

# tok

## the other kingdoms

Alpha Revision

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Hello Adventurer,

Ah, the joy of our reunion! How sorely I've longed for your presence! What? You can't recall our prior encounter?

Allow me to rekindle your memory: I am Ur-Mage Klavis Verge, whom you encountered within the illustrious pages of the *Might and Magic VII* manual. You may have forgotten, but I've etched your essence into my thoughts. I've observed your every traverse into this realm, seeking solace from your reality. To me, you're akin to a dear friend.

However, there's no time for idle banter. Events of great consequence are unfolding in Antagarich, and it is imperative, no, it is my duty to impart this crucial information unto you.



In the distant era of the Contested Lands, amidst the Timber Wars, which transpired from 646 to 789 after the silence, lies the cradle of our tale. A staggering 900 years antecedent to the Restoration Wars of 1164 until 1165 after the silence. Afterwards, there looms the shadow of the cataclysmic Reckoning, a cataclysmic event that ends the planet...ahem...I mean...\*shouts\* What do I mean by "after the silence", eh? No time for that! We are in a rush!

The harrowing aftermath of the Timber Wars bore witness to the decimation of the Emerald Forest by the ruthless conflict between the AuLean Kingdom and the Erathian Empire.

\*Whispers\* Regrettably, some blunders of our own design contributed to this devastation, but \*raises a fervent finger and bellows\* I diverge!

Now, the inhabitants of the Contested Lands endeavor to mend the ailing Forest, reclaim their desolated territories, and fend off the rapacious marauders that have risen from the turmoil. And who might these 'opportunistic scavengers' be, you ask? Why, none other than the undead, naturally! What an unequivocally lamentable inquiry!



Behold the map of the Antagarich continent!



The **neon yellow** line encircles the fabled Emerald Forest, a sanctuary pulsating with raw, primal magic—an ethereal epicenter and the very locus of our tale. Here, within the heart of nature's embrace, destinies entwine and secrets whisper through the rustling leaves.



The **green** line represents the dominion of the wood elven empire, AvLee, custodians of an ancient lineage—descendants of the ice elves from the revered Vori Lands. Echoes of a time beyond 170 as resound, as the Vori Elves ventured forth, weaving the lush Green Forests into the tapestry of Northern Antagarich. Strong and resolute, the wood elves have erected formidable Ramparts within these sylvan realms—a bastion of wisdom and fortitude. Seek their alliance, for their counsel is as profound as the roots of their ancient trees.

The barely discernible **blue** line represents the burgeoning human empire, Erathia, an embodiment of nascent strength. Their ambition for expansion led to the tragic devastation of the Emerald Forests, a somber consequence of their fervent pursuits. Now, they must embark on a path of repentance, contributing to the reparation and rejuvenation of the Forest they despoiled.

The **purple** line marks the domains of the dread necromancers—undying wielders of dark arts and ominous ambitions. They besiege from all quarters, their focus entrenched within the foreboding perimeter denoted by the line of **purple**. The dire conflict between humans and elves has left casualties, so the undead plan to animate the bodies, forging a spectral legion under the necromancer's sinister sway.

However, your quest shall first lead you towards the territories marked by the **red** boundary—a realm inhabited by the long-forgotten tribes of the Wildmen. These diminutive yet stout people, akin to halflings of Eofol, possess a stature reminiscent of dwarves, yet sport pointed ears.

The other big names on the map, you ask, eh?

Tatalia is the treacherous expanse comprising the swamplands of the lizardfolk. Take veeeery big care if you go there!

Krewlod is the untamed lands of barbarian orcs, brim with a raw and rugged ferocity. \*pauses and thinks\* Also take very big care if you go there!



Nighon, a subterranean realm governed by cavern warlocks, harbors perils within its underground confines. Still...take very big care!

BUT the surface is the home of a civilization akin to the ancient Tomb of VARN.

And there stands Bracada, the domain of frost-wielding wizards, cousins of desert mages. They boast the grand University of Magic, a seat of unparalleled arcane wisdom and prowess. I went there!

As for Eofol, it is the current dwelling of the halflings—well, for now, at least \*chuckles\*.

Pay heed! I bestow upon you a list of distinguished heroes from the Contested Lands, each a vital piece in the grand tapestry of destiny. Seek them out, for in their convergence lies the fulfillment of a prophecy that binds them as integral components in a grand design.

And in a most peculiar transformation, I shall take the form of a raven—yes, a shapeshifting raven with a companion raven as well. Envious, no? Alas, my time dwindles, urgencies call.

Ah, the prophecy? Fear not, for an Oracle shall visit your dreams tonight to illuminate its enigmatic purpose. Time hastens, and I must depart to apprise the others of the impending urgency!



# Introduction

## Historical context

The Other Kingdoms is an expansion about the rise of the **Ruins** faction, an alliance between wildmen, humans, elves and beasts against the capitalist empires of Erathia and AvLee who seek to extend their territories by fighting one with the other and blindly destroying the Emerald Forest in the process.

The undead found the opportunity to extend the territory of Deyja and need to be stopped.

The destruction of the Emerald Forest cleared the path to many secrets buried in the heart of the continent, secrets that eventually would lead to another lost civilization.

## View on Life

**Ruins** is a civilization that remains deeply rooted in its tribal origins, once consisting primarily of hunters and gatherers who have since transitioned into a more settled way of life within the ancient ruins they've discovered. They've embraced agriculture, working harmoniously with nature and seldom resorting to felling trees to construct their homes. Instead, they've chosen to inhabit the existing ruins, though they've fashioned a few basic structures with minimal wood usage.

This inclination towards preserving their surroundings has led to a somewhat incongruous relationship with lumberjacks, as the need for extensive woodcutting is notably absent. Instead, the inhabitants of **RUINS**, have found their purpose in mining and resource extraction. They engage in excavations, unearthing valuable minerals and metals, while also pursuing the noble pursuit of archaeology, seeking to unravel the secrets of their enigmatic past and preserving the annals of history. In essence, they have become historians, weaving the threads of their past into the tapestry of their present.



## Grail

"The Tree of Life serves as the ultimate symbol of nature reclaiming its territory. It stands tall as a beacon of power, radiating an abundance of life energy that any living being can tap into. Legend has it that this majestic tree sprouted from seeds lovingly sown by Mother Nature herself, a testament to the enduring cycle of life and growth."

level 1

## Wildmen

The Wildmen are a tribal society dwelling along the western coast of the continent, fostering cooperation and trade relationships with the Vorì elves and their descendants. Despite their relatively small stature, pale complexions, and distinctive pointed ears, the Wildmen have succeeded in preserving their autonomy and influence as a distinct and independent people. Some even speculate that they might be the long-lost kin of the dwarves, a connection that remains a source of fascination and intrigue among scholars and adventurers alike.



level 1

## Wildman



Attack	4
Defense	2
Damage	1 - 2
Health	5
Shots	20
Speed	5
Cost	45

Limited range  
Immune to Sorrow

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## Wild chief



Attack	5
Defense	3
Damage	1 - 3
Health	6
Shots	99
Speed	6
Cost	55

Limited range  
Immune to Sorrow  
Immune to Fear

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level 2

## Cockatrice

The Cockatrice, enigmatic lizard-bird creatures, make their home in the transitional zones where swamps meet the low plains. Over time, they have cultivated a unique bond with the Wildmen, becoming an integral part of their villages as beloved pets, guardians, and even allowing themselves to be domesticated. The Wildmen have learned to harvest the Cockatrice's unfertilized eggs for sustenance.

Yet, when the lands and their human allies face peril, the Cockatrice reveal their fierce and relentless nature.

In times of threat, they transform into the most ferocious and instinct-driven protectors, displaying a relentless and almost brainless aggression that makes them formidable defenders of their cherished territory.



level 2

## Cockatrice

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## Dire Cockatrice



Attack 5

Defense 4

Damage 1 - 4

Health 11

Shots -

Speed 8

Cost 125 ⚡

Attack 6

Defense 4

Damage 1 - 5

Health 14

Shots -

Speed 10

Cost 192 ⚡

Flying

Stone Gaze 10%

Flying

Stone Gaze 10%

Double damage 10%

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level 3

## Huntsmen

The Huntsmen are a collective of humans and elves who have chosen to forge their own path, breaking away from the confines of their respective empires. They have dedicated themselves to the protection of the forests and the service of Mother Nature, aligning themselves with a cause that stands in stark contrast to the profit-driven agendas of the capitalist empires.



level 3

## Tracker



Attack 8  
Defense 5  
Damage 2 - 6  
Health 15  
Shots 10  
Speed 7  
Cost 195

Shooter

No Wall Penalty

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## Huntsman



Attack 10  
Defense 7  
Damage 3 - 6  
Health 20  
Shots 12  
Speed 7  
Cost 252

Shooter

No Wall Penalty

Lay Traps

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level 4

## Kelpie

The Kelpies, ethereal water horse spirits, are the vigilant guardians of rivers. Although they are known for their territorial nature, they exhibit a kind and benevolent demeanor towards creatures they have befriended. Legend has it that they are the result of a mystical transformation, where Water Elementals have elevated ordinary horses into these enchanted beings, allowing them to roam the land and waterways.

These enchanting creatures can be encountered anywhere along the river's course, from its origin in the highlands to the lakes, deltas and estuaries where their territory converges with the vast seas and their oceanic cousins, the hippocampi.



level 4

## Kelpie

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Attack	8
Defense	8
Damage	4 - 7
Health	28
Shots	-
Speed	7
Cost	260 ⚡

Non Living

Water Immunity

## Eldritch Kelpie



Attack	9
Defense	11
Damage	7 - 9
Health	40
Shots	-
Speed	8
Cost	370 ⚡

Non Living

Water Immunity

Weed Grapple 50%

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level 5

## Peryton

The Perytons are majestic and proud creatures, steeped in mysticism and awe. They possess formidable brute strength and an unwavering resolve, particularly when it comes to safeguarding their most cherished possessions—their precious eggs. Legend has it that only a select few individuals have been granted the honor of taming these magnificent beings.

With their remarkable ability to take to the skies, Perytons establish their nests atop the loftiest peaks across the land, where they keep vigil over their offspring and maintain a watchful eye on their domain.

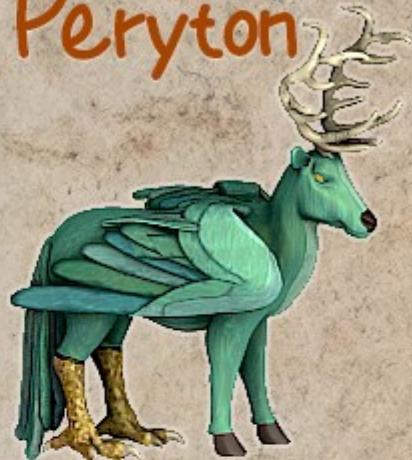


level 5

## Peryton

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## Grand Peryton



Attack 11

Defense 10

Damage 9 - 11

Health 37

Shots -

Speed 10

Cost 480 🍀

Attack 12

Defense 12

Damage 11 - 14

Health 50

Shots -

Speed 13

Cost 716 🍀

Flying

Jousting 1%

Flying

Jousting 2%

Three Headed Attack

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level 6

## Wendigo

The Wendigo, a figure cloaked in dread, remains a subject of deep mystery and fear. Legend has it that they are the warriors of Mother Nature herself, a living embodiment of her retribution and vengeful aspect. Precious little is known about these terrifying entities, except that they make their homes in the heart of impenetrable thicketed forests, finding solace within the shadows of caves and ancient ruins.

When the world is shrouded in darkness, they emerge from their hideaways to roam the land under the shroud of night, their presence a chilling reminder of the untamed forces of nature.



level 6

## Wendigo >> Feral Wendigo



Attack	15
Defense	11
Damage	10 - 20
Health	70
Shots	-
Speed	10
Cost	790

Attack	19
Defense	12
Damage	15- 25
Health	90
Shots	-
Speed	12
Cost	900

Fearless

Bloodlust 10%

Fearless

Bloodlust 20%

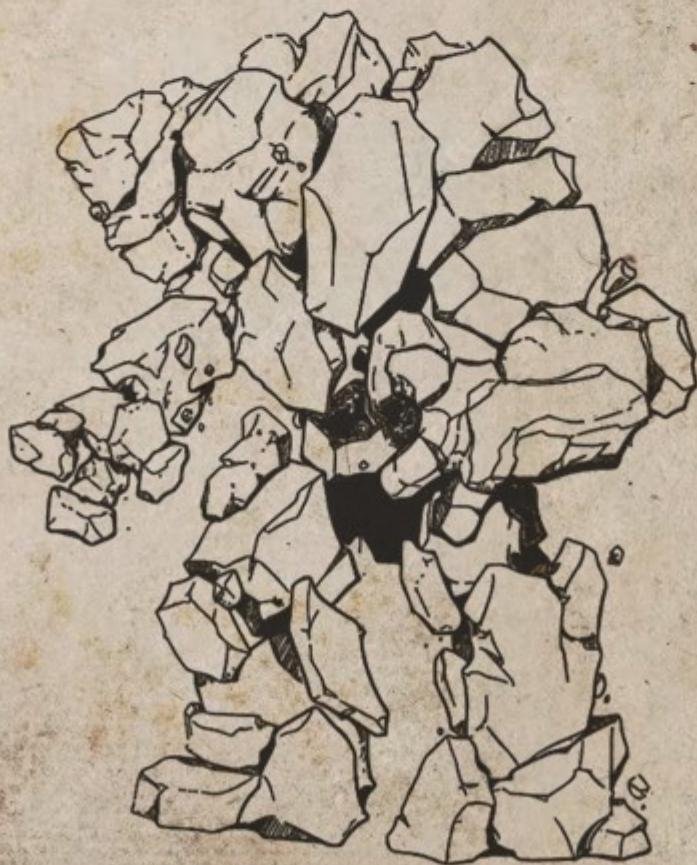
Fear on lvl 1-4 units

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level 7

## Colossus

The mountains that encircle the Emerald Forest have long evoked an eerie and peculiar sensation, courtesy of their jagged and gracefully curved spike-rocks. Yet, on one fateful day, without any discernible cause, a multitude of these ancient peaks stirred to life, transforming into the most extraordinary of guardians for the natural world.



level 7

## Walking Stones >>

## Colossus



Attack 16

Defense 22

Damage 30 - 50

Health 200

Shots -

Speed 5

Cost 1600 1

Attack 18

Defense 32

Damage 40 - 50

Health 300

Shots -

Speed 6

Cost 3000 3

Non Living

Earth Immunity

Ranged Dmg Reduction 15%

Non Living

Earth Immunity

Ranged Dmg Reduction 30%

Earthquake on battle

Block Ranged Aura

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# Heroes

## Might Heroes : Hunters

Hunters are fierce warriors deeply connected to nature. They dedicate their lives to defending and avenging the natural world. With a mystical bond to the land, druidic magic, and an affinity for elemental forces, they protect forests, rivers, mountains, and wildlife. Armed with weapons crafted from nature's materials and accompanied by loyal animal companions, they revere ancient spirits and swiftly retaliate against those who harm the earth, embodying the Celtic reverence for nature and its fierce protectors.

## Magic Heroes : Hermits

Hermits are individuals who lead a solitary existence, withdrawing deep into the heart of the forest to establish a profound connection with nature. They primarily harness the energies of Nature, Earth, and Life, channeling these forces for purposes of rejuvenation and restoration. Yet, when confronted with threats, they have the capacity to swiftly transform into conduits of the formidable and relentless power of Mother Nature herself, becoming a force to be reckoned with.

## Hunter



### Bellona

Female Wildman

Specialty

Offensive



Bellona, born into the Stormshield Tribe, faced the weighty legacy of her family with unwavering determination. Her father, the esteemed Chieftain of their tribe, and her late mother, a revered Shieldmaiden, instilled in her the values of honor and responsibility from her earliest years. Bearing the heavy mantle of her mother's absence in the wake of the Timber Wars, Bellona defied convention as the tribe's sole heir, taking on the roles typically reserved for boys. With both combat prowess and leadership skills, she became the embodiment of her formidable lineage, forging her own path as a formidable warrior and leader within her tribe.



Bellona was named after the ancient roman war goddess.

## Hunter



# Gobni

Male Wildman

Specialty

Pathfinding

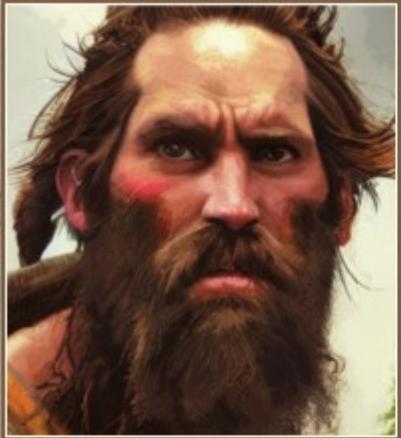


Gobni, the Stormshield village's esteemed beastmaster, has been a denizen of the forests since his youth. With a profound understanding of the local wildlife, he has honed his skills as a master of the art of traps. His heart, however, belongs to the enigmatic Cockatrice, and by his side is a loyal companion named Skippy. When the clarion call of war resounded, Gobni and Skippy wasted no time in answering, standing as staunch protectors of their beloved lands.



Gobni is a wordplay for 'Goblin'.

## Hunter



### Grimm

Male Human

Specialty

Wood



Once the revered blacksmith of the tribe, he gracefully passed the mantle to the younger generation. Now, in his multifaceted role as a tribe member, he has channeled his skills toward the art of conscientious tree-felling and actively contributes to the forest's rejuvenation.



Grimm was named after a Viking from the Saga of Grim Shaggy cheek.

## Hunter



# Gwyn

Male Human

Specialty  
Archery



Gwyn, a highly esteemed Knight of the Brotherhood of the Sword, possessed an extraordinary penchant for ranged weaponry that ultimately drew him toward the path of a ranger. The alluring enigma of the Emerald Forests had always captivated him. With the threat looming over these sacred woods, the moment has come for him to stand as their guardian.



Gwyn was inspired by Gwyn was named after a Welsh mythological figure Gwyn ap Nudd. A savage life god

## Hunter



# Herian

Male Wood Elf

Specialty

Huntsmen



Herian, renowned throughout the AvLean Empire as its finest archer and the embodiment of loyalty, faced an extraordinary twist of fate during his missions to safeguard the realm. Cursed to shed his mortal flesh, he transformed into a spectral being. Determined to safeguard his reputation, he sought refuge within the sanctuary of the forests, revealing his presence only to a select few whom he held dear as true friends.



Herian was based on Herme, the Hunter and named after a related title name.

## Hunter



# Hughes

Male Wildman

Specialty  
Wildmen



As the High Chieftain of the Stormshield Tribe, Hughes once harbored dreams of a peaceful life, alongside his radiant red-headed wife, and a home filled with laughter and children. However, destiny wove a different tapestry. The drums of war began to beat, and tragedy struck as he lost his beloved wife. Now, he stands as the protector of his tribe and his precious daughter, determined to shield them from the storm of conflict.



Hughes was named after Ted Huges.

Hunter



## Nodens

Male Human

Specialty

Armorer



Nodens, a native of the Lost Plateau and the revered chief and shaman of the Hillrock Tribe near the Tatalian borders, possesses an unmatched prowess in resource management and the welfare of his people. Under his guidance, the tribe valiantly repelled the relentless advances of the Erathian Empire, although victory came at a staggering price. Now, only a handful of the tribe's once-thriving members remain, their resilience a testament to Nodens' unwavering leadership amidst adversity.



Nodens was named after a celtic God.

## Hunter



# Neit

Female Human

Specialty  
Perytons



Neit's family had long held the esteemed role of Peryton tamers, a tradition passed down through generations. But when her tribe faced a dire threat, she faced an agonizing choice. In a desperate bid to secure the Perytons' aid, she left her remote home behind. Regrettably, upon her return, she discovered that time had betrayed her, and she arrived too late. The tragedy had already unfolded, with the loss of most of her people.



Neit was named after the Egyptian god Neith.

## Hermit



### Horae

Male Human

Specialty

Earthquake



Horae's origins trace back to a castle nestled upon the boundary dividing the Kingdom of Erathia and the Contested Lands. Born into nobility as the scion of a lordly lineage, he made a fateful choice to heed the beckoning call of Mother Nature. In forsaking his heritage, he faced the harsh rejection of his own kin. Seeking refuge within the leafy embrace of the Emerald Forest, he found a mentor who became not just a teacher but a cherished father figure.



Horae was named as male version from the Greek Goddess of seasons and natural order.

## Hermit



### Huldra

Female Pixie

Specialty

Hypnotize



Huldra, a being descended from pure light, possesses the innate ability to effortlessly influence the minds of lesser creatures and maintain a constant awareness of their thoughts. However, her benevolent nature guides her to exercise these powers only when circumstances deem it necessary.

Having descended from the Elemental Plane of Light long ago, traversed the world, but it was the Emerald Forest that truly captured her heart. Her connection to the forest was profound, and she always felt the spirits that surrounded her, strengthening her bond with the natural world. However, on this particular journey, an unfamiliar presence stirred within her, distinct and unlike any she had ever experienced before.



Huldra was named after a Scandinavian folklore seductive forest spirit.

## Hermit



Kali

Female Human

Specialty

Sacrifice

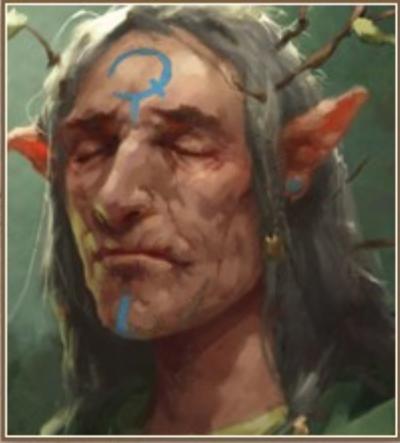


Kali comes from the Human tribe called Ashflame, in Tatalia. She is the founder of the Original Witches, the Chroma Covenant, a faction of witches who have sworn to protect the lands. She is known to resolve the matter in unconventional and sometimes harmful ways. She hails from a bloodline of Fire Witches, possessing a lineage so potent that any subsequent Fire Witch is likely to be her heir.



Kali was named after a Hindu Goddess of Doomsday and Death.

## Hermit



### Mogh

Male Wood Elf

Specialty

Wendigo

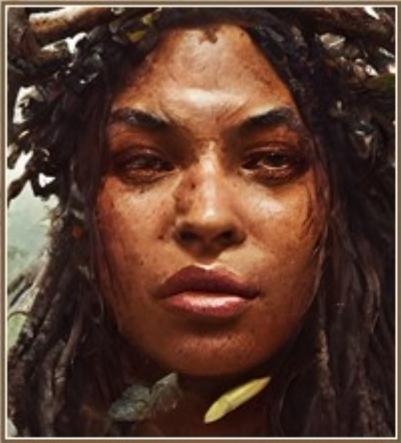


Mogh is among the first Wood Elf druids, taught by the founder of the Circle of Elders. The AvLean Kingdom assigned him to safeguard the Emerald Forest. He chose to live there, spending his life exploring and befriending even the forest's most fearsome creatures. While he still took on students from the empire, teaching them Earth and Nature Magic, his isolation turned him into a quirky old man. He now feels more connected to the forest than to the elven empire.



Mogh was named after the irish mythology blind druid Mug Ruith.

## Hermit



**Myra**

Female Human

Specialty

First Aid



Originally from the Hillrock Tribe, Myra couldn't resist the beckoning of Light Magic, leading her to journey to the Erathian Empire for study. However, when word reached her about the tragic fate of her tribe, she did what came naturally: she returned to lend a helping hand. Her purpose now? To breathe life back into the honor of her tribe.



Myra was named after Myrrha from Greek mythology.

## Hermit



### Rhea

Female Human

Specialty

Sorcery



Rhea, Known as the Green Sister within the Chroma Covenant, hails from a secluded village in the western reaches of the mighty Erathian Empire. In her humble origins as a peasant, she was intimately acquainted with the secrets of herbs and the nurturing of livestock. When the turbulent Timber Wars erupted, she bravely assumed the forefront of the defense.



Rhea is named after an ancient titaness from Greek mythology.

## Hermit



# Thar

Female Earth Elemental

Specialty

Slow

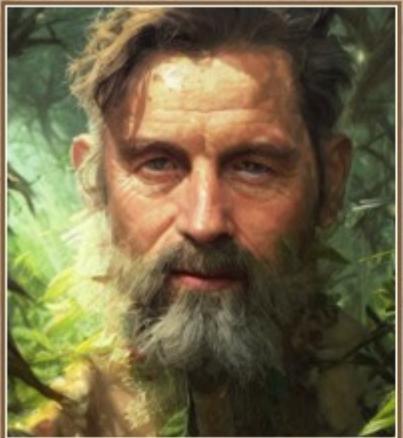


Thar awoke in the heart of the Emerald Forest, buried beneath a dense layer of nurturing mud, her past shrouded in an enigmatic void. An immediate surge of earthly energy coursed through her, reinforcing her profound connection to the land and revealing the immense responsibility that destiny had thrust upon her—to safeguard these sacred lands. She formed deep bonds with the local denizens, witnessing their profound love for one another, and, in that warmth, recognizing the absence of emotions within herself, which left her feeling isolated. All other elementals and golems remained distant and stoic in her presence. Yet, as she ventured onward, she encountered a recurring legend that traced her lineage, to Mother Nature herself, where it was foretold that her tears had given life to the very rocks upon which the world stood—a destiny as old and enduring as the earth itself.



Thar was named after the great Indian desert

## Hermit



# Woden

Male Human

Specialty

Interference



Born an Erathian, Woden embarked on a journey of knowledge during his youth, enrolling at the esteemed University of Celeste. Despite his innate attraction to natural magic, the institution's curriculum leaned heavily toward elemental disciplines like fire, water, and air. Disheartened by the lack of focus on nature magic, he charted his own path into the verdant depths of the forests, where he painstakingly cultivated his mastery of this ancient art. All the while, Woden maintained his ties to the Empire of Erathia by serving as the royal herbalist, bridging the worlds of academia and the untamed wilds.



Woden was named after Odin.