarchy with a feudal system. Nobles are powerful and nobody dares to oppose them in their domains.

The country isn't well organized and its military force is considered weak by foreigners.

This's one of the best place for people looking to become rich fast, either by treasure hunting or robbery.

Units

Adventurer

Chaotic

Equipment: scimitar, hand crossbow, incendiary bottle, medium armor

Adventurers are a common sight in Belusa. Each year many youngsters start a journey, dreaming of valuables treasures and exciting adventures.

Court wizard

Lawful

Equipment: staff, clothes

The less skilled magic student in Cerunia often choose to resettle at the court of a Belusian noble. The pay is good and they don't need to do complex spellcasting; on the downside, they may get lazy and rusty.

Dragon hunter

Neutral

Equipment: heavy crossbow, spear, medium armor

Dragons are mighty creatures. When someone wants to hunt them, he must be very prepared. Dragon hunters are specialized in this dangerous job.

Duelist rogue

Chaotic

Equipment: rapier, daggers, light armor

Travels, adventures, fights and escapes are the everyday life for a duelist rogue. Cunning and dexterity will get him out of the woods.

Emerald dragon

Neutral

Equipment: -

Emerald dragons are relatively friendly to humans. They are very curious and always in search of new knowledge.

Rebel

Chaotic

Equipment: rapier, buckler, light-medium armor

He fights for freedom, for equality or any ideal. When the situation is desperate, people can't wait for changes to happen spontaneously: someone must take action.

Xanas

Isolated land surrounded by desert, the only way to reach it is the sea. Citizens have the freedom to do whatever they like, as long as they respect the ancient laws.

Units

Amber dragon

Neutral

Equipment: -

These dragons live in the desert areas. People rarely cross in the desert and not much is known about amber dragons.

Champion of the pit

Neutral, mercenary

Equipment: scimitar, shield, medium-heavy armor

Only after countless victories, a warrior can be rightfully acknowledged as a champion. At this point, having overcome all arena's challenges, he starts searching for glory elsewhere.

Disciple of the Myth path

Lawful

Equipment: Clothes

The myth path is an ancient fighting style using the strength of legendary creatures. Disciples must study hard and prove themselves before learning the most powerful secrets.

Master of the Myth path

Lawful

Equipment: Clothes

A master of the myth path is a fearsome opponent: very few people can tell what's the limit of his abilities.

Pit fighter

Neutral, mercenary

Equipment: short sword, shield, light armor

Men and women who fights in the arena are known as 'pit fighters'. Nobody asked them to enter the arena, they did it on their own will.

Many of those fighters display their ferocity in the arena to get hired as mercenaries.

Aegos islands

Each island is independent. Some are abandoned, some are under a local ruler and the rest are completely without law which makes them a safe place for criminals.

Units

Buccaneer

Chaotic

Equipment: cutlass, clothes

This guys are tough and can handle a ship with expertise. They are wanted by the law for their dangerous inclination to steal and plunder.

Enchantress

Chaotic

Equipment: staff, clothes

An enchantress is naturally attuned to magic since young age. They don't like restrictions and are famous for following their instincts.

Pirate captain

Chaotic

Equipment: cutlass, clothes

A captain takes a bunch of outlaw sailors and turns them into a fearsome force. His charisma and determination are admirable, not so much it's behaviour.

Watch out for pirate ships when you sail near the islands!

Sapphire dragon

Chaotic

Equipment: -

Sapphire dragons don't like people and other dragons; the only things they care for is territory. If you don't want to have trouble, avoid getting too close to their domain.

Summoner

Chaotic

Equipment: staff, clothes

Few wizards are experts in the ancient magic arts of summoning. Don't expect to easily understand them, they spend too much time with creatures from other worlds.

Topaz dragon

Lawful

Equipment: -

A rare dragon that admires nature and other creatures. Gentle and solitary, sometimes grow fond of young humans.

Zodiac monks

Variable

Equipment: light armor

Deep inside the abandoned islands a group of monk has developed a fighting style inspired by the twelve zodiac signs.

Common units

Apprentice

Neutral

Equipment: wand, dagger, clothes

Apprentices are mages in training. Some attend a magic school while others are taught by an experienced wizard. Self-education is very uncommon.

Archer

Neutral

Equipment: bow, short sword, light-medium armor

Archers' role is ranged support: shooting the enemies from afar, demolish their numbers and their morale.

Bandit

Chaotic

Equipment: axe, dagger, light-medium armor

Violent thieves, criminals, murderers, are also known as bandits. They are dangerous and ruthless.

Barbarian

Chaotic

Equipment: warhammer, light armor

Barbarians are strong fighters that don't like rules. Their equipment may be lacking but their courage makes up for it.

Commoner

Neutral

Equipment: dagger

An ordinary inhabitant of Veridia.

Crossbowman

Neutral

Equipment: crossbow, short sword, light-medium armor

A crossbow is easier to use than a bow. With little practice a soldier can quickly become proficient with it.

Fallen Knight

Chaotic

Equipment: sword, medium armor

Once member of a Knight Order, this man has now forsaken his former path. Leaving his past behind, he must find a way to rebuild his life.

Follower of the Devil path

Chaotic

Equipment: clothes

Devil path members provoke discord and use conflicts to their advantages. Not much is known about their path secrets or real motives, let alone who's leading the organization.

Heavy infantry

Lawful

Equipment: mace, shield, heavy armor

Armed with mace and protected by heavy armor, these elite soldiers are a nearly unstoppable force.

Jester

Chaotic

Equipment: daggers, clothes

Jesters are entertainers employed by nobles or itinerant performers. They can do magic tricks, acrobatic feats and storytelling. Some jesters work as secret agents or spies.

Knight of the Sun

Neutral

Equipment: flamberge, medium armor

Knights of the Sun are individualists. They like to travel and explore the various places in the world. Since they are few in number and scattered around Veridia, there isn't the need for the order to have a defined organization.

Militia

Lawful

Equipment: short sword, shield, light-medium armor

The militia is a military force made of non professional soldiers. It can be found almost everywhere in Veridia: ordinary people can't always rely on the protection of a real army.

Missionary

Lawful

Equipment: staff, clothes

A missionary is a humble man that helps the weak and the poor. If he's involved in a war, it's only to treat the injured.

Necromancer

Chaotic

Equipment: staff, clothes

Necromancers practice illegal magic that meddles with death. They are often forced to conceal their true identity. They will do anything to further refine necromancy.

Peasant archer

Lawful

Equipment: short bow, dagger, light armor

Some peasants called to arms have good skills with a bow; they use it in battle instead of melee weapons.

Peasant spearman

Lawful

Equipment: spear, shield, light armor

Town folks and farmers are often dragged into the wars of the powerful. Their equipment is basic and they are often not trained for combat.

Pikeman

Lawful

Equipment: pike, medium armor

Pikemen are found in many standing armies, primarily in western and southern Veridia. Equipped with affordable and sturdy armor, they represent a reliable asset to any commander.

Swordsman

Neutral

Equipment: sword, shield, medium armor

Swordsman is a broad term indicating someone who is specialized in the use of a sword. They can be found everywhere in Veridia.

Sage

Neutral

Equipment: staff, clothes

Wizards expert in more than one school are called sages. Due to the huge amount of knowledge required, usually one become sage at elderly age.

Skirmisher

Lawful

Equipment: short sword, javelins, light armor

Quick and mobile soldier used to harass the enemy or in flanking tactics. Lacking in both equipment and training, he's considered a low rank unit.

Sorceress

Chaotic

Equipment: wand, dagger, clothes

A sorceress uses unconventional magic and usually she don't like to be around other magic users. Her methods are subtle and aimed at conquering people's hearts.

Spectre

Chaotic

Equipment: longsword, heavy armor

Spectres are stuck between the dead and the living; some come from a near death experience while others awakened this state.

A spectre can feel spirits, communicate with them and transfer their will into the material world. In turn, spirits can heavily influence the spectre's ego, altering his personality.

Valkyrie

Chaotic

Equipment: spear, shield, light-medium armor

Valkyries live for battles. Even if they are women, their strength, aggressivity and courage are almost legendary.

Valkyries always follow their warrior code and avoid mindless killing or despicable acts.

Wizard outcast

Chaotic

Equipment: sword, wand, light armor

Certain wizards practice unorthodox spells or conduct themselves in a way that is not approved by the council. People call them outcasts.

When an outcast's offences are too serious, he's forced into hiding to escape capture.

Summons

Animated blade

Neutral

Equipment: -

A sophisticated spell conjures this blade at the service of his master. It lacks intelligence but can fight quite well.

Bat

Neutral

Equipment: -

A bat is agile and its bite can cause serious injuries.

Chimera

Chaotic

Equipment: -

The chimera is strange creature said to be originary from another world. It's fierce and aggressive.

Skeleton warrior

Chaotic

Equipment: scimitar, shield, medium armor

A warrior in life, a warrior in death. Skeletons serve their masters and don't have any fear.

Vine

Neutral

Equipment: -

Magically grown plant capable of shooting dangerous thorns.

Wild wolf

Neutral

Equipment: -

Wolves are tenacious animals that nobody should underestimate.

Zombie

Chaotic

Equipment: axe, clothes

Brought out from his grave, the only thing he does is destroy.