

Prophecy of Pendor v3.411

a MOD for M&B - Warband v 1.134 and above



PoP 3: WB is designed for experienced M&B WB players. If you just began playing Mount and Blade: Warband, you may want to develop your fighting skills in Native or easier mods before trying PoP 3: WB, but we welcome all comers if you are like us and just want to get right into the fire and take your beatings as you play. Whatever the case, be advised that you have been **WARNED**.

Prophecy of Pendor

Introduction

The hospice hallway was dimmed and there was lingering smell of bleach as I walked down towards Vance's room. I knew that he was dying and the summons I received from his sister meant that the end was near. It had been a long year and Vance, my friend since college, had struggled with and will finally succumb to, the cancer that he was diagnosed with last Christmas. What a lousy year this had been.

I knocked at the door and entered, pulling the linen drapes aside I saw that he was lying in one of those high end hospital beds, a bright red blanket up to his chest and an IV drip was attached to his left hand. I knew it was morphine. He looked gaunt and tired, his hair was uncombed and he had a pale look to him. Not just pale, but worn, almost translucent. He smiled as I entered.

"Hello champ how goes it?" I bantered as I sat down in the chair closest to the bed.

"Hey! I have been waiting for you slacker." He said in a strained voice, barely above a whisper. "How am I? I've been better." A small mischievous smile crept across his face. "You see that hot nurse out there? Too bad she's taken. I can't talk her out of dumping her fiancée and running off with me to Tahiti." His smile ended in a slight grimace and a spasmodic cough. "Sorry, the morphine is still kicking in. The pain is not fun." He said. There was a moment pause where we just looked at each other.

Memories flooded me, the times we had shared, and a sense of what this man meant to me as my friend. Dam few friends these days to lose any more, especially ones that were so important.

Seeming to sense my mood, Vance smiled, "I still think you should have bought the Jag." I laughed as my mind flashed back to a time when I could have bought my dream car for a song. I procrastinated and it was sold out underneath me before I mustered the guts to sign on the dotted line. Vance said that I was a fool and went to some pains to remind me of his ignored advice for going on twenty years now. Never of course, in front of my wife, but when we were alone, it was almost a mantra. Twenty years? Yes, I recounted them; I had known this man as my friend over half my life.

"I have something for you." He said and he motioned to the table next to him. There was what looked to be a large stationary box. "Open it." he said.

I reached over and grabbed the box. It was much heavier than I had anticipated and brought to my lap where I carefully opened it. Inside was what looked to be a typed manuscript.

"I have been working on this for a long time", he said, "and now I want you to have it." He paused as I took a moment and inspected the pages, several hundred, neatly typed. This surprised me, as I had no inkling that Vance was a writer.

"I don't understand" I said, unable to contain my confusion.

He smiled, and said, "Read the introduction." He then closed his eyes and sighed, "I will just take a short nap here while you do. Wake me if that hot nurse comes in. I have to work in her some more."

I smiled then turned my attention to the box in my lap. The introduction was twenty pages long, talking about of all things, the nature of the universe. Specifically how there are infinite variations of reality played out in alternate dimensions and explained fairly well under the general term of Quantum Physics. It went on to cite references and theories and wove an intricate argument of how every story, every act of artistic creation was a momentary breach between these infinite dimensions bringing that "reality" back into our own. Every story, every novel, every "fantasy world" was in fact, in some other alternate dimension and therefore real. It ended with a question in that do we really pull this stuff from alternate dimensions, or by the act of inspiration do we cause its existence? Do we create infinite universes by our acts of creativity and storytelling?

I looked up maybe twenty minutes later to see Vance watching me. He smiled and whispered, "Keep reading." then shut his eyes again. I looked down at Chapter One, and I started reading about the history of this medieval fantasy kingdom: Pendor.

Pendor: The History

The war of the Titans laid the foundation for the ascension of Man. A terrible war, between ancient elder races left the world stripped of magic, and those magnificent mythical people, once so powerful, were now only the stuff of folklore and legends. Only the reclusive Noldor, what since "The Lord of the Rings", we call "Elves" remain from those times, and their once great cities are all destroyed save perhaps one.

Three hundred fifty four years ago – the Founding of Pendor

It is the time of Man. The story centers on the fertile lands of Pendor and the struggles of the peoples, their leaders and their destiny. Several hundred years ago, a single Kingdom was forged by sword and fire. A peace was maintained and prosperity came to the kingdom and it flourished. Five generations of Pendorian Kings sat on the Silver Throne in Sarleon and for nearly two hundred years they guided the destiny of their land and it's subjects.

From the Founding of Pendor – the year is 198



The downfall of the Kingdom was as swift as it was and vile. A single month, thirty days, and the empire was in tatters. The irony was it was not by the sword in battle, nor by some dark magic that caused the deaths of the King and his family. But by an unseen killer, a disease, the red plague that ravaged the land and cut down the peoples of the Kingdom, great and small, like an assassin in the night.

The royal family had perished, and there was no King to rule the land. Then came the invasions that seemed to shatter the once proud kingdom into slivers and the glory that was once the Kingdom of Pendor, was now itself the stuff of legend.

With the death of the King and his heirs, there was chaos. Multiple lords laid claim to the throne and nearly every noble of the land began squabbling over succession.

From the Founding of Pendor – the year is 199

The carefully laid agreements, truces and alliances with neighboring powers became suspect. In the North, the mountain tribesmen began raiding the heartlands of Pendor. Embolden by their success and the lack of response from the Knights of the Realm, they struck even deeper and soon this led to the siege to Rane. The Earl of Rane sought help from the nobles of the land, but the schemes of the powerful found reasons not to come to his aid. Many Northern Lords, banded together and formed a small army that marched to defend the city from the onslaught of the northern Mystmountain warriors.. The battle was bloody and fierce, and in the end, the siege was lifted, and the barbarian tribesmen and their shaman leaders, routed back to their mountain homes. The Northern Lords, who fought so valiantly that day, decided to establish a knighthood order, the Order of the Dragon, comprised of the valiant warriors who defended the city. News of this new order was not well received by other knighthood orders or by the nobility to the South. They demanded that the Order of the Dragon be disbanded which in the minds of the proud warriors of the North, was an unforgivable insult to their valor. The scorn of other established knighthood and the lack of support to route the invaders from Rane prompted the Northern Lords to break ties with the southern lords and declared themselves an independent Kingdom: The Kingdom of Ravenstern. Reeling from the succession of the Northern cities and lords, the remaining Pendorian nobility were not prepared to meet the next challenge that followed within a few short years.

From the Founding of Pendor – the year is 202

From the South, over the southern sea, the great Baccus empire launched an invasion fleet and landed a powerful army on the shores of Pendor led by the war hardened General Oasar. He drove inland conquering cities and castles, and seemed unstoppable. Ironically, within a few short months of campaigning, the general received by messenger that the great Baccus Empire itself was in civil war and that the Emperor had been assassinated. After receiving this shocking news, Oasar established himself, with the support of several Pendor Lords, as Overlord of Janos and officially broke away from what was left of the Baccus Empire. The great Baccus Empire convoluted and fragmented into dozens of principalities, city-states and kingdoms. The greatest and most powerful is the under the dominion of the priesthood of the serpent: a powerful and seemingly mystical religion of warrior priests who worship the unnamed goddess of darkness who manifests herself in the form of a snake.

For the once great kingdom of Pendor, that meant that a large portion of it's Southern lands, cities and nobility were now either dead or sworn to service under this upstart general who calls himself Overlord.

From the Founding of Pendor – the year is 204

After the establishment of the Northern Kingdom of Ravenstern and the invasion of Oasar, the powerful Lord Alfred, Duke of Sarleon, consolidated the remaining lords of Pendor and declared himself King of Sarleon. For ten years a measure of peace was maintained.

From the Founding of Pendor – the year is 213

To the far north, across the seas lived the hearty warriors of the Vanskerry. Segmented into Jarldoms, they were raiders and traders. With the Baccus Empire gone, many of the Vanskerry mercenaries in their employ were free to return home to the frosty shores of their fathers. A wise man's musings in the reaches of Vanskerry goes "Death is found in the blade of your enemy and trouble when a warrior has nothing to do." When word came to the North of the troubles of Pendor, it was greeted with a call to arms and promises of plunder and women. Soon, raiding ships found the shores of Pendor a ripe land full of gold and wealth. Their well-armed and hearty warriors began raiding the towns and villages along the coast and met very little resistance. The Knights of the Lion and Lords of Sarleon responded by patrolling the coastal shores. Yet, still the crafty Vanskerry raiders managed to sack village after village. With so little ability to defend themselves, the merchant lords of the Pendorian coastal provinces sent delegations to the Jarldoms to seek alliances and protection. At first they were rejected, but in time as offers included titles and lands many Jarls and their huscarls began to listen. The lands of Vanskerry are rugged and cold, compared with the lush and rich pastures of Pendor. The lure of good weather, and the chance to become a Lord of a castle, or even a well-located mayor of a village, appealed to many of the Jarls. Soon, many Vanskerry households left the shores of their fathers and sought fortune and prosperity along the coast of Pendor. Some entered into the service of the Pendorian lords, others married into the noble families. This changed many things in the Kingdom, as the warrior culture and attitudes of Vanskerry were brought into the noble houses of the coastal lords. Within a generation the culture gap was so great that the coastal nobles broke away from the King of Sarleon and formed a rough alliance of city-states called collectively the Fierdsvain.



From the Founding of Pendor – the year is 204 to 245

The story continued and detailed intrigues, war and heroic actions as well as the great villains of the land. There were stories of the Jatu tribesmen and their flight from the Empire and General Oasar, becoming nomads in the Eastern prairies of Pendor. There are the detailed accounts of the Order of the Lion, a knighthood order of Pendor, and their history and their betrayal by one of their own which had the order declared outlaw for years until their redemption under the current King of Sarleon. Chapters were dedicated to the D'Shar, a nomadic peoples who are evolving into a military and economic force only to find that their own worst enemy is themselves. Just as fascinating was the references to the encounters with the ancient Noldor and their powerful weapons and enchantments that changed the life of more than one adventurer. I was especially drawn to the story of Madigan, a wandering mystic who prophesized the coming of a hero

who would unite the lords of the Pendor and reunite the old kingdom. His saga touched me as a hero himself, trying to speak the truth and being condemned to death for his beliefs.

I was startled out of my reading by the nurse telling me that visiting hours were over. It was late, and I had spent most of the afternoon and early evening captured by the amazing story I held in my hands. I skipped quickly to the last pages and found them blank. I realized suddenly that the final chapters were missing.

I looked at Vance, who once again was awake, and watching me. Guessing my question and concern he said, "I do not have the answer to the last chapters. Those will have to be written. Perhaps when you write them, it will create those dimensions, those realities. I do not know for sure, but I suspect that is the case. I am too tired now to continue. That is why I asked you here today mate. Finish the story."

He reached over and took my hand and gave it a hard squeeze. "I am tired mate and I have to sleep" he said in a half dreamy voice. It was the morphine I knew, finally giving him relief to the awful pain he must be feeling. I smiled at him and he shut his eyes and went to sleep...

The Prophecy has awakened

From the Founding of Pendor – the year is 354

The North – Ravenstern and the Mystmountain Barbarians:

To the North, the Kingdom of Ravenstern sits on the southern slopes of the impassible Cloudmist Mountains. They are a hearty, proud peoples having adapted to the harsh Northern climate. The ruler of Ravenstern is King Gregory IV, the great grandson of King Gregory I, who led the final charge that drove the shaman of the northern barbarians back into their homes in the Cloudmist Mountains. Every since that battle, Ravenstern has been tested by constant raids and sorties from these bloodthirsty clansmen. The Lords of Ravenstern are fearsome warriors, yet they are quite proud and very individualistic. There is a strong underlying culture of competition among these peoples that makes them outstanding individual warriors, though in groups they tend to be undisciplined. The Knights of the Order of the Dragon, the cream of the Ravenstern nobility, are to be feared in combat. Like most of the other Knighthood Orders in the realm, these Knights do not swear allegiance to any noble, but rather travel with the Lords of the realm when it suits them.

The West – The Fierdsvain and the raiders of Vanskerry:

Along the coast to the West is Fierdsvain, where some of the Jarls of Vanskerry have intermingled and intermarried with the old Kingdom to form a unique warrior culture. Most of the former mercenary Jarls of Vanskerry who went to war on behalf of the Emperor of the Baccus Empire had difficulty in returning to the cold barren shores of the North. When the emissaries from the coastal lords of Pendor arrived, many jumped at the chance to establish themselves in better climates. However, there were many in Vanskerry who looked upon these mercenary Jarls as turncoats to the code of the North and have sworn to make it a point to plunder the lands held by these traitors. Regardless, infused with new blood, strong warriors and an appetite for both battle and trade, the Fierdsvain have flourished and have become as powerful as Sarleon itself.

The ashes of Pendor – The Kingdom of Sarleon:

The Kingdom of Sarleon dominates the center of the game map. The current King, Ulric of Sarleon, is the descendent of King Alfred I, former Duke Alfred of Sarleon. Once King Alfred established the Kingdom of Sarleon, most of the Knighthood orders charged with defending Pendor were outlawed. . The most famous of the outlawed orders was the Order of the Griffon: the guardians of the royal line of Pendor. Today only one order, the Order of the Lion still exists in Sarleon. This noble order backed Alfred's claim to rule. The Order of the Lion since that time has had a murky past, and for a score of years they also were outlawed. Today they have been vindicated and are now in the good graces of King Ulric of Sarleon and are the guardians of the realm.

The Southern Steppes – The D'Shar Nomads:

The South, along the Shavanir Desert is the Principality of D'shar made of dozens of separate individual tribes. At the height of the founding of the Kingdom of Pendor several tribes supported the peace and prosperity that the Kings of Pendor offered them for a treaty of peace. The peace turned into an alliance and these tribes began trading with the Northern Kingdoms. The makeshift tents and stalls that they set up in the plains of D'Shar over several generations became small-fortified towns and villages. No longer were they nomadic, but settled down, built homes and planted crops. Their prosperity quickly propelled these tribes into prominence in the D'Shar plains. Yet, those tribes who were staunchly tied to the old ways, remain nomadic and have rejected the "city dwellers" completely. Recently they have reverted to raiding the many caravans coming into and out of these towns. This has caused a great deal of tension between the cities and the tribal nomads closer to the great desert.

The Southeast – The Empire and the Snake Cult:

The remnants in and on Pendor of the Great Baccus Empire are now called just "The Empire". However, some portion of the old Baccus Republic (Pre-Empire by several hundred years) must have had profound influence on General Oasar, as he decreed that a democratic council of Lords selects each new "Overlord" when either the existing ruler dies or reaches the age of sixty. The strong military of the Empire could have long ago swept Northwards into the Pendor heartland and conquered the interior towns, but for the ties that the Empire has from their homeland across the Southern Sea, which have plagued them to no end. The Serpent Cult has been a constant threat, both politically and empirically to the Empire as they

almost successfully corrupted the Empire ruling class from within. It did not help that the many civilians and nobles were until recently openly in support of the path of the Serpent. All this has changed. The current Emperor, Marius I, has been successful in banning the Priests and temples from the cities of the Empire. This diplomatic feat has resulted in more of an all out war between the priesthood and the Empire and battles in and around Empire towns and castles are common. The Serpent worshipers in Pendor have gone underground, and receive help from across the Southern Sea where the heart of the Serpent resides. Marius I, has deftly turned the tables on the priesthood and has shown to the peoples of the Empire the depths of their unholy depravity. Escaping the death kiss of a Priestess of the Serpent is strong motivation for the average citizen to help their emperor in this task.

East – the Jatu tribesmen:

Along the Eastern plains of Pendor are the steppes of the Jatu. The original Jatu lived across the Southern Sea in a land of vast plains. They were a fiercely independent nomadic people, well versed with bow and spear. The Jatu are skillful horsemen and boys at an early age learn how to fight from horseback. After years of conflict, the Baccus Empire brokered an agreement with the leaders the Jatu that in exchange for peace. The Jatu would provide mercenaries to the Empire to conquer other lands. When General Oasar invaded Pendor, his main compliment of cavalry was the Jatu Horse Lords. When word came that the Great Baccus Empire was in tatters and that the Emperor was dead, the War leaders of the Jatu had no way to return to their homeland. Instead, they left the service of Oasar, raided dozens of villages for women folk, and traveled northwards to establish a new homeland for their peoples. A closed society that refuses trade and diplomatic overtures, these warriors will attack anyone in their domain.

Everywhere – at-large – those with weapons and the will to use them:

Once the Empire's armies began to stand down and call Southern Pendor their own, the more unsavory elements, to which the old Baccus Empire was famous for, began to emerge. The Red Brotherhood is a confederation of secret societies that crossed borders all across Pendor. They are bandits, thieves, slavers, and they deal in unsavory plans and sell whatever they can get their hands on. You will find them at times, helpful, and at times, they will be glad to relieve you of your possessions and perhaps your life. Town Militia and various lords try to wipe them out when found, but rooting them out of the various cities is like trying to kill rat infestation with a stick. You never seem to get them all. Note that the various gangs of Red Brotherhood operate independently of one another.

While there are many hazards in Pendor to be wary of, perhaps one of the most dangerous are the various Renegade Knights who wander the countryside. These knights are of various origins, some are from outlawed knighthood orders, others are twisted by the wild magic of the items which they carry, and some are just bent on the destruction of any who cross their path. One thing if for certain, they are deadly.

There are many religions and faiths in the lands of Pendor. Most of them are benevolent, and maintain a doctrine that is the bridge between life and death with a code of conduct that paves the way for a pleasant hereafter. A few of the non-benevolent religions are bent upon destruction and hatred. These followers are termed heretics by the other faiths, and are looked upon as something to be stamped out. Heretics often are believers in human sacrifice, and other dark rituals and are unsavory at best. At worse, they bring the stuff from your worst nightmares to life.

In your travels you will find adventurer companies. These groups of adventurers are from varied backgrounds and have many different goals. Some are on missions for various lords, some are bounty hunters, and still others are explorers of the ancient cities destroyed long ago. If they happen to take an interest in you, be prepared for anything as it is these self styled heroes that turn up in the most improbable places, with the most unreal equipment and do the impossible.

To the far East, the Noldor:

The last known remaining trace of the elder races are the Noldor. The war of the Titans was horrific, and the once graceful cities of these folks have long since been destroyed. Only this one place, hidden from outsiders, remains of their civilization. The Noldor were once wondrous workers of magic, but one of the results of the great conflict was that they were no longer able to invoke the cantrips and spells that were so central to their lives. Still, some of their lesser enchantments are still working as evidenced by their almost supernatural abilities on the battlefield. None who cross the paths of the Noldor near their home, come away unscathed.

I remember... (26. Mai 2009)

that this was my last encounter with my friend, Vance. His funeral was three months ago and I still have a hard time believing that there can be no answer if I call him. Loss is funny like that. It sneaks up at odd moments and tangles up your thoughts in a net of sorrow.

Much had happened of late that helped keep my mind off Vance, and my grief at his death. I lost my job as part of a sweeping layoff due to the bad economy, and was frantically trying to find work to pay the bills. Christmas was fast approaching. During that time, in accordance with Vance's last wishes, I created a "Module" for a game called "Mount&Blade" as a way to bring Vance's story to life.

Vance's story, and my approach to it as a game, has been well received. I felt that my work on Vance's legacy was done.

Then, Vance's sister, Jenny, knocked at my door and dropped a small bombshell on me. Jenny was the executor of her brother's estate, and, while she was clearing out the house preparatory to selling the property, came across several boxes of notes, interviews, half written manuscripts and drawings. She decided that Vance would want me to have them, and brought them over. I numbly accepted them, said a few lame words of condolence and, after several awkward moments, we said goodbye to one another.

It upset me a bit that Vance had obviously done an amazing amount of work on this project but had never even mentioned it to me. Vance and I were very different in temperament, even though we were good friends. He liked to live in the moment, and was "people smart," whereas I was what he called "book smart". I suppose I was berating myself for not knowing my friend as well as I thought I had, and was saddened at knowing him better after his death.

There was a time a few years ago, when Vance disappeared on a business trip for about six months. We never discussed it. He rarely talked about his life, and I had a feeling that he liked to live on the edge, perhaps even a tad nefariously. Even though he often vanished for a week at a time, that extended hiatus, with 20-20 hindsight, sticks in my mind as a turning point. Vance was different after that journey. He seemed slightly more introspective and just "different" after that particular trip. After he returned, I saw him more often.

Recalling my wife's allergies to mold and her probable reaction to having our living area turned into a storage facility, I began exploring the boxes with an eye to organizing them. In one of the very first boxes I inspected, I found a very thick book with old, cracked leather bindings. The pages were hand hand-written, and very fragile, and reeked of mold. It struck me as interesting, so I opened it and began to read.

I was not prepared for what I found. Pendor was not Vance's invention. I spent the next two hours reading and re-reading this journal dated 1888, transcribed by someone named Jonas. The more I read, the more confused I became. Jonas had received it from an ex-Benedictine monk, who lived as a hermit in Landes, France.

Jonas had apparently met this hermit regularly, both before and after he left his Order, and had received the story of Pendor, bit by bit, over several years' time. The initial notes were in French, which Jonas had translated into English. In one entry Jonas wrote that the monk was convinced that he had been "directed" to go to Landes, and to dictate his knowledge to Jonas.

The story itself was fascinating, but seeing my own last name in the journal more than a hundred times set me reeling. I did not know if it was coincidental, but it was certainly unsettling. Where had Vance acquired this journal?

Why did I end up with it? A prudent man would have taken the boxes, unopened, to the dump without delay, but curiosity overcame my caution.

I put the journal aside, and went through the rest of the boxes, to see what I had. I found maps, drawings and many stories, tantalizing snippets, disjointed pieces of a very large puzzle. I stored all the boxes in my garage, where I spent a great deal of time over the next several weeks. I began piecing the jigsaw puzzle

into a time line, using the unfinished manuscript, which Vance had given me. Had Vance shown me the entire collection at once, I would have thought him insane, and told him so on the spot.

Vance had done a good job on Pendor, and his transcription served me well to determine that most of these manuscripts dealt with events before and after the time line of the Pendor manuscript. I became more and more drawn to the story of Pendor and want to share with you what I know. I warn you, some of it is unsettling.

I have pieced together only part of the puzzle of love, life, tragedy and sacrifice that made up the history of Pendor, altogether human stories, but alien in many ways. Because of its "other-ness," some parts of it are difficult to understand. I have transcribed less than half of the story, concentrating on the earliest parts, with an eye to relating the story in a logical progression.

Many years before an event the Pendorian Historians call "The War of the Titans", humans were organized into tribes and clans, living as hunter/gatherers. There were several elder races, the most prominent being a race that today we call "Elves". I found vague references to the fact that these beings had come from "elsewhere," but those references are obscure at best. Apparently, they inhabited a fairly large island far to the Southeast of the lands now called Pendor.

There were other races native to Pendor, Giants, Trolls, Dragons, Furies and Gryphons. These races did not use tools, and their artifacts did not endure as long as those of the Elven race, but they were strong, somehow magical, and very long-lived. Extreme longevity and the use of magic seemed to be the hallmarks of all the elder races. The stories examine the "Elves" to a much greater degree than the other races are described.

These beings lived on an island called Gwythdarian. Their society was organized into Houses, which were ruled by Lords and their families. These houses were both social and political entities; there were five major houses and many minor houses. Their social structure was interesting, as it was divided into distinct social classes. Class was determined early in an elf's life by a demonstration of personal power, what we would term "Magic." Elves who demonstrated and could maintain a high level of personal power were called Sindari, and those who failed to do so were called Noldor. The latter lost status in their respective houses and became a servant class. Often members of minor houses would align themselves with the greater houses to provide services and receive a measure of preference. The greater houses were fairly competitive, both amongst themselves and with the lesser houses.

Of particular note is the fact that Elves had children infrequently, so when someone gave birth, the entire House celebrated. For the most part, Elves were scholars and explorers of the use of personal power. Elves did not bother with the race of men, because men did not use Magic, and thus were deemed of lesser status even than the Noldor. This is of interest, as the Sindari often referred to the Noldor as the "invisibles".

Most of the stories began on Gwythdarian, where there was a disagreement between one of the major Elven Houses, and the rest of the Elven nation. Whilst the event is not explicitly described in my papers and stories, apparently the Sindari of one house did something forbidden with magic power.

At this point, the stories become more detailed. I have paraphrased the hundreds of pages of dialogue and descriptions, which I have uncovered thus far.

The story begins with two young elves born twins, which was exceedingly rare in Elven births. The twins, a boy and a girl, Avaldain and his sister Althea, were unfortunately destined to become Noldor. The Sindari Lord of their house, Lord Gaelrandir crafted a sailing ship and embarked upon a quest to find a reclusive "Oracle" living in the far north. His goal was to seek help to counter the renegade Sindari who were bending their power towards forbidden ends. The twins stowed away on the ship to be close to their father, who was House Under-Steward in the service of Lord Gaelrandir.

After many trials and tribulations they found the "Oracle" and tragically, along the way, the twins' father, the Under-Steward, died. What happened next is where the story takes strange turns.

At first it seemed that the Oracle was a small Dragon, as this was the form in which the Oracle appeared in its first meeting with Lord Gaelrandir. Later, however, it becomes evident that the Oracle is something

altogether different. It lives somewhere else and manifests itself through a pool of water on the island. The Oracle takes control of a nearby willing “host,” which allows the Oracle direct interaction with Pendor. One of its favorite hosts is a small Dragon, which has a general disdain for Elves and an appetite for small white rabbits.

The Oracle decided to help Lord Gaelrandir, but stipulated a steep price for his aid: Althea would have to stay on the island and serve the Oracle for her entire life. Even worse, the Oracle would wipe away all memory of Althea so that no Elf would remember that she had ever existed. There was a heartbreaking account of the good-byes between Avaldain and Althea at the conclusion of this part of the story.

It is also not clear what help, if any, the Oracle gave to Gaelrandir, yet the Elven Lord seemed satisfied and returned to Gwythdarian.

Unknown to Lord Gaelrandir, the Oracle had put Avaldain under a compulsion. He was under a “geas” to return to Gwythdarian, gather together what Noldor he could, and leave Gwythdarian forever.

When the expedition returned to Gwythdarian, the situation had worsened to virtually open warfare. There had been bloodshed, and tensions were strong. No longer was Gwythdarian a haven for the learned, with sweet music floating on the cool breeze. It was a solemn place without sound and the air was heavy with foreboding. Lord Gaelrandir hastened to organize a concerted effort to stop the renegade noble house. He called together the heads of many other houses and held a grand council. He and his allied Sindari were so involved in the struggle before them that they did not notice that Avaldain had gathered several thousand Noldor and sailed for the mainland.

When the Sindari conflict reached its full pinnacle, the fury of magic that was unleashed caused the entire island to sink beneath the sea, killing all the Sindari and forever destroying the magic used by the other elder races. This event led to the eventual extinction of the elder races.

The surviving Noldor roamed Pendor for several months, then finally settled down and built a city next to a lake. Avaldain cloaked the city, having apparently some control over magic, (perhaps granted him by the Oracle, as Noldor had no powers of their own), so that no one could ever find it.

A recurrent theme in the stories is Avaldain’s feeling that something important was missing in his life, and his search for that elusive “something”. Althea often watched Avaldain in his struggles by using the power of the Oracle to scry him. In fact, many of the stories were from the Althea’s perspective and told how she watched her brother’s children, and their children’s children throughout their lives, helping them upon occasion, with no one ever aware she had done so.

Whatever it was that the Sindari had done, a forbidden “something” survived the sinking of Gwythdarian. There were very lengthy dialogues between Althea and the Oracle about countering and defeating this influence in the world and about the sons of Avaldain, who, being part Elf and part Human, had a chance to ultimately put an end to the Sindari influence on the world of Pendor. Further, their victory would ensure that many others, in “other places” would be spared great suffering if the sons of Avaldain were successful. These dialogues gave the general sense that whatever those rogue Sindari had done threatened the existence of the Oracle itself. Additionally, the Kingdom of Pendor was center stage to that conflict. Uniting the Pendorian Kingdom was a prerequisite to countering the remaining Sindari threat.

Madigan, a Prophet of Pendor, who may have been part Elf, made a prophecy recorded by the Pendorian Historians, predicting the coming of a great Warrior/Defender to Pendor. I have found what I think may be the Prophecy, written in Latin by the ex-monk, and never translated.

Verba de futuro:

Multis post annis, ex cearulo, Defensor veho a equus et Pendor sub secreto et sub selentio, fortes et liber. Defensor cognoso non est ad astra mollis e terra via. Defensor insisto quo fas et gloria docunt. Defensor laboro est arduum sane munus. Amicus certus in re incerta cernitor, quod latet anguis in herba. Quam terribilis est haec hora! Vae victis! Nil desperandum, forsan miseros meliora sequentur, pax et bonum, vinculum unitatis. Finis coronat opus, et in hoc signo vincis.

In other stories and recorded conversations between the Oracle and Althea, a very different version of reality was presented to her. I am still digesting the ramifications of these conversations and piecing them

together with some of the conversations between the ex-Benedictine Monk and the Oracle that shine an enlightening and disturbing light on our reality.

Here are three short conversations and explanations, between the Oracle and Althea where the former is lecturing to the latter. These conversations I thought interesting enough to share with you, to wit:

“There is order in the universe, from the rotation of galaxies around a central core to the structure of the smallest particles with charged bits of power orbiting their center. There are definable laws governing how everything interacts. These laws govern speed, weight, resistance, attraction, repulsion, temperature and many other concepts too difficult to explain right now. Everything has a natural law that defines what it is, how it works... except life. Life is only partially governed by natural laws.”

“Elves and Humans, have the spark of creation within them. We have talked about this in the past, and the decisions made to yield that spark to them. Higher orders can reproduce themselves, explore, think, and, most importantly, exercise free will. Free will allows them to dream, to bring incongruent facts together and create something new. That spark of creation reverberates through the weave and unfolds countless alternate possibilities. It is from these possibilities that stepping-stones, where we may walk, are created.”

“Infinity is a concept, not a number, too large to define, beyond the realm of what human and elven minds can hope to comprehend. They thus attempt to define that which cannot be defined, creating a “definition” that is much more than the definition could be. They scoop up a flagon full of water and call it an ocean. Yes it is a liquid, yes there are similarities, but does it encapsulate the immensity of an ocean? It falls woefully short does it not?”

There were many other stories, not dealing with Althea, which are narrow windows into the world of Pendor. I will share those with you as time permits.

What becomes really confusing in several of these stories, as transcribed by Jonas, is that the unnamed ex-Benedictine monk often had direct conversations with the “Oracle”, about our own world. For example: Jonas recorded one such conversation where the Oracle discusses with the Monk the importance of building the Eiffel Tower.

Another disturbing reference is to the name of the Elven Island, Gwythdarian, and how its name was wiped away from the “weave.” The term “weave” is often used by the Oracle to describe the nature of his existence. I thought this odd so I decided to run a search on the Internet for “Gwythdarian” using various search engines. To my dismay I could not find any reference to that name at all. Nor could I find substantial references to the name “Gaelrandir”. (The only reference was a player who named his character Gaelrandir in Lord of the Rings Online in December 2007. I wonder why these words are so elusive.)

As I continue piecing the Pendorian puzzle together, it has transformed into an enormous tapestry. In my subsequent accounts of its history, more of Pendor and its fascinating inhabitants will unfold before you.

The storm raged against the cold stone walls of the castle.

Echoes of thunder rumbled down cheerless corridors and into the great hall, where reveling shadows danced across rough stone walls to the silent music of flickering torches.

Althea sat alone beside the pool, clutching a finely-patterned wool shawl to ward off the damp chill.

“I hear you, Qualis,” she said simply. She looked up into the high rafters where the shadows deepened, untouched by the torchlight.

Above her, the snap and whirr of leathery wings announced the descent of a small dragon. It touched down beside her, its sharp, curved claws scraping against the flagstones.

“Why do you not rest?” rasped Qualis.

“The storm keeps me wakeful. It reminds me of the night we lost our father, my brother and I,” said Althea, as she turned her gaze from the dragon back to the still water of the pool.

The meredragon regarded her silently, as she drifted into memories of her past. The pain of her sacrifice was still fresh, and as she thought back on all she'd given up, a solitary tear slid down her cheek.

The dragon watched her grief in bewilderment. He had lived with this elf-woman for years and still she remained an enigma. He could not comprehend her strong ties to her own kind, particularly her unbreakable link to her hatch-brother. He knew of the mysteries and the will. He understood the loose kinship of his kind, love of the hunt, the need every twenty winters to seek out a mate, but Althea's behavior was inexplicable.

He wondered, and not for the first time, if she was mentally defective or had a disease which caused a sickness of spirit.

He felt a familiar touch upon his mind then, a gentle shifting of perception, and knew that the Oracle was again coming to inhabit his consciousness. He had long ago ceased fighting this inner interloper. For centuries he had struggled against this possession, and always in vain. The futility of this resistance was at last borne upon him, and he discovered that cooperation was of mutual benefit.

Now, out of habit, he simply relaxed and cleared his mind.

"Althea, you are in pain," rasped the Oracle through Qualis.

Althea started, as she always did when the Oracle took control of the dragon's body without warning.

"Yes," she began, "I suppose I am. The storm has brought back so many sorrowful memories."

"I know that it is still difficult for you, however willingly your choice was made. Yet poor Qualis does not understand, and is disturbed by your grief," the Oracle said.

She felt the warm, familiar touch in her mind, and let the Oracle enter her consciousness. The room began to fade around her, and she slipped peacefully into the black.

When she opened her eyes again, it was morning. The storm had passed, and brilliant sunlight had banished the torch shadows from the great hall. The air smelled fresh and clean, with a hint of the rain still lingering.

Sitting on his haunches and surrounded by glittering, sapphire-hued gems was Qualis, perched with wings folded back and forearms resting upon his knees. "I am going release Qualis to himself now. Please be gentle with him, as he is deeply distressed," said the Oracle.

Althea looked at the Oracle-Qualis in confusion. "Why is he distressed? And what are these?" she asked, as she indicated the dozens of glowing gems, scattered like shimmering raindrops about the room.

"I allowed Qualis to experience your sorrow, Althea. Dragons, even clever meredragons, are incapable of understanding elven emotion. Their needs are simple, and they lack the emotive expression of your kind. These gems are the tears that Qualis shed when he experienced your pain.

Still confused, Althea said, "Dragons feel no sorrow, nor do they shed tears!"

"Do not and can not are worlds apart, my dear. For last night, this little dragon did. Once Qualis is more composed, he will undoubtedly slink off to sulk, so please pick up this litter of gems. I believe that they just may be useful one day."

I remember... (21. Juni 2010)

About a week after releasing Prophecy of Pendor 2.0 in June of 2009, I applied for a teaching position in a small community college in Michigan.

They wanted a game designer and producer to head up their interactive media program. I felt ready for a change and I really wanted to try living somewhere in the US other than Oregon. This new job would be a good fit for my skills, both teaching and creating something new. It would also give me time to spend on my passion: researching and pushing the boundaries of game design as well as piecing together the mysterious contents of these boxes that Vance had left for me.

The move was, as are most moves, absolutely hideous. I had to pack up personal belongings, all my needed household goods and, of course, Vance's boxes and journals. As I drove cross country, all went well at first, but when I stopped in Nebraska overnight, my trailer was stolen.

Luckily - at least for the story of Pendor - I had brought a number of Vance's manuscripts and journals into my room that night for some light reading.

Otherwise, all the rest of the Pendor information would have been lost, along with all my personal belongings. I suffered through lengthy sessions with the police, U-haul, my insurance company and all the other hassles which accompany such a theft, and went on my way once more. My belongings and some of the boxes from Vance were never recovered.

Packing up all my worldly goods prior to the move had led me to delve into Vance's boxes yet again. Surprisingly, this time I discovered references to other lands, cultures and cities far across the seas from Pendor, lands referred to as "The Baccus Empire." These documents described the civil war which shattered the once-proud Empire. Some of these lands had been destroyed or swallowed up, but others apparently still existed. I found an obscure reference to an army stranded by the civil war in Pendor; that army evidently was the foundation of the faction in Pendor known as "The Empire."

Once I was moved, I assembled a group of friends to help me correlate this hitherto-unstudied information about the Pendor Empire's origins and the other lands which were now apparently quite relevant to its history. I knew that with the pressures of the move, the new job and the trauma of the theft, I'd need help in organizing it all. While I settled into my new job, they began assembling the next part of Pendor's story.

Prior to the move, I had been heavily researching the fall of the Empire, the other nations around Pendor, as well as some of the towns and cities of Pendor, specifically Janos and Singal. I came across several enlightening stories. I concluded that this information was too valuable to keep to myself. I distributed copies to the friends aiding me in researching these documents, and they forged ahead while I threw myself into my new job.

Fortunately, I was able to recreate from memory a large part of those notes which had been stolen.

My friends' research uncovered some extremely interesting information. It appeared that some of the apparent enemies of Pendor actually also had cooperated with the kings of Pendor. They found several Knighthood Orders which I'd overlooked before, as well as information which indicated that several of the Knighthood Orders were not the paragons of honor and nobility I'd assumed they were. Another document made reference to the attempts of the aforementioned foreign nations to meddle in Pendor's economy and politics. One journal yielded a treasure trove of information about the Snake Cult and the Red Plague, which had killed over half the population of Pendor. This and other recently discovered lore about Pendor has greatly expanded both my knowledge of Pendor and its continuing story. We are still piecing together some most interesting background information on the Noldor.

We found a very descriptive account of Singal from a traveler, to wit:

The City of Singal

This was told me in the Sarleon tavern, by a traveler missing one hand, with a scar from temple to chin:

"The very name 'Singal' sends a shiver down the spine of all right-thinking men. In Singal, Pendor's human underbelly skulks; everything is for sale and everything has a price, including one's continued healthy existence. The alleyways teem with dealers in Buriligi's drug, Red Brotherhood Slavers and murderers of all classes. Assassins flourish here and sometimes those lords who come seeking to hire them . . . disappear. D'Shar outlaws sell their loot openly in Singal's markets.

Ramun's auctions of the most beautiful women in Pendor, including kidnapped noblewomen and Noldor captives, are held behind secret doors, and it is rumored that the admission prices to these select sales exceed 1000 denarii, merely for the privilege of bidding. Sinister Knighthood Orders who fight for evil goddesses and bands of ruthless Singalian Slavers led by Temptresses maintain their headquarters in Singal. The Snake Cult and the Heretics practice freely within the town, unhindered by the corrupt City Guard, who are either bought off or part of the many Singal conspiracies. Honest men keep their women locked up and no one of good intent walks the streets of Singal by night. Only the obviously insane are able to move freely through these mean streets, for the mad are known to be touched by the gods and thus are sacrosanct.

Woe betide one who finds himself bound over to Singal's Courts of Justice. All the honest judges were assassinated years ago, and justice is defined by the quantity of gold dropped into the judge's greedy hands. In the older parts of the city, mangy stray dogs fight with D'Shar orphans over noisome garbage. The Red Brotherhood finds many youthful recruits amongst these childish strays. Whores dripping with nameless diseases offer their dubious charms for a few coppers. Many of these whores go veiled, to hide the sores and signs of their disease. Prophets in ragged robes preach the benefits of converting to hideous religions. Human sacrifice is openly practiced in their rank hovel temples.

Hawkers compete to enquire of the unwary visitor 'What do you desire? If I don't have it today, I will assuredly have it tomorrow!' Contracts for murder are written openly in Singal's largest tavern. Go there and see for yourself, but don't linger too long or otherwise attract attention.

The groans and pleas of crippled beggars and the shouts of hawkers, the dulcet propositions of whores and rhythmically beating tablas create Singal's backdrop symphony of disharmony. Kicked dogs yelp, stallions scream challenges as their handlers beat them into submission, priests chant in many tongues. Rising above all, the sinister rhythm of the drums drives the heartbeat of the city.

Singal's market smells of spice and opium, of exotic perfumes with an undercurrent of poison-scent from the Herbalist stalls. Food sellers offer kebab cooked over dried dung fires in their braziers, but the origin of the meat is oftentimes dubious. Bales of scarlet silk spill onto counters, high-bred horses arch their necks, kick and snap at their handlers. Unusual weapons long outlawed in Pendor can be had from the weapons makers - all one needs to do is ask to see the "special goods." The stench of unwashed bodies and rotting vegetables permeates the market, nearly overwhelming the pleasant scents. Hold onto to your purse, keep a hand on your sword and always guard your back as you walk there. Innocent-looking urchins await a moment of inattention to lift your purse, and the cults ever seek fresh sacrifices from amongst the hordes of travelers there.

The lord of Singal pays lip service to Kadan Bahadur Khan, and periodically attempts to enforce a modicum of order within the city. He is known to impale lawbreakers outside the city walls. The sickly stench of rotting corpses pervades even the more affluent parts of town. So long as his taxes are paid, the Bahadur Khan interferes little, knowing that even he, with all the might of his army, cannot conquer the evil within Singal.

Go warily, should you travel there."

There was also a most interesting first-person account of a Noldor assassin's adventures, as per the following:

The Assassin's Tale

I sat quietly in the tavern, sipping an indifferent Sarleon wine. I prefer better vintages, but, considering the potential value of the business under discussion, drinking sour wine was a small price to pay to gain a possibly lucrative contract. If, that is, we could move past the boring preliminaries and get to the point.

"Yes, yes, your philosophizing on the injustice of the world is interesting but I fail to see what it has to do with me, or my particular skills,"

I interrupted the fat fellow, squinting slightly at the light reflecting off his balding head.

"Please, I'm coming to that, sir." His twin chins wobbled as he nodded vigorously. "As you know, the world turns on profit, and we merchants need protection. An attack on us is an attack on all Pendor's commerce."

"You wish some caravan guards disabled? Hire a common bravo to do your dirty work. You waste my time." I stood up to leave, and pulled my hat down a little lower; a habit I'd developed of late.

"No, no, sir, that is not what I want. It is his protector who must be dealt with in a rather... permanent, shall we say, way?" he babbled on. His mannerisms were starting to annoy me. Dealing with clients was definitely the most unpleasant part of my profession.

"So, you want some money-grubbing merchant killed, do you? A competitor perhaps? What did he do - steal one of your customers or seduce your daughter? All you need is one of the local Red Brotherhood murderers. There's no reason to pay my hefty fee for such a simple job." I swung my leg over the rough bench preparatory to leaving. He caught my arm in a surprisingly strong grip as I turned away. Ah, well, if I wanted jobs, I had to deal politely with the fools who offered them, so I refrained from stabbing the hand still attached to my arm.

"Sven Hairybreeks, brother of the eminent Lord Inar Hairybreeks is the man to whom I refer. That Fierdsvain bastard is undercutting all my prices, and hiring my own caravans away. I can do nothing personally, because he is protected by the Fierdsvain merchant princes." Hmm, this job was starting to sound rather more interesting now. I've always enjoyed killing the squabbling Pendor lords. If I did the job right, I could likely pin blame for it on a Sarleon or Ravenstern lord. A contract which offered the prospect of setting a Ravenstern or Sarleon cat amongst the Fierdsvain pigeons was intriguing. It might even lead to another war, which would certainly serve my private cause nicely indeed.

"Very well, continue," I sat back down and examined the man before me more closely. My estimation of him rose as I noted that he'd dropped his pose of dithering merchant and narrowed his eyes shrewdly, revealing the hard-nosed businessman beneath. "You now have my undivided attention. Let's get down to business." Our discussion progressed swimmingly from there to the all-important matter of my fee. I left the tavern with a bulging purse and a contract; he departed with an empty purse, rubbing his hands gleefully as he contemplated his enemy's imminent demise.

As I stepped out into the arid air, heat shimmered in the filthy street ahead. Ah, Singal. What a pit it is! I mentally contrasted its clay hovels with the forests I grew up in. For some reason, despite the squalor, I actually like it here. Thick crowds and noisy streets are better aids to stealth than the silent forests of my home. The only camouflage needed to blend into Singal is the attire of a ruffian and a visible weapon; I need none of the soft greens and browns which blend one into the Larian woods. Even the slight lilt left in my accent attracts no notice in a town where people speak in many dialects from all over Pendor and foreign tongues from beyond.

Several days later, I'd completed my research and preparations and was ready to complete the contract. Hairybreeks was currently here in Singal on business. I was ready. I'd pilfered a cloak from a Sarleon nobleman, and picked out some stitches so it would tear under the least strain. I'd also stolen the nobleman's sword undiscovered, since the man was happily occupied at the time in one of Singal's more opulent brothels. The sword sold for enough to buy me a pretty whore and some decent wine. Those of my profession do not favor swords.

Making Sven Hairybreek's acquaintance had not proved difficult, and he'd believed the forged letter I sent him informing him that a certain lord's representative would contact him concerning some business of mutual benefit. Hairybreeks certainly had a good head for his wine, I'd give him that.

Despite my "understanding" with the barkeep which kept my wine heavily watered, I'd been hard-put to stay sober whilst pretending to keep up with him. We arranged a business meeting for the next day and he staggered off to his inn.

Upon arrival at my target's inn, I once again carefully examined the points of entry and exit. Adjusting the set of my hat and my wealthy merchant's disguise, I entered and headed straight towards my intended victim's room. I was quickly admitted by a fetching young lady wearing next to nothing.

"Welcome, good sir, I'm pleased you have come. I believe in a judicious mixture of business and pleasure, don't I, my lovelies?" He squeezed the nearest whore's bottom; she giggled. He pushed her out of the way and waved me to a seat. The other girl perched herself on my knee. Up close, she wasn't bad, but I prefer my women slimmer and very lithe and she was a trifle overblown for my tastes.

"So, sir . . . I'm sorry, but I don't know how to address you?"

"Sir Envoy will suffice. I am here on behalf of . . . a certain lord. Should our initial discussion prove fruitful, you will deal in future directly with my master concerning the trade contract we are here to discuss. Our acquaintanceship will thus be very fleeting." I smiled and pinched the whore on my lap to make her squeal and wiggle.

His visage changed from affable and confident to angry - he clearly was unused to being addressed in such a way by an underling. "Bugger off, whores, your services are no longer needed." He tossed a small purse to the nearest one. "By the way, don't bother returning until you've lost a bit of weight. You may inform the madam that I shall require different company tomorrow night." The whores departed in a flurry of obscene remarks about his manhood, bed performance and overall appearance. I stifled an appreciative grin; some of their comments were both apt and most artistically phrased!

"Ah, good, we can come straight to the point of our meeting. My master prefers to deal straightforwardly." I walked over to him. "My master said that you wished a sample of the quality of cloth his serfs produce." I removed the heraldic cloak from my shoulders. "Please, examine the texture and strength of the fabric and confirm the quality of the weave." I handed the cloak to the still-seated man. He felt the cloth between thumb and forefinger then bunched two sections in his fist and pulled them hard apart. As per my plan, the cloth ripped in twain.

I planned to leave my victim clutching a bit of the cloak; I would abandon the remainder in an alleyway for the town watch to find. Stupid as they were, they should still be able to connect the dropped bloody fragment with the other piece left in the dead man's hand. Once the Sarleon crest was recognized, the Fierdsvain would surely demand blood-geld and vengeance for the murder. I shook my right hand and the dagger hidden in my sleeve sheath slipped into it.

"What on earth is the meaning of this?" The man failed to notice my dagger as he examined the torn cloth. He gasped as my dagger slid neatly into his chest.

"There's a saying that all men in Singal are equal if their gold is the same color. Except, of course, that in Ravenstern, they prefer to trade in silver. Still, denars are denars."

"Who are you?" he gasped as his eyes began to glaze over.

"Ah, you ask my name again? No harm in giving it to you on your deathbed, I suppose. I am the Noldor, Lethaldiran, and you, my poor friend, are now quite dead." He gurgled as I slit his throat, just to be sure. I cleaned my dagger on the fragment of cloak he still clutched and checked over my clothes to make sure that there was no betraying bloodstain anywhere. Not that it would matter in Singal, anyhow, but I am fastidious about my clothes.

I left the inn unobtrusively, the other fragment of cloak over my arm, to be dropped in the nearest convenient alley. So it goes, another day, another death, another denar. The life of an assassin can really be rather boring at times. I do wish that, just once in awhile, one of my marks would prove a little more challenging.

I also found another excellent map and other information about Janos. Our research continues, and each day adds another page to the ongoing saga of Pendor.

TBC (Credits: Introduction, I Remember, Saxondragon - Singal, Fawzia - The Assassin's Tale, M0rdred, Editing, Fawzia)

Features

Well thought out cultures, armies, and conflicts all of which are set against the backdrop of the realm of Pendor.

Enhanced Goals:

Expanded victory conditions. It is not just about defeating the five kingdoms, but putting down the four minor factions as well and re-establishing relations with the elusive and hostile elder race of the Noldor. Find the elusive Tears of the Dragon also known as Qualis Gems as a secondary quest to make your characters more powerful and unlock the secrets to establishing new Knighthood Orders and acquiring amazing weapons.

New Factions and economic model:

6 Playable Factions with extended troop trees for each (15-19 per tree).

- The Kingdom of Ravenstern – Blue - The Northern Dragon. Valiant warriors who value freedom.
- The Fierdsvain – Green - Fearless and strong, masters of the battlefield on land and sea.
- The Kingdom of Sarleon – Red - The Golden Lion. Upholding Honor and the traditions of the Old Kingdom.
- The D'Shar Principalities – Brown- These once nomadic tribesmen are swift as the wind, and deadly as the cobra.
- The Empire - Gold - The Bold Eagle. Disciplined and brave making a last stand or new beginning.
- Player Kingdom – Yours to define.

Expanded Economic Model- build dozens of new structures at your village, castles and towns. Structures can be damaged and destroyed when locations are conquered or raided.

Player as King option and Enhanced Kingdom Management system. Declare yourself as a Monarch and play at a new level and all that goes with it.

Additional Quests – Over 50 different types of quests, problems and unique situations that your village/castle/town steward brings to your attention that will have impact on how your realm revolves.

Join one of the Knighthood Orders.

New Enemies:

Many and varied foes that are intrinsically part of the struggle of Pendor.

Addition of unique Heroes belonging to various minor factions that have unusual troops, dialogues and are challenging to defeat.

Minor Factions have warbands and armies that can appear to challenge your rule of Pendor.

Enhanced troops:

Knighthood Orders- The top tier troops can only be created at chapters of knighthood orders that are located at various castles and towns. Some Orders already exist in the game, others are defunct and are up to the player to discover and reestablish. You decide what orders to promote, destroy, keep or create and where. In addition you can enhance the skills and attributes of these upper echelon troops in the game.

Knighthood orders sometimes create their own “questing Knights” and have their own faction.

A unique troop trees reserved for the player. Adopt one of the five major cultures as your own or turn back the clock and embrace the culture of the old Pendorian Kingdom.

Enhanced Mercenaries, over 20 different types with intersecting troop trees.

More powerful soldiers and increased troops.. added 180 more troops to encounter and work with.

Multiple new troop trees to utilize.

Mercenary companies that are dynamic in the game.

Companions:

Expanded NPC's. 20 unique companions with enhanced dialogue, new likes and dislikes and histories. Companion, Pretender and Cultural special abilities: Unique weapons, items, ability to train specialized troops etc.

New Items:

Addition of over 475 new items.

Many new Horses

New Armor with amazing look, feel and properties.

New weapons including upgradeable enchanted weapons and highly valued unique weapons.

Added a Baggage Train for those long Sieges.

Sounds:

Enhanced NPC voice acting to give deeper immersion.

Better Battle Sounds. Incorporated Checkmatey's More Metal sounds V1.7.

New Music - some donated by professional award winning artists and composers.

More new music, ambience based upon culture..

Artwork:

Reworked the menu system for a completely fresh look and feel.

New banners – Amazing banners that spark your imagination.

New Artwork, Icons, armor and weapons textures that change the entire look and feel of the game.

A new unique and challenging map and expanded from earlier versions.

Renamed, reworked and brought in line with the relevant culture all lords, ladies, merchants, stewards to give a consistent visual and contextual experience.

Incorporated new face textures for a more realistic grittier look.

Enhanced Game interaction:

Dynamic Conversation System. - This system will allow for the interaction with various merchants, travelers, stewards, barkeepers, and Red Brotherhood slavers and yield location specific, relevant and dynamic content that will affect game play.

Improved Autoloot

Accessing inventory while in siege.

Accessing village leaders from the village menu.

Modified defenders arrow supply.

Auto continuation if your character falls in battle.

Creation of a wiki to help players with the immense storyline and information.

Prisoner ransom reward by level.

Modified prisoner recruitment (cannot recruit troops above level 40).

Enhanced and more difficult tournaments for more challenge, bigger betting, and better rewards.

Enhanced charisma modifiers to enable leading bigger armies.

High replay value:

No two games will be the same.

Not a module for the inexperienced player.

Reporting:

New Reports for status on your game victory.

New reports at each location you own to find out how they are doing.

Expanded Reporting – Enhanced reports of your villages, castles and towns as well as victory conditions.

A fully detailed list of Achievements.

Mature content warning. Some crude language, mature subject matter, mature themes.

Character, Stats and Skills

YOUR MOST IMPORTANT ASSET IS YOURSELF. Over the course of time, with practice and better equipment, your character can become one of the most renowned warriors in the land. However, it is essential that you have some kind of plan as you roam around battling foes, or you'll quickly find yourself fighting them alone with no money and no friends. To develop a plan, you need to understand the different ways that you can improve your character.

Character Generation

The first thing you have to decide when you start a new game is what sort of background you have followed up to this point in your character's life. Different backgrounds will give you different starting abilities and skills, and different equipment. Some backgrounds simplify the beginning stages of the game by pre-allocating skill and attribute points, while others offer more character flexibility by allowing you total control over your development.

It is important to note that any character can become equally skilled in any given area. The choices you make at the beginning of the game merely provide an accelerated start for the way you would most like to play, so do not worry about making a "bad" choice. Likewise for your character's gender: it does not affect your character's chances for advancement, only what your character looks and sounds like in the game. After you have chosen your character's background, you have the chance to sculpt your face. This has no effect on gameplay, so feel free to make whatever adjustments you like. You can change your character's appearance at any point. You will need to choose your game's save policy. If you choose to allow quitting without saving, you can back out of bad events like being taken prisoner, and reload a past save point any time you like. Players who want extra difficulty may choose the "Do not quit without saving" option. Once you pick the saving policy, you cannot change it again for the rest of the game.



The last step of character generation is to assign your initial points. You will have some basic stats thanks to your background choices, and now you have the chance to fine-tune them a little more. You start at character level one with 4 attribute points to spend, along with a number of skill points based on your starting intelligence (based on background), and a number of weapon proficiency points based on your agility (again, based on background). Read the next sections for detailed information about what each stat and skill does.

Experience points or XP, is what you will use to advance your character. XP can be gained by defeating enemies in battle yourself, or through an army that you command; by fighting in the arena; and by completing quests. At certain thresholds, you will earn a new character level, at which point you will receive 1 attribute point, 1 skill point, and 10 weapon proficiency points. You can return to the character screen after each new level and assign the new points you have earned. Spend these wisely, your choices are permanent once you leave the character screen. You can review your character information and assign new points you earn from advancement from the Character Screen, which is accessible from the main view or by pressing the 'C' key (default).

Attributes:

Your character has four major attributes which affect what you can do in very profound ways. Attributes do two things: they give you some kind of immediate advantage, and they also allow you to increase skills that are dependent on that attribute. See the section on skills for more information. When you create a new character, you will get four points to spend on attributes, and upon each level-up, you will receive one more. These choices cannot be changed once committed, so be sure to spend them wisely!

The attributes are:

- **STRENGTH:** Every point of Strength will increase your hit points by one, as well as provide bonuses to your damage. Also, some weapons and armor have a minimum strength requirement to use.
- **AGILITY :** Every point of Agility increases your attacking speed by 0.5%, and gives you an additional 5 weapon proficiency points to spend as you like.
- **INTELLIGENCE:** Every point of Intelligence gives you an extra skill point to spend as you like.
- **CHARISMA:** Every point of Charisma increases your maximum party size by 1.

Skills

There are many skills in the game, each of which has a base attribute. A skill cannot be raised higher than one third of the base attribute: for example, Tactics, which is governed by Intelligence, could not be raised past 3 if your Intelligence was 9. You must first allocate more points to a base attribute if you want to raise skills that are hitting this bottleneck.

Skills come in three types. Personal skills apply only to individual characters and their abilities. Just because you're good at riding a horse doesn't mean anybody else automatically becomes good at it too. Leader skills are only effective if the leader (you) knows them. Lastly, Party skills are those used by your entire band. Only one character in the party needs to know the skill for the whole party to gain its benefit, though the skill will become more effective if the leader (you) also knows something about it. In other words, a party skill's effective level is a combination of the skill level the person who has the best rank in it, as well as a bonus based on your own rank in that skill.

of

The bonuses look like this:

Your Skill	Party Skill Bonus
1	0
2 to 4	1
5 to 7	2
8 to 9	3
10	4

The party skill bonus is applied even if you are the person with the highest rank in the skill. So if you have a rank of 8 in Tactics, then the effective level of the skill for the party is $8 + 3 = 11$.



The skills with their base attributes and types are as follows:

- **IRONFLESH SKILL** (strength) (personal skill): Each point gives you 2 extra hit points.
- **POWER STRIKE SKILL** (strength) (personal skill): Each point adds 8% damage to each hit with a melee weapon.
- **POWER THROW SKILL** (strength) (personal skill): Each point adds 10% damage to each hit with a thrown weapon. Some thrown weapons require a few points in Power Throw to use (e.g. axes, javelins).
- **POWER DRAW SKILL** (strength) (personal skill): More powerful bows have a minimum Power Draw requirement to use. Power Draw also adds 12% to each hit with the bow, until four levels beyond the bow's minimum Power Draw requirement; for example, if the bow's Power Draw requirement is 2, then a skill level of 2 will add 24%, while a skill level of 6 will add 72%, while any level beyond 6 will still add 72%. Finally, higher Power Draw makes powerful bows easier to use by improving your accuracy and the time you can keep your aim steady while the bow is drawn.
- **WEAPON MASTER SKILL** (agility) (personal skill): Each skill level adds 40 points (starting from 60) to your weapon proficiency limits. Beyond this limit, you cannot increase weapon proficiencies by investing points into them. Weapon proficiencies can also be increased with practice, even beyond the limit set by Weapon Mastery, but the rate of increase will slow down as you get further from the limit.
- **SHIELD SKILL** (agility) (personal skill): Each point reduces the damage your shield takes by blocking a hit by 8%. It also increases your shield's effective size versus ranged attacks, and improves how quickly you can block with a shield.
- **ATHLETICS SKILL** (agility) (personal skill): Increases your base running speed, either making a lightly encumbered character run faster than normal, or letting a heavily encumbered character move at normal speed.



- **RIDING SKILL** (agility) (personal skill): Some horses have a minimum riding requirement; this skill also increases your speed and agility while sitting astride a steed.
- **HORSE ARCHERY SKILL** (agility) (personal skill): Reduces accuracy and damage penalties for using a ranged weapon from a moving horse. Note that no penalties are applied if you are mounted but not moving.
- **LOOTING SKILL** (agility) (party): Increases the amount of loot obtained by 10% per skill level.
- **TRAINER SKILL** (intelligence) (personal skill): At midnight of each day, a hero with the Trainer skill adds experience to every other party member of a lower level than himself. Higher ranks in Training add more experience to each party member.
- **TRACKING SKILL** (intelligence) (party skill): A single point in Tracking allows you to see tracks left by other parties on the world map. Additional points let you spot tracks from a greater distance and make each track reveal more information.
- **TACTICS SKILL** (intelligence) (party skill): Every two levels of this skill increases your starting battle advantage by 1. Battle

advantage determines how many soldiers you can have on the battlefield at the start of a battle and how large your reinforcements will be. This skill will also let you retreat from a battle with fewer casualties.

- **PATH-FINDING SKILL** (intelligence) (party skill): This skill increases your map travel speed by 3% per skill level.
- **SPOTTING SKILL** (intelligence) (party skill): This skill increases your map sight range by 10% per skill level.
- **INVENTORY MANAGEMENT SKILL** (intelligence) (personal skill): Each point adds an extra 6 slots to your inventory.
- **WOUND TREATMENT SKILL** (intelligence) (party skill): Each point adds 20% to your party's healing speed; it also allows crippled horses to be healed automatically if they are in your inventory.
- **SURGERY SKILL** (intelligence) (party skill): Each point adds a 4% chance that a party member, when struck down, will be knocked unconscious instead of dying. This chance is added to a base chance of 25%. Also, the chance applies only to regular troops, since heroes always survive anyway.
- **FIRST AID SKILL** (intelligence) (party skill): Each point will allow your hero characters to regain 5% of the health they've lost during a particular skirmish or battle. Note that this is added to a base rate of 10%.
- **ENGINEER SKILL** (intelligence) (party skill): This is used to determine how quickly you can build siege machinery. It also affects the speed at which improvements can be built at a fief which you own.
- **PERSUASION SKILL** (charisma) (personal skill): This will allow you to try and get your way with words instead of blades.
- **LEADERSHIP SKILL** (charisma) (leader skill): Every point increases the maximum number of troops you can command by 5, while increasing your party morale and reducing troop wages by 5%.
- **PRISONER MANAGEMENT SKILL** (charisma) (leader skill): Every point increases the maximum number of prisoners your party can have by 5.
- **TRADE SKILL** (charisma) (party skill): Every point reduces your trade penalty by 5%.

Weapon Proficiencies:

There are a total of six weapon proficiencies, each covering a different type of weapon. If you plan to do much fighting, you're going to want to increase one or two of these to high levels. Which is best? They are all equally useful, and which you use will depend on your playing style. A higher level of proficiency will let you attack and defend with a melee weapon with greater speed, or to be more accurate with missile weapons. At each level-up, you will receive 10 additional weapon proficiency points to spend as you like. Unless you have one or more points of the Weapon Mastery skill, you cannot spend weapon points on proficiencies that have passed 60. As you get to higher degrees, a proficiency will require more than one weapon point to increase by one: that is, if your One-handed Weapons proficiency is at 104, it may take 2 proficiency points to get it to 105, etc.

Weapon proficiencies will also increase over time as you use them by scoring damage on opponents. Melee weapons are practiced simply by causing damage, while missile weapons benefit more from difficult, long-range shots. Gaining proficiency through practice can take significant amounts of time at higher levels.

The skill Weapon Mastery not only allows you to spend weapon points at higher levels, but it also allows gains from practice to come faster.

Are you tired of being just 1 point of powerdraw away from using that shiny Ruby runed bow? Are you cursing the gods because you are too weak for plate armor when you're the ruler of Pendor and at level 50? Well then, spit no more your venomous bile, because this is the guide that will help you plan your skill upgrades and show you how to avoid ineffective upgrading when you need one more level and/or the stats to equip an item.

Step 1: Determine your strength threshold:

Strength is the be-all and end-all indicator of what equipment your character can use and is most often the stat to which people fail to assign enough points to equip some extra nice equipment. From bows, to crossbow, armor and huge honking halberds, the level of your strength will dictate how much access to the equipment pool of POP you can attain.

Note that, for bows, even though the minimum powerdraw is covered, there is a significant bonus to accuracy if you have +3 to the power draw requirements. That is the benefit of powerdraw.

Also, be aware that certain prefixes will have an effect on both the quality and ability of equipment and what stats are required to use them. These are the one which modify:

Melee weapons:

"Heavy" prefix - +1 to strength requirement.

Bows:

"Strong": +1 to powerdraw requirements

"Masterwork": +3 (?) to powerdraw requirements

Horses:

"Stubborn": +1 to riding requirements

"Spirited": +1 to riding requirements

"Champion": +2 (seems to be inconsistent) to riding requirements

Strength 9

At strength 9 (the bare minimum level) you have access to chain mail and its equivalent; a huge improvement over the non-strength-required armor. It also allows for power draw 3 which the D'Shar bow, the best bow for mounted use requires. Laughably, at power throw 3 you are able to use all throwing weapons bar special modifiers, so take that into account. Note that, with one more point you unlock the light crossbow and hunting crossbows, the heaviest crossbows that you can use on horseback. The maiden crossbow has a slightly higher accuracy and speed, but will not be found in markets.

Strength 15

At 15 strength, all melee weapons are unlocked. This category includes halberds, lances and 2-handed war hammers. These provide, for non-combat orientated characters seeking a good weapon to cleave the skulls of heavily armored knights an excellent range of weaponry. Also, at power draw 5, the composite bow is unlocked. The composite bow is the best common bow in terms of firepower but cannot be used on horseback. The heavy crossbow, is my personal preferred crossbow. It does very high damage without the huge drop in speed from the siege crossbow, which is also unlocked at this level.

Strength 18

All plate armor is unlocked at this point. As well as the siege crossbow for those not interested in using bows. The Noldor bow is also unlocked, a great bow if you can get your hands on one!

Strength 21

The penultimate threshold, this level of physical prowess allows you to use the legendary runed bow at powerdraw 7. Powerdraw 7 is an absolute must for archer characters if they wish to reach the peak of their potential. Some of the high level plate harness is also unlocked but their stats do not differ too much from regular armor.

Strength 30

This is it. Beyond this level, there is no material incentive to get any stronger. At strength 30 the demon skin and Noldor armor is unlocked. The very best in defense and weight ratios, they are nonetheless incredibly difficult to obtain, often requiring well over a 100k to buy or incredible luck to loot. Also skills cap out at level 10 so even if you add more points above 10, you won't benefit from doing so.

Step 2: Determine your Agility Threshold:

For The main equipment affected by agility is horses and shields. Though they are not as crucial to equipment as strength, agility points are point for point much better than strength. That extra 1% speed will save you from that blow that could take off more than the 1hp that strength gives. The real use for agility in regards to equipment is on horseback, hence the priority on riding.

Riding 1

Every character should start with at least 1 riding in order to ride that a sumpter or saddle horse. Even though it's useless in combat, it does provide a speed boost on the overhead map and your character will be thankful for a horse to ride on instead of having to hoof it for miles.

Riding 2&3

At riding 2, access to the Gold Mane Courser is unlocked. It is the fastest courser with the exception of the much rarer Noldor horses. You can stop here, if you are not looking to crash hundreds of pounds of horse into your foes. Also, hunters are quite good for those looking for a fast horse able to trample the rabble. They won't do much good against an armored knight on a warhorse, however.

Riding 5

At Riding 5, warhorses are unlocked. They are less heavily armored than chargers but still fast. These are the most balanced horses all around. Noldor dark horses and gold leafs are also unlocked, and are great for people lucky enough to loot them.

Riding 6

This unlocks the best and heaviest class of horses. In order of light to heavy, they are the Crimson Steel, the Ironbred and Netherworld Charger. The Noldor spirit horses are also unlocked at this level. These are hands down the best horse for a speed, charge and defense combination. A charge by a Noldor spirit horse hits an enemy so hard and fast that, with the exception of the heaviest defense line, it will simply cleave right through an infantry line.

Shields

Only level 3 matters because that unlocks the Noldor shields which are on par with the Ornate knight's shield. Although there are significant performance differences amongst top-tier shields, the other shields are perfectly adequate for most battles, provided they don't last too long. (Even then, you can equip one from a dead enemy on the field.)

Step 3: Determine your Stats/Skills distribution:

Once you have decided on what level of equipment you wish to equip, the big puzzler comes when you decide where and how to allocate your skill points. Naturally, you'll be tempted to dump many points into strength and agility but with the use of the Elixir of Akron you can gain at least 2 points each in strength and agility and allocate the rest of it to Intel and Charisma. (Generally, it is good to level up to 18~21 strength and 15~18 agility before using an elixir.)

Charisma based character:

Being a CHA based character is not very good. That is the only stat that affects leadership skill, because it is a personal skill. Charisma is only really important for leadership, which is very useful for recruiting and maintaining a large army. On the other hand, with books and achievements, you can gain around a 3 boost to leadership and stop roughly at around 21 charisma. Since prisoner management is useful but exponentially becomes weaker I recommend capping it at around 5, max. As for persuasion, the opportunities to use persuasion are fairly low and you can get around the need for it by having high honor, and good party management, although it is good for persuading lords to join your side and for keeping companions from leaving your party when disgruntled.

The charisma-based characters tend to be fairly good at gaining lots of cash. Simply being a mercenary

with high persuasion and leadership means that one can indefinitely sustain a very large army. Trade and prisoner management also help in buying equipment and in selling your loot for really good prices.

Thus, in order of importance;

1:Leadership

2:Prisoner Management

3:Persuasion

4: Trade (Leslie has this at 5)

Intel-based character:

Intel characters are far more flexible than Charisma based ones, thanks to the huge pool of skills that benefit from it and the extra point of skill gained, which can be put into your stats. If you have any doubts or need an extra skill point, this is the place to put your point. However, all intel skills are party skills which means that, inevitably, there's always someone who can do it for you. Nonetheless, the limited number of skill points means that it is always a good idea to invest some points into intelligence, especially considering how party skills work. The best way to utilize an intel character is to read as many books on party skills, then top up that value to multiples of 2 in order to get a bonus to your other party members.

Since they are all party skills, they are all equally important and their relevance determined by your individual style of play. (Let somebody else do it and send them into a little corner every time you enter a battle.)

Controls

The controls for Mount & Blade: Warband "Prophecy of Pendor 3" are quite simple, though playing well will require far more than just memorizing a few keystrokes! You can check the controls within the game by going to the Options screen, and then by clicking Controls. There are many settings in the main Options screen that can also affect the way the game will handle.

It is strongly recommended that first-time players complete the Tutorials to learn how to move and fight before you find yourself on a battlefield!

Moving on Foot:

The default keys for moving are the familiar WASD combination:

- 'W' to walk forward
- 'S' to walk backward
- 'A' to sidestep left
- 'D' to sidestep right

You can sidestep and walk forward/backward at the same time for diagonal movement. Use the mouse to look around. If you are walking, then using the mouse will change your direction of travel. If you are standing still, using the mouse will orbit the view around your character without changing your character's direction. Just press the forward key and your character will turn to wherever the camera is aiming. Your character can wade through water at reduced speed and skid down slopes, but avoid jumping off cliffs because you could be badly injured. Trying to go uphill is much slower, and you may have to take the slope at an angle.

Moving on Horseback:

While you are mounted, movement is handled a little bit differently:

- 'W' to increase speed
- 'S' to decrease speed
- 'A' to turn left
- 'D' to turn right

Your mouse will now change which way you are looking but not which way the horse is moving, which is important to remember. The mouse only controls your head. You can stop your horse by decreasing your speed until you halt. If you're walking the horse backward, press 'W' to increase your speed from backward to halt. Horses are not nearly as good at climbing as men on foot, so pay attention to hills. They also don't turn as quickly, and can collide with trees and obstacles if you don't steer around.

Other Controls

Non-combat/general:

- 'F': Perform an action when you see a keyword; e.g., open a door, talk to somebody, pick up an item from the ground.
- 'I': Open your Inventory window.
- 'P': Open your Party window.
- 'C': Open your Character window.
- 'Esc': Show the game menu, allowing you to save, quit or adjust your options. Also exits a display (like the Character window) if you are in one.

- 'F12': Quicksave the game. This saves in the same slot as the Save option in the Escape menu.
- TAB: Leave current area.
- SPACEBAR (PRESS): Cancel your travel destination and pause time on the world map.
- SPACEBAR (HOLD): Passes time on the world map.
- CTRL+LEFT MOUSE BUTTON (PRESS): Sends the item under your cursor to the other side of the table when trading or looting.

Combat:

- LEFT MOUSE BUTTON(PRESS): Make a quick attack with the current weapon.
- LEFT MOUSE BUTTON (HOLD): Begin aiming with a ranged weapon, or start and hold a melee stroke which will be executed when you release the button.
- SPACEBAR: Jump with your character or horse. Note that there's a limit on how quickly you can jump, and a horse must be moving at a minimum speed before it can jump.
- RIGHT MOUSE BUTTON (HOLD): Defend yourself with your shield or weapon. Some weapons cannot be used defensively, like knives and bows.
- 'E': THROW A KICK. Kicks are useful to stagger the enemy and open him up for attack if he gets too close.
- ~ (HOLD): Free the camera to orbit the character, even while moving.
- SHIFT (HOLD): Zoom in temporarily. Useful for sizing up the enemy from a safe distance or aiming ranged weapons.
- 'F1' THROUGH 'F5', AND '1' THROUGH '10': Issues commands during a battle. See Section *Battles*.
- 'R': Switch between first-person and third-person views.
- MOUSE WHEEL UP: Cycle to your next equipped weapon.
- MOUSE WHEEL DOWN: Put your shield away or take it out manually. Particularly useful if you have a weapon which can be used with one hand or two (like a bastard sword).

Battle:

As the leader of your party, you will be able to command your soldiers during a battle. Choosing the right commands to give your men can be the deciding factor between a glorious victory and terrible defeat.

First, select who you want to command:

Keys '1' to '9': Selects the troops that have been assigned to the group with that number. By default, group 1 (infantry) consists of foot troops without dedicated ranged weapons, group 2 (archers) consists of ranged troops, and group 3 (cavalry) consists of mounted troops, while the other groups are empty. However, you can assign any troop to any groups from the party window. This scheme gives you great flexibility in arranging your soldiers into groups.

- '0': Selects all soldiers under your command.
- '-': Select nearby soldiers that are within a certain radius.
- '=': Selects the currently unselected troops.

Normally, pressing one of the keys above clears the existing selection. You can add the newly selected group to the already existing selection by holding down the Shift Key. For example, you want to give the same order to your archers and infantry. All you need to do is pressing '1' for selecting infantry and then, while holding down the shift key, pressing '2' to add the archers to the selection.

There are three general order categories which are assigned to function keys F1 through F3. These are: 'Movement orders' (F1), 'Formation Orders' (F2) and 'Fire Orders' (F3). Once you have selected the order category, you may give a specific order in that category.

Movement Orders:

- 'F1' - Hold this position: Instructs your men to stay within a short distance of where you are currently standing. They will fire ranged weapons if they have one, but will not move to engage the enemy in melee unless the enemy comes close enough. If you press and hold down the F1 key rather than tapping it quickly, the game will show a movement flag at the point your look direction intersects with the terrain, and you will be able to order your troops to move to a specific spot in your area of sight.
- 'F2' - Follow me: Your men will fall in around you, or travel to wherever you are, and stay close as you move.
- 'F3' - Charge: Give your men permission to break ranks and pursue the enemy individually.
- 'F4' - Stand Ground
- 'F5' - Retreat

Formation Orders:

- 'F1' - ADVANCE TEN PACES: Your troops will walk in the general direction of the enemy by ten paces and hold there.
- 'F2' - FALL BACK TEN PACES: Your troops will move back from the general direction of the enemy by ten paces and hold there.
- 'F3' - SPREAD OUT: Troops will increase the distance between each other. This order is useful for reducing your casualties against enemy archers or crossbowman.
- 'F4' - STAND CLOSER: Your troops will shorten the distance between each other. This order is especially useful for preparing your infantry for a cavalry charge.
- 'F5' - MOUNT HORSES: All troops who can ride a horse will try to find a mount
- 'F6' - DISMOUNT: Sometimes you will want your mounted troops to fight on foot, usually if the terrain is not suitable for cavalry.

Fire Orders:

- 'F1' - HOLD YOUR FIRE: Ordered troops will not use ranged weapons.
- 'F2' - FIRE AT WILL: Ordered troops are once again free to shoot at the enemy with ranged weapons.
- 'F3' - USE ONLY BLUNT WEAPONS: Ordered soldiers will only attack the enemy with blunt weapons, reverting to their fists if necessary. This order is useful if you want to avoid killing your enemies and want to take them prisoners.
- 'F4' - USE WEAPONS AT WILL: Cancels the 'Use Only Blunt Weapons' order. Soldiers are free to attack enemies with lethal weapons.

Guide to the new Formations and VI in POP 3 WB:

The new VI (Battle AI) triggers when the Battle Formations setting is turned ON (in PoP3 WB: options in the Camp Menu). It is combined with formations. Both the VI and the player have Formations capability. The VI will use formations in combination with maneuvering in order to give the player a greater challenge on the battlefield. The VI is also responsive to the player's actions and will react in a sensible way. The VI is dynamic and will not act exactly the same in two repeated battles. If the player finds the VI to be too hard, it can be turned off in the PoP 3: WB settings. When the VI is active the player's commands have a chance to be spoken. Do not use the Esc key when issuing orders. That will mess up the audio commands because the Esc key cannot be listened to by the code (- TW problem). If you have un-synced audio commands they can be re-synced by selecting a battle group (numeric keys 1 through 0 on the keyboard). On some occasions, the battle order panel may become disabled (it will not trigger by pressing the Backspace key) upon knockout of the player. If this happens you'll have to watch the battle play out without being able to issue any "post-mortem" commands, so make sure you command your troops wisely. Player battles against the VI incur a small bonus to renown.

When Formations is turned ON in the Camp Menu, it will add the ability for Infantry to form Ranks, Shield Wall, Square and Wedge. Archers gain the ability to form a staggered line. Cavalry gains the ability to form a Wedge.

In order for the troops to be able to form any formation, they will need to have a certain number. For cavalry the minimum number of troops is 5. For archers and Infantry the minimum number is 12 troops. At any time in a battle when you have issued a formation form command or give the Hold order, the current formation will set up near the position that you (the player) had when you issued the command: infantry to the left, cavalry to the right, and archers up front.

Player troops start every battle in formation. The AI also uses formations and can move in formations. If the player wants to move and keep formations, then he holds down the Hold order and points the "hold flag" at the position he wants his formations to move. Alternatively, he can use the Advance 10 Steps order repeatedly to move his selected troops in formation. A third alternative is to use the mini-map control panel (accessible by pressing Backspace) and click on a position on it to move and hold that position.

The formation key bindings are:

"J" for ranks – Ranks is a three line deep formation that puts the most experienced troops in the front. It is available for Infantry. The command also applies to Archers, but in their case they will form a Staggered Line. This formation is good against other infantry and archers.

"K" for Shield Wall –The shield wall command will only affect Infantry. This makes them form three lines. They will have shield units in the front, then short weapons, then pole weapons. This formation is good to use when advancing against archers.

"L" for Wedge (NOTE: the player should reassign the "L" for "Log" mapping to another unused key) – Wedge commands can affect Cavalry and Infantry. It is a triangular formation that has its tip towards the general enemy position. The formation uses its most experienced troops in the front. This formation is good to make a dent in a different formation and split it up. It is best used with high level troops that have good armor and weapons.

"," for Square - The Square command makes a square out of the square root of the number of Infantry units. If you have 25 Infantry units the square will be five columns with five units in each column. This formation is a useful defensive formation against cavalry.

"U" for No Formation (undo formation) –This command disassembles all current formations for the selected troop type(s) and puts them back in Native Hold formation mode.

When will a Formation be undone? It will be undone when you issue a Charge command. For Cavalry it will also be undone if you issue a Dismount command.

In what direction do formations face? Formations face the general direction of the enemy.

Please note:

Treebeard's formations only work against organized armies, like those of the lords, not with disorganized groups like bandits or Vanskerry raiders.

To make Formations work:

- 1.You must have Battle Formations ON
- 2.The encountered party must belong to a disciplined faction
- 3.The battle type must be a regular field battle (- i.e. not a village attack or siege or such battles)

Undisciplined factions are generally troops on the map that have white color. Other undisciplined factions are: Red Brotherhood, Mystmountain, Mountain Bandits, Forest Bandits, Outlaws.

When you are in a Formations and VI battle you'll notice a message at the start of the battle about Forming troops. If there is no such message you are in a battle against undisciplined troops and Formations and VI are turned off.

Disciplined factions are all kingdom factions, heretics, snake cult, noldor, Renegade knights and Jatu. In these battles you'll face the VI and have formations (if you have the Battle Formations option turned ON).

When in a Formations and VI battle it also depends on which group/division you have currently selected. If you have archers listening and you order a square or wedge command it will have no effect. If you select everyone (0) then those who can form for example wedge will do so (if you order wedge). So if you have a selection that consists of less than required troop types for a certain formation, then they won't be able to form that formation.

Major Factions



[The Kingdom of Ravenstern](#)



The Kingdom of Sarleon



The Empire



The Fierdsvain



The D'Shar Principalities



[The Kingdom of Pendor](#)

The Kingdom of Ravenstern



The **Kingdom of Ravenstern** is one of five major factions in Prophecy of Pendor. It is ruled by [King Gregory IV](#).

The North - The Kingdom of Ravenstern

To the north, the Kingdom of Ravenstern sits on the southern slopes of the impassable Cloudmist Mountains. They are a hearty and proud people well adapted to the harsh northern climate. The people of Ravenstern were once members of the great Kingdom of Pendor, and once that fell, continued to serve under the crown of Sarleon. However, in 199 the Mystmountain clans united and launched a massive invasion, leading to the siege of Rane. The earl of Rane sent pleas for help to the Lords of the nation; however, the southern Lords refused to answer the call to arms. The northern lords banded together and came to the aid of Rane, breaking the famous siege and decisively routing the Mystmountains.



Following the siege of Rane, the Order of the Dragon was formed in honor of the bravery of the warriors of Rane and as a nod to the Dragon rumored to have come to the defense of the city through the hero, Cliff McManus. Those who fought with distinction in the war were offered a place in the Order. The Southern Lords, angered at this, quickly moved to have the Order disbanded, as it was not in the Validus Charta. The Lords of Ravenstern considered this a grave insult to the bravery and sacrifice of their esteemed warriors and seceded from the Kingdom of Sarleon. Thus, the Kingdom of Ravenstern was born. The Knights of the Order of the Dragon, the absolute elite of the Ravenstern Nobles, are one of the most fearsome units to engage on the field of battle. Unlike

most of the other Knighthood Orders in the realm, these Knights do not swear allegiance to a certain noble but accompany the Lords of Ravenstern if it aids their Order's cause. Upon the coronation of a new King, the Grandmaster of the Order gives the King a great blade: Dragontooth, in lieu of an oath of loyalty. This ceremony acknowledges the continuing support of the Order of the Dragon to the Kingdom of Ravenstern.

Ever since that battle, Ravenstern has been tested by constant raids and sorties from these bloodthirsty clansmen. The Lords of Ravenstern are fearsome warriors, yet they are quite proud, stubborn and individual. There is a strong underlying culture of competition among these people that makes them outstanding warriors though they sometimes lack the discipline needed for military order and drill. The ruler of Ravenstern is King Gregory IV, the great grandson of King Gregory I, who led the final charge that drove the shaman of the northern barbarians back to their hide in the Cloudmist Mountains. Ravenstern cling to the memories of this great campaign and it is from this which their famous resolve and great martial ability stems.

Commentary on Ravenstern

"Like a dragon defends its lair, the soldiers of Ravenstern defend her against all those who would deny our independence." -King Gregory IV of Ravenstern

"I've heard it said that a dragon defends Ravenstern. I bet it is just a dragonfly." -Archer of Sarleon

"I have a grudging respect for the men of Ravenstern; they stand as a bastion before the barbarian hordes, and we all know too well that burden." -Fierdsvain Veteran Warrior

"Ravenstern men are hairy. Ravenstern women are hairy. Ravenstern men wear skirts. Ravenstern women wear skirts. Both live in the icy north; I therefore conclude that the population of Ravenstern is just a bunch of girls." -D'Shar Lord

"The real reason that the people of Ravenstern took to the northern mountains was that it is about as far from the Empire as one can get in Pendor, plus the fact that we don't much like the cold." -Empire Legionnaire

"The Mystmountain host will march again soon, but this time there will be no saviors of Rane." -Mystmountain Warrior

Tactical Overview of Ravenstern

Ravenstern - Bow and Blade

Right out of the gate it was a great example of where PoP shines. A very rich, detailed cultural immersion. The moment your horses hooves crunch snow everything changes. All the gear, horses, local NPCs both good and bad, all of it a very distinctive culture. Voice acting even, the music... you KNOW when you're in Ravenstern and their troops are extremely distinctive.

Pros:

- Dead sexeh. Great gear, great cultural design, they lend themselves extremely well to a culturally specific character.
- Amazingly versatile. They have a wide variety of very effective troops.
- Incredibly defensible. You manage to take Ravenstern, with its couple of bridges leading in and out, it's far easier to hold.

- Competent Lords. You've got a solid group of nobles who tend to do well in the field.

Cons:

- Don't mistake versatile for directly powerful. They lack staying power and even their high end troops don't last well, especially in sieges.

- Linear domain. This is a hassle when recruiting as you can't just run a smooth circle; you've got to go to the top, wait, a day or two, go back.

- Narrow domain unfriendly for unique spawns. Heretic Armies, Mystmountain Armies, not to mention the Jatu right next door who love to visit, they in inescapably right in the middle of your proverbial living room. They will chew all over your nobles and caravans and such if not dealt with quickly.

- Jack of all trades but master of none, when you've got the right troops for the job you do great - when you don't you lose big time.

Tactical Overview:

The Ravenstern troop tree is flat out amazing. The top three levels of archer and infantry troops are amazing. Wardens, Rangers, Mounted Rangers, men-at-arms, Kiergard, Horsemen. You can easily run a whole game with Ravenstern troops and do great without ever bothering with nobles and Knights. Rangers and Kiergard have higher respective combat traits while Mounted Rangers and Horsemen are excellent mounted archers and Knights-lite. I've run a full army of 150 troops, split 75/75 Horsemen and Mounted Rangers and kicked ass everywhere but a siege, where I was NOT foolish enough to take them. The infantry take the field with a healthy mix of axes, morningstars and two styles of unique longsword. Infantry also pack shields, making them solid in any situation. Your Rangers, interestingly enough, pack greatswords - this is great for original M&B because it lets you separate your sword and board troops from your two-handers, sending them up the siege ladder in separate groups.

Just don't mistake them for Legionaries or Huscarls, or Armored Crossbowmen and Armored Longbowmen! They are good archers, but not great. Good infantry, but not great. It's the ability to field a ton of them quickly and cheaply supported by mounted versions of both infantry and archers that makes them killer on the field. Mix in some knights and it really throws them over the top. Measure your army to who you're fighting; do you need more archers or more infantry? Foot or mounted? They have the flexibility to match troop types to situation. Just don't get caught by the Jatu with just cavalry and don't get caught by the Empire with just infantry.

Sieges: You need to leave your mounted troops home. They are expensive and will die quickly here. Exception to this is Knights - all the Ravenstern Knights, from regular to Knight Orders really add that magic ZING! to Ravenstern siegework, offense or defense. They don't last nearly as well with the 'stay at range and rain death' approach to siege work like the Empire and D'Shar can, nor do they shine at the 'rush the wall with shields out' that the Empire and Fierdsvain do. Let your Archers do some killing, empty the walls a bit, but don't linger. Get up there with your Kiergard and order your archers to hold fire so they'll whip out the greatsword and provide good, solid battlefield support. On siege defense Rangers really stand out, great damage and a brutal rate of fire.

Unit Overview:

Archers - Rangers: The Ravenstern archers line is a good one. You'll end up using a lot of them. Rank them right up, keep a lot of Rangers instead of Mounted Rangers though as you'll end up filling your garrisons with them. Don't forget the greatswords on your foot Rangers! Especially against enemy cavalry you hit 'F5' when the enemy horses hit your archers and you'll be

pleasantly surprised at how much killing they do. Poor against infantry, but archers typically are. Cavalry though? WHACK! They bring enough love to share with everyone.



Infantry - Kiergard: Kiergard. Huscarl lite. Inexpensive, quick to field, these guys are a solid infantry force. Not amazing; they're not Legionaries with their javelins or Huscarls with their killer stats, but they do a great job. You'll replace no few of them in sieges or serious battles but not too many. You've got no pole-troops really, its your archers who'll handle enemy cavalry, but otherwise Kiergards will serve a Ravenstern army well in any situation.

Mounted Rangers: Don't neglect these guys. Their stats are slightly weaker than foot Rangers and they cost almost twice as much to support but if you keep them away from sieges and on the field where they belong they will rack up a LOT of kills. They'll make your enemy turn their shields from your archer line, they'll kill all manner of units and make a great addition to any field army.

Horsemen: Some of the best non-Noble domestic cavalry in the game. Long lances, reliable couchers, fast horses with good endurance, half the price of Knights and quick to train up these guys make another great field asset. Armor is relatively light and when they switch to swords they are considerably weaker but for hunting a lot of the enemies you find in Ravenstern (Mystmountain Barbarians for example) these guys are a solid addition. Just don't treat them like knights - put them against Knights, Heretic Magnus, Adventurers, they'll go down pretty quickly. They also don't last well against strong infantry. Having a half dozen Horsemen and a half dozen Mounted Rangers to support 120 mixed infantry and foot archers though and you'll scatter enemy armies, letting your otherwise slightly above average infantry chew up forces that are otherwise too tough to handle.

Nobles: They show up in clothes and daggers? Seriously? If you EVER want to field actual Knights, take your nobles out on little bandit hunting expeditions and level them up before you take them into real fights. These guys get KO'ed by Outcasts. Treat them like 'levy recruits'. They are fragile and need kept out of harms way.

Knights: Ravenstern Knights pack lance and shield in addition to greatswords. I find them exceptionally useful in sieges, where their powerful stamina and great armor makes them great tanks for your Kiergard to stick with. They are the only cavalry troops you bring to a siege and expect to bring home again.

Primary Troop Tree

1st	Ravenstern Recruit		
2nd	Ravenstern Militia		
3rd	Ravenstern Trained Militia	Ravenstern Skirmisher	
4th	Ravenstern Footman	Ravenstern Archer	
5th	Ravenstern Man-at-Arms	Ravenstern Warden	
6th	Ravenstern Kierguard	Ravenstern Horseman	Ravenstern Mounted Ranger

- You may also see [Ravenstern Kierguard Knights](#), who appear only in Ravenstern armies. They are a special unit and not on any troop tree.

Noble Troop Tree

1st Noble	Ravenstern Nobleman
2nd Noble	Ravenstern Squire-at-Arms
3rd Noble	Ravenstern Knight

- Ravenstern Knights may upgrade further to [Knights of the Dragon](#) if you meet the special requirements.

Summary:

Bring the right man for the job! They have a flexible troop tree, just make sure you don't bring a knife to a gun fight!

Great light cavalry. Don't neglect Horsemen and Mounted Rangers. They buff your infantry and archer troops very effectively.

Manage your Lords. The lay of the land is a big advantage for Ravenstern. Take a couple off to conquer and order the rest to patrol Ravenstern or Poinsbruk depending on which end your attackers will come from.

Rolling Stones gather no moss. Ravenstern quickly recruits and trains solid troops. When you're at war with a nation, don't stop to regroup. Reload your troop roster and hit the next target before their noble armies recover!

Really enjoyed Ravenstern, a fun culture to play and a great military balance.

Here's the vs stats:

Noldor: Wow. I really didn't expect Rangers to do so well against the elves, but they did. Took 120, about 70 of which were Rangers, rest mixed cav and Kiergard, against 60+ Noldor Rangers and Nobles. 8 dead, 20 wounded, wiped them out fast and dirty. I'm finding a solid line of Rangers chews most things pretty well. Their cavalry is quick and put the nobles horses down quick as well.

Jatu: I wonder if I'll ever NOT hate the Jatu. They show up so quick it really doesn't matter what tactics you CAN use, none of them will have time to do much before they show up. Fortunately if you order your troops to separate, the Jatu tend to plow through the middle. Split your archer and keep your cavalry on the move. Once the initial charge is blunted the Rangers make a solid showing, ranged and melee. Horsemen and mounted archers make great Jatu chase troops. Another tactic that worked well was planting the infantry in a river and the archers and cav on the far side.

Snake Cult: Too slow, too few shields. Ravenstern Knights really show their stuff against slow tank troops like Cobra and Anaconda Knights. Demolished a 700 strong Snake Cult Army with about 150 mixed troops.

Heretics: Still slow, but a lot more shields. These guys were everything the Snake Cultists weren't. Trotted right through the hail of arrows and said hello with their Morningstars and crossbows. Use your cavalry to blunt their charge and keep them under the fire of your Ranger as long as possible.

Mystmountain Warriors: These are people the Ravenstern folks fight the most and are a good reason for why they have so many mounted troops. The army that grinds up snake cultists would get crushed by Mystmountain Armies, bring a healthy mounted mix to run these rednecks down.

Sarleon: Their infantry dissolve like wet paper in a hurricane but their Knights don't get impressed by archers. Do all the damage you can at range, then order a charge so you scatter their Knights and just bite the bullet on the losses you'll take. The longer you can keep them at range the better.

The Empire: The Empire plays right into Ravensterns weaknesses. Better ranged troops, also has a nimble cavalry with mounted archers and when they hit javelin range you'd better have told your troops to 'hold fire' so they pull shields out or it's going to be a messy battle. Stronger infantry and tougher ranged troops, this one comes down to stupid AI. Use your cavalry to flank them and draw as much javelin fire at range as possible before the armies hit.

Fierdisvain: Killing the Green Horde is all about keeping them at range so your archers can deal with them. Use your cavalry to pepper their flanks with arrows and get them to turn their shields away from your Rangers and it'll be an easy fight.

D'Shar: Interestingly, Ravenstern Ranger are better archers than anything the D'Shar field. Mounted and on foot. It's their infantry that cause Ravenstern troops grief, fortunately their shields don't last like the Fierdisvain do. Avoid cavalry chases, which the D'Shar generally win with their swift little horses and make them come to you.

Ravenstern kicks ass. They are all about adaptability and powerful ranged troops, just remember that your bowmen will run out of arrows painfully quick if you're not managing their rate of fire. Fortunately they make excellent melee troops. Great culture, their nobles speak with a brogue, tons of awesome unique gear, nice location, excellent troop lineup, what's not to love?

Outlaws

Mystmountain Clans

The Kingdom of Sarleon



The Kingdom of Sarleon is one of five major factions in Prophecy of Pendor. It is ruled by [King Ulric](#).

The Ashes of Pendor - The Kingdom of Sarleon

The central lands of Sarleon have always held much power, even within the unified Kingdom of Pendor. Their towns are numerous and their fields fertile. That Sarleon was once the capital of Pendor is no accident; it is rich, powerful and casts a majestic presence on the lands. The Kings of Sarleon sit still on the Silver Throne and dream of what once was, and might once again be. The proud Knights ride forth to crush all

foes of Sarleon beneath the iron-shod hooves of their stallions. The might of Sarleon ebbs and flows like the eternal seas around the continent of Pendor. During its golden age, people from near and far came to gape at the majestic palaces of the mighty who called Sarleon home.



The fall of Pendor hit Sarleon hard, the lords being far more divided there than in the other regions; however, the strength of Sarleon was shown in true form with the coming of the Baccus Empire. Without the chivalric Knights of the Lion and the brave soldiers of Sarleon, the Baccus Empire might well have conquered the whole land. General Oasar made quick progress destroying the token garrisons in the provincial capitals before him, however the first resistance he encountered was from Lord Alfred, Duke of Sarleon. Alfred managed to unite the warring factions in the north, center, south and west of Pendor into the Kingdom of Sarleon. He made an attempt to centralise the military by disbanding all Knighthood Orders except for the Order of the Lion. The

Baccus Empire invasion was slowed, and then ultimately halted when the Baccus regime back home collapsed, leaving General Oasar isolated in Pendor.

Eventually other external threats began to take their toll on the hegemony of Sarleon over Pendor. First the Kingdom of Ravenstern seceded following the war against the Mystmountains. Several years later the Fierdsvain cancelled their alliance with Sarleon over disagreements over how to deal with the Vanskerry raiders. With the current King Ulric on the throne, Sarleon continues to view itself as the center of Pendor politics, her armies riding forth beneath the old standard of Pendor. This arrogance, however, is little liked by the splinter factions which now surround Sarleon. This has done little to stem the ambition of Sarleon and her king, however; out of the ashes of Pendor rises the phoenix Sarleon.

Commentary on Sarleon

"Sarleon is the flower of Pendor. The single candle in the darkness of anarchy." -Knight of the Lion

"If the Knights of the Lion are the new standard of the Validus Charta, then we are pleased that we do not appear in such a corrupt text." -Knight of the Dragon, on campaign with the Ravenstern military

"I seriously call into question the so-called chivalry of the Sarleon Knights when they couldn't even protect the defenseless against bands of starving marauders." -Fierdsvain Patrician

"I love the smell of burned Knights in the morning. How the Sarleon cavaliers manage to fight in the intense heat of the desert is beyond me, though it does explain why they always lose." -D'Shar Lord

"I came, I saw, I conquered." -General Oasar on Sarleon

"Pretender Ulric is no more the King of Pendor than is Pretender Gregory. Both are simply moths drawn to the allure of what Pendor once was, and like moths corrupt it with their touch." -Madame Ursula, former crown princess of Ravenstern and member of the defunct Order of the Falcon

Outlaws

Outlawed Knighthood Orders, Forest Bandits

Tactical Overview of Sarleon

Sarleon - Lance and Steed

Sarleon has the dubious honor of being the weakest faction in PoP 3. It's got to belong to someone and Sarleon is it. Trying to conquer the world with a pure Sarleon military is a slow, slow, painful process - but not impossible. Expect to spend a lot of time training replacement troops and fighting defensive sieges but there are some very powerful units in the Sarleon lineup - not quite what you'd expect.

Pros:

- Sarleon heavy cavalry is the standard that all heavy cavalry can be measured to. These guys are tanks and should be used that way.

- The castles and cities of Sarleon are some of the most defensible in the game outside of Poinsbruk. You can hold off half the world with a handful of poorly trained peasants - and from time to time you just might have to.

- Brutal siege troops, offense and defense.
- A lot of blunt wielding troops, they tend to take a lot of captives.
- Dirt cheap. Since you want to keep a mix of infantry (though all Armored Longbowmen for archers is great) the bulk of your garrison troops are <20 a week each. You want about 1/3rd of your infantry to be Armored Footmen, which are only 10 a month. Sarleon armies are a cheap date, which leaves plenty of money left over for expensive wine so to speak.

Cons:

- They don't have a troop tree, they have a troop fork. That's right; two, precisely two, short lines of troops all from the initial militia line. One infantry, one archer.
- Weak nobles. They have only a handful of nobles, each fields a relatively tiny army (compared to the 200-300 unit monstrosities of other factions) and a smaller percentage of honor troops. Most factions nobles have armies with 50 or even 60% of their armies as high end or honor units. Most Sarleon nobles are about 20%. Smaller number of inferior troops, they end up on the poor side of most encounters.
- Vulnerable infantry lines. No real shield troops except Knights. Sometimes Man-At-Arms and Armored Footmen spawn with shields, sometimes not.
- Poor location. Right in the middle they generally start out at war with 3 factions. Since most of their enemies have to cross Sarleon even if going to attack someone else their domain is a constant battleground that leaves Sarleon on the losing end.
- Heavy reliance on Nobles. They field a strong cavalry, in fact they pretty much have to in order to make up for their infantry deficiencies. With Nobles now only showing up at a couple a week it means you spend a literal 28 game days trying to squeeze by with a painfully weak army and replacing gruesome casualties all while trying to nurture and grow enough Knights to make a showing on the field.

There in lies the rub - there are some powerful Sarleon tactics, they just require a reasonable number of Knights to be effective. Without that heavy cavalry support they just don't do well. Once you get a dozen or two dozen Knights things change a great deal for a well built Sarleon army but until then what you're going to do the most is train replacements for your constant 20-40% casualty losses.

Tactical Overview:

Sarleon are the Zerg. Their troops, all save Knights, are expendable but heavy-hitting. Your success will depend completely on your ability to get them into melee range with their enemy without getting mowed down by archers. Once they hit melee, you hit F3 and they set to their bloody work - killing any sort of enemy unit (save Blademasters, see later comments) with explosive suddenness. The key is realizing that you don't actually want to upgrade all your infantry. Instead of having different branches in their troop tree their infantry is just one line. Archer line is easy; just upgrade them all to Armored Longbowmen as fast as you can. Infantry though, they have three ranks with three very different focuses. Armored Footmen generally spawn with big two-handed warhammers. These are amazing for knocking enemies down and taking prisoners. The first part, knocking enemies down, is critical to a Sarleon forces success in both offense and defense. The next step, Men-At-Arms, often spawn with sword and shield, making them the only vaguely defensive unit in the Sarleon makeup. They are mediocre at best at it but you again want them scattered in with the main force to serve as damage magnets. Halberders are absolutely deadly - if they can get their swings in.

So you max out your archers and then split your infantry pretty evenly into thirds - Armored Footmen with their hammers, Men-At-Arms with their shields and Halberds with their WHAM! Stand your archers in front but have them spread-out. Their goal is to A) weaken the enemy as much as they can, being further apart means that they have better odds of getting around an enemy shield and B) getting the enemy to spread out. They are not the killing force that archers are in the other factions. In fact they serve great by ordering them to hold fire and charge with the rest, they'll draw enemy attention away from your Halberders and Armored Footmen (who do most your killing) and with their shields last pretty well. What you do NOT want to do is stay at range. Your infantry is fragile and largely unshielded. Keep moving forward, pausing to let your archers inflict what damage they can, but keep moving. Losses with Sarleon troops are inevitable - the goal is to make sure you're killing far more than you're losing.

Move in while keeping formation to limit your vulnerability to cavalry and archers, then charge. Make sure you hit the enemy at a run; your initial pass with your running and swinging Halberd and heavy hammer troops will be your most deadly. It's incredibly satisfying to have had to watch the slow trickle of yellow and red up the screen, then suddenly BOOM! This screen full of green. Your infantry are shock-troops and if you can get them into melee range will slaughter their enemies. Knocking them down and killing them before they get up, the key is to keep them in a horde.

This changes when you have cavalry. The point of the heavily armored Sarleon cavalry is not their killing power; it's their defensive power. You send them in a bit ahead of your infantry, drawing that archer fire that would kill your infantry and scattering the tight groups of otherwise dangerous enemies that would blunt your infantry's rush. Keep your cavalry following you so they don't do something stupid - like stop in the middle of 20 Huscarls. Keep them moving! Drag them around and behind the enemy. Your Knights won't make up the bulk of your kills - your infantry will. If you've got a solid cavalry force to scatter enemy archers and break formations and prevent a unified front from blunting your infantry, that ferocious mix of hammers and halberds morningstars (did I mention that Men-At-Arms often spawn with morningstars and shields? Fun for the whole family, that) will butcher any sort of enemy troop mix.

Sieges:

This is where your money is. Yes, you'll take some casualties moving siege towers up or getting to the ladders, but that's fine. You get that thick mix of halberds, hammers and morningstars up to the enemy and it's just a matter of time. Eventually it'll end up with one or two Men-At-Arms in the front, their morningstars chewing up whatever armored troop is holding the line and halberds behind them adding to the carnage and you'll clear a space on the wall. They'll pour onto it and you'll see the ol' Sarleon Magic: the more of them you have in a tighter place the more destructive they are. You squeeze them onto a narrow rampart or doorway and they'll kill enemies so quickly it'll fade out your kill-report scroll. Same on defense only better. Those armored archers will rain plenty of death on advancing troops; they make very respectable tower defense. When they get up to the wall though you hit '2' to select your infantry and then 'F3' and your infantry will go absolutely nuts. With 116 mixed Sarleon troops I killed over 1600 Fierdsvain in a string of successive sieges. Valdis Huscarls, Lady Valkyries, it just doesn't matter. The core of the Fierdsvain army on day 22 when they were still at 'fresh from the box' strength, all sieging my new keep. Slaughtered to a man. Three days later I'm sprinting back with about 60 fresh recruits to find the Empire doing the same thing - about 1400 attackers total. Killed them all. Two days later the D'Shar showed up, over 800. Guess what? Lambs to the slaughter. Whenever possible fight your enemies in sieges, attacking or defending. Don't stick back with your archers on attack; order hold fire so they pull the shields out and get up on the wall. At one point by day 43 I have defeated probably 40 or 50 different noble armies and have 12 nobles split between my two castles dungeons. I make almost as much money in ransoms as I do battle-loot.

Exception:

Blademasters. Hands down no question the single most powerful unit in game, most D'Shar nobles walk around with about 50 of them. They are just so bloody quick; I've watched them kill 5 or 6 enemies each before they go down. Given that your units are slow but powerful, these guys will effectively 'chain-stagger' your units, hitting them so quickly that they never recover and cut them down in 2 or 3 hits each. Hunt them down and kill them by whatever means necessary, a handful of them will demolish your entire army if you don't stop them.

Unit Overview:



Archers: It's a straight line from skirmishers to Armored Longbowmen. The Armored ones have shields most the time; this gives them good durability in sieges. In sieges they are very useful, on the field their effectiveness is reduced. 20% when outside a siege, 40% for attack or defense.

Armored Footmen: Fragile, inexpensive troops, they fill a vital gap in the troop

lineup. Those hammers of theirs knock down enemies regularly, leaving them vulnerable to your other slow-swinging but powerful infantry units. Individually weak they become a vital ingredient to a proper Sarleon rush - mix them about 30% of your infantry troops at all times and you'll be shocked at how deadly a Sarleon infantry rush can be - regardless of the enemy troops.

Men-At-Arms: These are pretty much your shield units - sometimes. Sometimes they spawn with spears. Still, 30% of your infantry because they show up with shield and morningstars a lot and the spears help stop enemy cavalry. Again, keep this metric relatively balanced and your infantry will be far more effective.

Halberders: As tempting as it is, do NOT bump all your infantry to Halberders. As a homogeneous group they are fragile - slow, unprotected, vulnerable. Mix them as a third of your infantry though and magic happens. The enemy, distracted by your Men-At-Arms or knocked down by your Armored Footmen make easy prey for their polearms. These guys devour cavalry too.

Knights: Sarleon Knights and Knights of the Lion (Sarleon Knights +++) effectively fill in for your heavy infantry. Do NOT tell them to 'charge'. Have them follow, lead them ahead of your infantry and soak enemy arrow fire. Plow right through their lines and try to stay on the opposite side of the enemy from your infantry. Keep hitting 'F2' so your incredibly valuable and painfully slow to replace Knights don't just stop right in the middle of the enemy horde. They are NOT for fighting cavalry! They are weak lancers. If enemy cavalry chase your men, lead them back through your infantry. They will dispense with them in short order. Plow through tight knots of enemy infantry, laying them down for your infantry to slaughter or breaking their formations.

Knights of the Clarion Call: These guys do particularly well at drawing enemy attention - especially against the Empire. Quick enough to avoid most the javelins, they draw off enemy cavalry and the attention of enemy archers. While they don't rack up a lot of kills their presence as a extremely durable mobile archer unit that excels at drawing off an inordinate amount of enemy attention considerably improves the effectiveness of your infantry.

Primary Troop Tree

1st	Sarleon Recruit	
2nd	Sarleon Militia	
3rd	Sarleon Trained Militia	Sarleon Skirmisher
4th	Sarleon Footman	Sarleon Longbowman
5th	Sarleon Armored Footman	Sarleon Armored Longbowman
6th	Sarleon Man-at-Arms	
7th	Sarleon Halberdier	

- You may also see [Marleons Heavy Cavalry](#), who appear only in Sarleon armies. They are a special unit and not on any troop tree.

Noble Troop Tree

1st Noble	Sarleon Nobleman
2nd Noble	Sarleon Squire-at-Arms
3rd Noble	Sarleon Knight

- Sarleon Knights may be upgraded further to [Knights of the Lion](#) if you meet the special requirements.

Summary:

Mix your infantry! One-third Armored Footmen, one third Men-At-Arms, one third Halberds! It's the magic recipe!

Without cavalry you'll die - a lot. Use cavalry to distract the enemy so your infantry can get into business range.

Sieges are where you dominate. Attack or defend, sieges are where your strengths shine through.

It's all you, baby. Your lords are more or less worthless. Few in number, small armies, you'll be carrying the burden of victory on your own shoulders.

Going to start hunting special spawns so I can get a good feel of the 'vs' results.

Not particularly enjoyable, I admit. Not a lot of cultural depth, at such a huge disadvantage and constant bleeding of troops while perpetually waiting for more Nobles, Sarleon wasn't my bag. Here is there vs results:

Sarleon Vs:

Noldor: They will rape you until it bores them. Their strengths, speed, accuracy, ranged attack, all play into Sarleons weaknesses. Destructive enough to mow down Knights swiftly, a lack of shields among Sarleon infantry, the only luck I had was hiding behind a ridge and waiting for them, then jumping out to attack. It still went poorly.

Jatu: Pleasantly surprised. The best I've ever had any army do against the Jatu. Wait until they are about to hit, then charge - your men will rush in swinging and kill a ton of horses and Jatu. Wait a few moments as your men start to scatter, then tell them to fall back/advance/whatever to get them back together, rinse and repeat. Even better is to lead the Jatu to water for the battle. Park

your troops in a river and wait. I killed a 700 strong Jatu army with a mix of mid-range of 120 Sarleon infantry and archers. ~2000/week worth of troops and absolutely slaughtered the Jatu with them. Most died before they ever got a poke in with their lances. Backed my archers up, who made short work of the Jatu archers (who were poorly armored) and in the water where everyone was moving slowly the Sarleon infantry just slaughtered them. Like Silvermist Rangers killing Outcasts.

Snake Cult: Damn Netherworld Chargers! They just won't DIE! This was an example of Sarleon infantry not doing well against cavalry. Add to that the damned Armsmen and their crossbows. What worked well was making sure my infantry and archers were on the top of a hill, alternating charge and advance to try and catch Cobra and Anaconda troops in a mob while leading my Knights back and forth through the Armsmen to disrupt their crossbow fire.

Heretics: Far easier. Only a handful of Demonic Magnus troops, got them to chase my cavalry. Lead them back and forth through my infantry lines, with a 'charge' command every time we were about to reach them. Nice thick mob of hammers and halberds to greet them at each pass. Went very smooth.

Mystmountain Warriors: Too quick - they rush in, attack, break up what should be my mob of infantry, then ride off before they can be introduced to a well deserved demise. Without a lot of 'charge, advance, charge, backup, charge...' they would have demolished the Sarleon infantry and archers. Too nimble to fall to archer fire as well. Mobbed the Knights, stopping their horses, then brought them down with a group of axe-men. The toughest time I've ever had with Mystmountain Barbarians.

The Empire: Horrible. Just no good way to close with those javelin-packing infantry without a lot of losses. Once closed I watched about 40 mixed infantry absolutely destroy an equal number of Immortals - same with Legionaries. The problem is that their Knights and their javelins play havoc with the slow Sarleon Knights and just butcher the advancing infantry. Their crossbowmen do a like number on the Sarleon Armored Longbowmen. Toughest regular faction troops for Sarleon.

Ravenstern: Easiest. It's the lighter armor and lightly armored horses I suspect. Their archers don't have a discernible advantage, their Kiergard troops are tough, but sweep through them with Sarleon Knights while your infantry advances, when the armies meet it's terribly one-sided.

Fierdsvain: Easy. Fierdsvain archers are not that tough and their cavalry just doesn't hold up. As strong as their shields are they don't attack particularly quickly and thus get knocked down and slaughtered when everyone is up close and personal. Tougher than Ravenstern troops, but the tactics are the same. Sweep back and forth with the cavalry while your infantry advances. They LOVE to chase your horsemen, scattering over the field, while your pole-swingin' mob of Sarleon infantry chews them up.

D'Shar: Tough. They are quick; Sarleon infantry hit hard but are paper tigers in a lot of ways. Especially those damn Blademasters. Toughest infantry in the game under any circumstance, against Sarleon troops they absolutely butcher them. I've been in a 120 vs 64 fight in my favor - I got my horse cut out from under me, ganged up on and slaughtered early in the fight. I still gave commands but really watched how it played out. I watched 8 Blademasters cut through about 40 infantry, only suffering 2 losses. Shield block through the initial attack, step in, whack! Whack! Whack! Dead Halberder. They just destroyed them. Fortunately I had 6 well equipped companions, Sara the Fox and 3 Rangers of the Clarion Call took them down with ranged fire while Freddy and Siggy kept them busy though both of them got taken down in the end. Field or Siege the D'Shar chew Sarleon armies pretty effectively.

Only two troop lines, no flexibility, heavy reliance on noble troops, comparatively shallow culture, weak NPC nobles and the worst starting location make Sarleon a rough go for a pure PC

playthrough. Perhaps if you introduced a heavy mercenary contingent? King Ulric, more to the point overthrowing King Ulric, has a lot of cool potential to it. Also the concept of a chivalry-heavy culture. Just a tough one to manage with the slow trickle of nobles. Don't get me wrong - I'm not criticizing their development as an aspect of PoP, just saying they're not a friendly one to play this way.

The Empire



The Empire is one of five major factions in Prophecy of Pendor. It is ruled by [Marius Imperator](#).

The Southeast - The Empire

The Empire has a relatively short history in Pendorian terms. Their background, however, reaches further back, before their incursion into Pendor. First, there was the Baccus Empire, which proudly held place as a regional power equal to Pendor and Barclay. Those three nations created a balance of power which remained unbroken for decades, as all three nations enjoyed relative peace. Circumstances changed when Pendor collapsed following the Red Plague.

Barclay and the Baccus Empire soon found themselves at odds over which of them would fill the power vacuum left by the fall of Pendor. Their war raged for five years, with neither side giving an inch of territory. The war eventually petered out in a stalemate.

Once Barclay and the Baccus Empire concluded a truce, the Emperor unleashed his armies upon a ravaged Pendor. The Year 203 saw the full invasion launched under the command of General Oasar. The campaign went very well; towns and cities fell before the military might of the Baccus Empire. Then, Lord Alfred, Duke of Sarleon, managed to unite Pendor once again under a single banner, which held off the baying Baccus Empire hordes. A year later Oasar received word that his Emperor had been assassinated. The Baccus Empire itself was in the throes of a bloody civil war. Lacking resupply and reinforcement, General Oasar set about consolidating his gains in Pendor and began to forge a new nation.

Now Marius I holds the Empire throne as Imperator, but he is faced with a new foe. The Snake Cult, which was victorious in the old Baccus Empire, arrived on the shores of Pendor and have begun to infiltrate the circles of power within Empire society. Determined to avoid a similar fate to that of his predecessors, Marius launched a massive crusade against the Snake Cult, both militarily and culturally. As a result of the so called "Mariun Reforms," the Empire is enjoying a golden age, making great advances in philosophy, mathematics and strategy. The question is whether the Empire will be able to harness their creative force and



overcome the obstacles they face, or be relegated to just another footnote in the history of the Snake Cult...

Commentary on the Empire

"We came to Pendor in order to spread enlightenment to a backward society. Now that Pendor is our home, we find that our ancestral lands have been corrupted. It is we who must guard against the decadence of superstition." -Marius Imperator, Emperor of the New Empire

"I've heard that even the men in the Empire drink wine. I would never touch that stuff, how can anyone like the seepage of rotting grapes? Barkeep! Give me another ale!" -Ravenstern Kierguard

"I like fighting the Empire. They don't need a horse to do their fighting for them. They stand and fight eye to eye." -Fierdsvain Huscarl

"They say that blood sports are a manner of entertainment in the Empire. I quite agree; fighting their armies always leaves me holding my sides with laughter." -D'Shar Windrider

"Don't even get me started on those invading barbarians." -Sarleon Halberdier

"Mariuss iss a fool who dancess for the godss. Azi Dahaka will sshow him that sscience will not keep the Sserpent Cult from our rightful heritage in Pendor." -Attributed to an unknown Snake Priestess

Outlaws

Snake Cult

Tactical Overview of the Empire

The Empire - Shield and Spear

Empire specific character - concept is to conquer the Empire without a civil war. Get relations with every single Empire noble in the 50+ range, THEN rebel. Get everyone to join me and just have to depose Marius from Janos. Then re-conquer the whole world under a new, glorious Empire.

Pros:

- With the new, more aggressive Empire, the 20+ noble armies the Empire fields are a force to be reckoned with.
- Empire Armored Crossbowmen are freaking hardcore. They are like the new version of the Silvermist Rangers, you just line them up and watch people die. They also handle sieges very, very well.
- Their infantry line is just crushing. Absolutely crushing. As opposed to the Fierdesvain axe-heavy approach the Empire has a very well balanced combat lineup.
- Empire Knights kick a lot of ass against other cavalry.
- Lots of local 'visitors'. Mettenheim expeditionaries, Persinoe armies, Snake Cultists, Noldor neighbors, always something going on.

Cons:

- No non-noble cavalry. Even the noble cavalry is weak against infantry. This is a big one if you're sticking to just Empire troops - it takes a whole different tactical approach.
- No super-infantry. Their troops are very well mixed but you don't have any infantry/cavalry super-units. Huscarls, heavy-duty knighthood orders, elite mounted archers, etc.

- So many damn nobles. When the Empire is really going to war it can be tough to find the *correct* Lord Legatus to turn your quest in. Also tough to get them together for anything.
- Constant troop-training. Well balanced troops win battles but suffer a steady casualty stream. You're always replacing fallen soldiers.

Tactical Overview:

A healthy mix of crossbowmen, gladiators, Legionaries, and armored pikemen handles everything. Most enemies are either dead or half-dead by the time they get to melee range. Horses either fall to crossbows and javelins or get stopped by pikes. The greater accuracy of crossbows means that the armored crossbowmen absolutely [b]grind[/b] enemy foot and horse archer units. With those big shields they are phenomenal in sieges, attack and defense. With the new troop stacking, where higher-placed units come in the first wave, your Legionaries and Knights are able to use those javelins up on the toughest enemies first for maximum effect.

Comparatively fragile troops though. Their strength is in the power of combined ranged and melee units. They are a hold ground or advance steadily force, NOT one that is meant to be divided. Typically you split your infantry and ranged troops - don't do that with an Empire army. Leave them in a single big combined line. Your infantry troops have ranged weapons and your ranged troops are decent fighters. Separate your cavalry - they do not have anti-infantry cavalry! Their cavalry shine against enemy horse, not enemy foot. Keep the cavalry following you and make circling passes, not charges.

Sieges:

In the field your Legionaries do the brunt of the killing, them and your crossbowmen. In sieges your Legionaries are going to die a lot. They are there to hold the line for your Gladiators, Crossbowmen and Armored Pikemen. Swords are weak against shields and sieges are full of shield to shield combat. Give your Crossbowmen plenty of time to clear the walls before you advance. Then order 'hold fire' when you approach the wall. When you are on the ladder, let them open fire again - this will get your Legionaries in close to throw javelins and will generally sweep you a gap on the wall to take. [b]Keep a mixed force for sieges![/b] Crossbowmen will find a clear space on the wall to shoot from and with those big shields hold pretty well in melee. Legionaries last a while and draw attention while your armored pikemen and gladiators do the real killing.

Unit Overview:



Crossbow Line: Best ranged foot units in the game in my opinion, bar none. Accurate, with a slower rate of fire but high damage so they can keep killing through several waves of enemies. You can also tell them to hold fire so they turtle up behind their big shields when advancing in sieges. These are in many ways your core

units in a pure Empire army. 30-40% of your troops should be crossbowmen.

Infantry - Pikemen: In siege offense and defense they are critical. The bulk of siege kills you'll find end up with these guys and crossbowmen. On the walls though their ability to hit *hard* two or three ranks of soldiers away makes them invaluable. Also with their bash attack they are the only units that will KO enemies instead of killing them. 10% of your soldiers for field battles, 20 to 30% for sieges.

Infantry - Legionaries: Hard to avoid trying to make a pure Legionaries army but it's a bad idea. What they are is very, very well balanced. Their biggest punch is their javelins though which run

out quickly. Have a heavy mix of them, 20 to 40% of your troops. They do well against any opponent. They are solid, last well and make a reliable anchor to support every other unit.

Infantry - Gladiators: Faster, harder-hitting but weaker armored. Much like berserkers in application, you want a handful of them in with your troops. They are fast, attack quickly, hit hard and often have ranged weapons. 5-10% of your troops, but don't neglect them! You'll see them scrolling up often on kills notifications. They take advantage of troops engaging your slow, armored Legionaries and big-shield packing crossbowmen.

Cavalry - Horsemen: Mounted crossbowmen. Great chasers, just don't let them get caught up against infantry. Order them way, way back. They'll snipe at people approaching your infantry line. Otherwise order them to follow you and just circle out of melee range and let them do their thing. Awesome for picking off Cobra/Anaconda warriors and Serpent Priestesses.

Cavalry - Knights: Similar to Horsemen but better armored, using javelins instead. Against cavalry troops have them follow you and circle; don't charge! I've got no heavy lancers! Only charge weak infantry. Unarmored horses too. Unless it's Shadow Legionaries keep them on the periphery.

Primary Troop Tree

0th	Empire Citizen		
1st	Empire Levy Recruit		
2nd	Empire Levy Militia		Empire Levy Hunter
3rd	Empire Light Infantry		Empire Levy Skirmisher
4th	Empire Heavy Infantry	Empire Pikeman	Empire Crossbowman
5th	Empire Legionnaire	Empire Gladiator	Empire Armored Crossbowman

- Empire Citizens were possibly intended as the Empire village recruits. They are still in the game, but occur rarely. Recruiting volunteers from Empire villages yields Empire Levy Recruits.
- You may also see [Guardian Empire Knights](#), who appear only in Empire armies. They are a special unit and not on any troop tree.

Noble Troop Tree

1st Noble	Empire Nobleman	
2nd Noble	Empire Noble Legionnaire Recruit	Empire Light Cavalry
3rd Noble	Empire Knight	Empire Horseman

- Empire Knights may be upgraded further to [Empire Immortals](#) or [Shadow Legion Centurions](#) if you meet the special requirements.

Summary:

Mix your troops and keep them together! Ranged and infantry in one big pile, they support each other.

Your cavalry is for chases and harassing the enemy! Don't treat them like heavy, infantry-chewing cavalry. They do great against enemy cavalry, weak against infantry.

Hold ground and advance slowly! This is not a rush army. Hold ground or make steady advances. Locusts over the earth! You've got a ton of nobles with noble armies. If you rule the Empire, take advantage of this! 20 noble armies can just grind over the map. Put them to work!

the Empire vs results:

Noldor: Not that bad. With everyone packing a strong shield I could take a good mix of 120 units and kill 60 Noldor Rangers with perhaps 20 or 30 losses. Open fire at long range, then hold fire, then advance - then right before melee, open fire again, then charge. BOOM.

Jatu: You will hate them with a deep and abiding passion. They are the Empires toughest enemy. They are fast; they close range before your crossbowmen can do their best work. I only had two successful tactics against them:

1. taking my cavalry out and luring the bulk of them sideways in front of my crossbowmen. They'd take damage, some would go one way some another and run into each other. Rinse and repeat, keeping the bulk of the horde busy while your troops handled them in a small trickle. Difficult and still bloody.

2. Lead them to the river either near Ravenstern or Valorshield. Park your troops in the middle of the water not on the other side! They'll slow down, it blunts their charges and levels the playingfield with your infantry.

Snake Cult: Lambs to the slaughter. Slow moving, largely lacking shields, the crossbow-wielding Armsmen will be more of a threat than Cobra or Anaconda troops.

Heretics: I took 150 mixed Empire troops against the Three Seers and Heretic Armies pretty easily. Same as Snake Cult; just ensure you're dealing with the heavy mounted troops (Demonic Magus!) early. Everyone else just walks up to your line and dies like good little soldiers.

Mystmountain Warriors: Take the high ground or this can end up poorly. It's their charge that's deadly; blunt that and they're weakly armored.

Sarleon: Tougher than you'd expect. Heavy armor all around, they are the strong offense to match your strong defense. Catch them on open ground and at long range so your crossbows and javelins can do their work. If you can't blunt them before they hit melee range you're going to watch your men getting knocked down by warhammers, halberds and horses and then killed before they can stand again. They are a stone bitch in sieges, offense or defense.

Ravenstern: Easy. Your crossbows are more accurate and they lack the short-range punch of your javelin and pike armed troops. Field battles or sieges they are the Empires weakest enemy.

Fierdsvain: Not that bad. The Huscarls are a little tough but otherwise they were nothing near the threat I'd expected. Same tactics that work against everyone else work particularly well against them. Their throwing axes and armored archers just don't lay the smack down like the Empires crossbows and javelins.

D'Shar: Blademasters will kill more of Empire troops than every other D'Shar unit type put together. The D'Shar are quick. They move quick and attack quickly, making them particularly deadly against the powerful but slower Legionaries. They were hands down the most difficult to handle in a siege.

The Empire rules the open field. Distance and line of fire initially, then find a way to limit enemy mobility.

The Fierdsvain



The Fierdsvain are one of five major factions in Prophecy of Pendor. They are ruled by [Koningur Valdis](#).

The West - Federation of free Cities

Along the western coast of Pendor lies the Fierdsvain, ruled by Koningur Valdis. Originally the Fierdsvain were humble traders, their merchant ships plying the far distant coasts of the Baccus Empire, Mettenheim and Barclay and bringing back to Pendor great riches and exotic luxuries. With the fall of Pendor, the Fierdsvain cities of Javiksholm, Windholm and Valonbray found themselves isolated from any central administration and so became independent Free Trader

cities under the control of wealthy Merchant Princes. When the Baccus Empire invaded under the command of General Oasar, the Fierdsvain Merchant Princes went to King Alfred of Sarleon and pledged their financial support in exchange for military protection. Alfred agreed, and so for a decade the Fierdsvain came under the crown of Sarleon and peace was maintained.



Then the Baccus Empire collapsed, leaving General Oasar isolated from the main Empire; he was forced to cancel the contracts of his mercenary Vanskerries. The Vanskerry clans found themselves without a method for sustenance, with their normal mercenary contracts gone and their own lands unsuited to agriculture; so they decided to strike at the wealthy coastal Fierdsvain lands. Increasingly under siege by the Vanskerries, the Sarleon Lords found themselves simply unable to uphold their part of the bargain for mutual defense, so a group of Fierdsvain patricians met with some Vanskerry Jarls and offered them lands and titles in the Fierdsvain lands if they would protect the trade routes and towns. Vanity forever being one of mankind's greatest vices, some Jarls accepted the offer and moved their families and warriors to the

Fierdsvain lands, and thus the poachers became the gamekeepers. Sarleon, angered at the prospect of Vanskerries successfully gaining a beachhead, withdrew military support and the Fierdsvain split from their sovereign lord.

The friendly Vanskerry Jarls were as good as their word, and shed much blood in the defense of their new homes. Over time the civilized Vanskerries and Fierdsvain inhabitants began to intermarry and the Fierdsvain as we know it today was created. The people still show Fierdsvain traits of being able traders and Vanskerry traits of being fearsome warriors. The strength of their Vanskerry ancestors continues to be harnessed, coupled with the expensive arms and armor the Fierdsvain money can buy. This has made for a very able military force.

Commentary on the Fierdsvain

"The Fierdsvain welcome all into their lands, so long as they come well equipped...with a full money pouch." -Guild Master of Javiksholm

"We respect the fighting skills of the now civilised Vanskerries among them, but their merchants are a little too soft for our taste." -Anonymous Ravenstern Lord

"They are nothing more than renegade traders. Sarleon will stand by them no longer." -King Ulric of Sarleon

"The merchants of the Fierdsvain drive a hard bargain with their prices, but they are always willing to trade." -D'Shar Horse Breeder

"My celebrated colleagues would do well to investigate the civilising influence the Fierdsvain applied to their Vanskerry cousins. Many lessons could be learned from this." -Head Lecturer, Janos University

Outlaws

Vanskerry Clans

Tactical Overview of the Fierdsvain

Fierdsvain - Axe and Shield

Again, level 44 character from the start to allow for more quickly getting to the review point - though it's worth mentioning that the Fierdsvain path is a particularly long one. Building a Fierdsvain army up from a low level character is a long, long process and not one I'd recommend to start. A rich culture, decently immersive, not for the faint of heart!

Pros:

- Powerful infantry, even at an early stage. Only army I've played with where low and mid level troops are just fine to take killing stuff in the field.

- Shield-heavy army. Almost every single unit type packs a great shield. This makes them absolutely lethal in sieges.

- Most powerful Lords in the game. No question. Especially the king; makes it worth going the 'vassal' route just so you can be Marshal and send the king with his 350+ unit army, mostly elite troops, after objectives.

- No dependency on slowly generated Noble troops. Quite the opposite; the whole Noble line is almost irrelevant. Convenient but in no way required to field your best armies.

Cons:

- No point to nobles. Peasant Women and the various pre-cavalry Maiden units you can recruit in bars can all become Valkyries, who turn into Lady Valkyries.

- Only skirmish cavalry. Oddly the Fierdsvain play host to the Knights of the Dawn - who require Pendor Nobles, which you won't have access to.

- Only 3 cities, like the Empire. Scattered domain, making it slow and cumbersome to recruit armies of your own troops.

- Slow and convoluted troop promotion. Huscarls are brutal; just realize that you'll be at 200 days in the game if you start at level 1 before you're fielding more than a handful of them.

Tactical Overview:

If you want an army of crazed, rush-up-and-kill-stuff warriors, this is your crowd. Even their archers are tough warriors. Heavy chain armor, sword or axe and shield, they also pack a decent bow. They are all about the advancing infantry and their axes are shield-chewers on the field or in sieges. While their troops are slow to product they live a long time in battle. You can take an army of Warrior level troops to the field and easily keep up with any other cultures armies. Armored Axemen and Huscarls are your Knights. While the nobles you create give you a reasonable shortcut to Valkyries, easily turned into Lady Valkyries, they are just skirmish units. Light armor and vulnerable horses compared to other Noble Knighthoods, don't get distracted into cranking them out to buff your line as with all the other cultures Knights and Knighthood orders. Your elite battlefield troops are Huscarls and they are, slowly, created from your standard infantry troops. Throwing axes are inferior to javelins in every single way though. While your infantry may pack throwing weapons like Legionaries, they carry half as many shots that are a tenth as accurate and do a quarter as much damage. It's more just to keep everyone honest I think. Not only do they carry axes, but they can freaking throw them at you. It's more look and feel than an actual tactical aspect of your troops.

Knights of the Dawn are worth their own mention. They have their base in Valonbray, yet require non-Fierdsvain units to create. If you find Pendor Nobles that you can recruit from prisoner trains elsewhere they'd be useful to turn into KotD. Conversely, you can crank out Lady Valkyries without ever recruiting a single noble of your own.

Sieges:

The only people who give you grief in a siege are other Fierdsvain troops - Fierdsvain vs Fierdsvain siege battles are absolutely epic and bloody. Everyone else is just fodder. Don't bother holding back and letting your archers do your work; mix them in with the rest of your troops (heavy archers fight like Warriors, which is no small thing) and plow onto the wall. There is no other sort of battle that plays as much into the absolute slaughter and havoc that fits the Fierdsvain culture like a siege; offense or defense. You've got archers and they're decent, but its the wall of big round shields and lines of glittering axes that hold your line against all comers

Unit Overview:

Archers: A big early mistake is treating Fierdsvain archers like archers - they are medium infantry who also use a bow. Use them like this and they perform marvelously. You won't be mowing down advancing lines of troops like Ravenstern Rangers, but you'll be peppering enemies, bringing down mounted archers and the like reasonably well. What you won't be doing is having to shelter your archers. These guys can give and take with anything but the heaviest of infantries.



Infantry - Militia to Warriors: Unlike every other culture, Fierdsvain infantry are ready to kill stuff by their second or third promotion. Light Infantry fight very well, make good and cheap garrison troops and don't need sheltered on the field. Warriors are able to hold their own with the heavy infantry of just about every other culture - they'll stand up to Kiergard and even

Legionaries with a bit of support. What is important is the promotion to Warriors and not Axemen. Light Infantry are level 15 and train quickly to promotion. They promote to either Warriors, level 20, or Axemen, level 30. Strange, but there is a catch - you take the early path to Axemen and you actually delay your arrival at Huscarl. See, Warriors promote to Berserkers and Armored Axemen. Axemen promote to Armored Axemen as well. Armored Axemen are level 30 and cost just as much to maintain as regular Axemen. They just have better gear and skills. A Warrior promotes almost 4 or 5 times faster than an Axeman, so 20 Warriors will promote to Armored Axemen at the same speed that 4 Axemen will promote to Armored Axemen. Make sense? Armored Axemen create your Huscarls and that is what all good little Fierdsvain youths want to be when they grow up!

Infantry - Berserkers: Don't neglect these guys. Always have a half dozen or dozen on the field. They are quick, hit brutally hard and excel against enemy mounted units. They die a lot though, so just get used to keeping the promotion ladder always cranking out a few. When you need to charge down scattered enemy archers and such these guys will often get the kill before your cav units.

Infantry - Armored Axemen/Huscarls: Forget the whole 'noble' thing when dealing with Fierdsvain. THESE are your Knights. Powerful, fierce, heavily armored, these guys are like foot-knights. Use them like that, always keep a healthy supply of infantry with you getting trained up to become Huscarls. They are the quintessential Fierdsvain killing machine.

Nobles - Valkyries: Oddly the Fierdsvain Noble line is superfluous. I get the intent, make them female to separate them from other cultures, but all they turn into is Valkyries. Same as Peasant Women with enough training. They just take a shorter route. Valkyries fill a vital niche in your army though; they skirmish and chase. Don't neglect this as your army otherwise is pure infantry and archer-weak. They function exceptionally well if you keep them with you, harass the enemy, and then when the armies meet let them scatter to raise hell. Otherwise they'll wander off and get whacked.

Lady Valkyries: Closet thing to a Knight they field. Better armored, better equipped, importantly they also ride a better armored horse which drastically extends their lifespan in the field. An army of 120 troops should include 20 of these if you can manage it.

Primary Troop Tree

1st	Fierdsvain Recruit
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2nd	Fierdsvain Militia		
3rd	Fierdsvain Trained Militia		Fierdsvain Huntsman
4th	Fierdsvain Light Infantry		Fierdsvain Bowman
5th	Fierdsvain Axeman	Fierdsvain Warrior*	Fierdsvain Archer
6th	Fierdsvain Armored Axeman	Fierdsvain Berserker	Fierdsvain Heavy Archer
7th	Fierdsvain Huscarl		

- *Warriors may also advance into Armored Axemen.
- You may also see [Valdis Huscarls](#), who spawn only in Fierdsvain armies. They are a special unit and not on any troop tree.

Noble Troop Tree

1st Noble	Fierdsvain Noblewoman
2nd Noble	Fierdsvain Sword Maiden
3rd Noble	Valkyrie

- Valkyries may be upgraded further to [Lady Valkyries](#) if you meet the special requirements.

Summary:

The generation of Huscarls is slow, so it needs to be steady and constant. You should always have troops training. Always. Generating Huscarls is a slow but steady business.

You have archers for support and cavalry for chases. The Fierdsvain are a powerful infantry army. Just don't forget an adequate number of support troops or you'll lose troops to whittling.

Hold ground until the enemy charge is broken, then charge yourself! Let the enemy break against your shields, then charge in. Don't just stand there and watch stragglers shoot you!

Keep your nobles in the field Fierdsvain Nobles are some of the most powerful Lord armies in the game. Keep them busy, send them in groups of 3 to key points to patrol or raid. This will buy you the time you need to slowly recruit up your armies and garrisons.

Fierdsvain vs results:

Noldor: Bloody and fierce. Terrain mattered the most as it was a matter of time; can you get your axe-swinging, mouth-frothing killers into range before their shields broke under a hail of fine Noldor arrows. If yes, then WHACK! If no, then you're going to die a lot. Don't hold ground, keep using F6 until you're in melee range, THEN charge.

Jatu: Lacking polearms and horsemen the Fierdsvain have a lot of trouble with Jatu in the open. Against small Jatu forces it was pretty easy, but against large armies they'd weather the first charge and swarm over them like angry ants yet the enemy reinforcements would show up and turn it into a slaughter. Once again, only good way to fight the Jatu is standing in water. Get them into water and you can butcher 700 Jatu with 120 troops.

Snake Cult: Heavy cavalry and crossbows can make a lot of trouble if not handled correctly. Hold the line and then swarm when the cavalry hit your troops, then advance quickly on the Armsmen before they can get all their licks in with those crossbows. Be aggressive and the Snakes are no big deal.

Heretics: Like fighting the Snake Cult, only easier. Lady Valkyries and Valkyries can easily hit and run the slower Heretic cavalry and scatter the Minions. Against the Demonic Magnus' the heavy axes and berserkers did surprisingly well. An army with 9 of them I only had to couch down 5, the others fell to the brutal axes of my men.

Mystmountain Warriors: This wasn't a fight, it was a brutal rape. My line of heavy Fierdsvain troops killed them so quickly it faded out my kill report for a bit. Pendorian Historians will write of my conquest of the Mystmountain Warriors as 'The Blonding of the North' since we put all their men to the axe and pillaged all their villages, the next generation of Mystmountainers will likely look surprisingly Fierdsvain...

Sarleon: Their polearms give most cultures a lot of trouble but the Fierdsvain have the shields to weather it. Siege battles are still a bit bloody and their archers out perform the Fierdsvain, but it's just a matter of getting close enough fast enough. Just don't get scattered in the field or their knights will suddenly start mowing your troops down.

Ravenstern: Depending on their makeup and tactics they can be hard or easy. If they advance as a group and slowly so their archers have time to pepper you, it's a tougher deal. Draw them out with your cavalry and scatter their attention. If they just charge or you break their line and close fast enough, it's a more one sided battle. Just be quick with them; they hit hard but have relatively soft troops. The real trouble comes when you meet a cavalry-heavy Ravenstern group. Mounted Rangers and Horsemen are quick and will leave your troops scattered and vulnerable if you let them.

The Empire: Fear them and respect them. The initial clash with them and their reinforcements are always bloody, but they lack the Fierdsvain stamina in combat. Same with sieges; getting a clear spot on the wall is painful against them but once you have it and the meat grinder starts up your copious shields, greater strength, axes and heavy armor play out well. Defending against their sieges is one of the most difficult however; their crossbowmen are a mess for the Fierdsvain in large numbers, their javelins will strip your mens shields quickly and their pole weapons can kill your troops before they get into axe range. Don't be afraid to order your men to charge. Your archers are not going to keep them off the walls anyway and the toe to toe combat is where you'll come out ahead.

D'Shar: It's not that they're tough, it's that they're fast. If you don't have enough Valkyries and archers to chase or bring down their mounted archers, they will just run around shooting and charging your men all-day-long. Their Blademasters are the only infantry tougher than your Huscarls too, don't forget that. You'll win against the D'Shar, but it'll be slow and bloody.

There are two and only two factors in conquering the world as the Fierdsvain. Getting your Warriors/Armored Axemen/Huscarls into axe range and the time it takes you to train up enough Warriors/Armored Axemen/Huscarls to pack those shields and axes to your enemy. When you get a solid system for doing both, the rest is pure semantics.

The D'Shar Principalities



The **D'Shar Principalities** are one of five major factions in Prophecy of Pendor. They are ruled by [Kadan Bahadur Khan](#).

The Southern Steppes - The D'Shar Nomads

The Shavanir Desert in the south of Pendor is the D'Shar Principalities, consisting of dozens of separate tribes united under their current leader, Kadan Bahadur Khan.

The D'Shar were originally mercenaries imported to Pendor by the Baccus Empire to defend against bandits and raiders.

Their natural tendencies quickly asserted themselves, spawning a large number of outlaw groups who plague the Principalities.



They are a fierce people, stiff with pride, who once were entirely nomadic, herding their flocks from pasture to pasture in search of grazing. Many of the former mercenaries settled in what began as trading centers and became the towns of Torbah, Nal Tar and Ishkoman. Singal, of course, while technically part of the D'Shar Principalities, is a law unto itself, a festering boil on the backside of the D'Shar kingdom.

Though settled now, the D'Shar remain at heart a free-roving people and there is much contention within the D'Shar Principalities over whether or not the D'Shar have abandoned their traditional way of life, to its detriment and at a cost to their fighting abilities.

Blood feuds are the chief sport amongst all the D'Shar, as they tend to take offense easily at nearly everything. They generally ignore Kadan Bahadur Khan's orders to cease and desist, as a

blood feud is not finished until everyone on the opposing side is dead. Blood feuds can go on for ten generations, with each generation eagerly embracing the feuds of its ancestors.

D'Shar take multiple wives and prefer raiding other factions' caravans to trading. They are fine riders and excellent bowmen.

Commentary on the D'Shar

"There's nothing like a wedding to bring out the best of a good blood feud." -Haji Kalandar Khan, D'Shar Lord

"We will grind those barbarian savages to a pulp beneath the heel of Sarleon." -Lord Andre of Sarleon

"They are nothing but fornicating camel-rapers. The Fierdsvain will show them what real rape is!" -Fierdsvain Huscarl

"The only thing worth a denar that comes from the D'Shar Principalities is spice." -Guild Master of Ravenstern

"A battlefield littered with D'Shar carcasses is the most delightful sight! It almost equals a pack of dead Noldor for sheer aesthetic pleasure." -Empire Legionnaire

"Once, a scholar told me those D'Shar wimps were cousins to the Jatu. I killed him for the insult." -Jatu Mercenary

Outlaws

Vanskerry Clans

Tactical Overview of the D'Shar

D'Shar - Sabre and Glaive

Notice how the above does not say 'horse and bow'? Let me start, surprisingly, with the following:

The D'Shar are the weakest archers and cavalry in the game.

They are excellent infantry; in fact I'd say they have one of the strongest infantry armies in the game. What they are great at is anti-cavalry and anti-archer units. Fast moving infantry, quick to strike and with long swords, often armed with glaives and polearms to bring down horses. What they are not is decent archers. Quite the opposite; their archers are markedly inferior to every single archer force in the game. Same with their mounted troops - while they are passable skirmishers they are the least cost-effective cavalry in the game.

Pros:

- Bladesmen and Blademasters are unquestionably the most badass infantry in the game. Nothing and no-one compares when it comes to cold-killin' infantry.

- Amazing against cavalry with very little effort. Warriors and Bladesmen, heavy on the Bladesmen, everyone dies.

- Great cultural environment and gear. D'Shar gear is light, protects well and generally looks cool as do their cities and villages.

- Singali gear and neighbors. Local slavers are fun for the whole family!

Cons:

- Pitiful archers. Your infantry will kill more people at range than your Dervishes ever will.

- Feeble cavalry. Even Windriders, your Knight-level units, function at about Mounted Rangers level. Otherwise your cavalry is expensive and excels at one thing - dying.

- Mediocre Lords. They tend to have a lot of D'Shar archer units, which are about as effective as Outcasts - no, seriously.

- Slow troop progression. With 10 training and 150 Bladesmen in the party, you'll generate one Blademaster every couple of days, if that.

Tactical Overview:

Forget everything you think you should do with D'Shar. It's all wrong. Your archers are not in the league of anyone else's archers, most especially Ravenstern Rangers. In fact if the D'Shar Dervish league exploded in a massive plume of nuclear fire, the league that the Rangers are in wouldn't hear about it for several days in the news - as a footnote. D'Shar Raiders, being mounted Dervishes, are slightly more useful. Against anything more than Bandit class enemies, Heretic Minions and the like though, they are more useful as polearm infantry (they tend to pack glaives) than archers. I had a group of 70 Dervishes in a line raining arrows on a group of 20 Vanskerry Raiders - they failed to KO even one of them before melee range, where upon the Vanskerry KOed 22 of them before I largely took them down myself with a Ruby Rune Bow. The top line archers from every other culture would have wiped them up in that situation.

However. Infantry are another story all together. D'Shar Warriors make exceptional polearm infantry; faster and generally more effective than Sarleon Halberders for only 21 a week. D'Shar Bladesmen are absolutely deadly; each one will drop 2 Huscarls, especially in the field. Then they turn into Blademasters, who will mop up Hero Adventurers and Knights of any culture! Gather some Dervish Raiders, a handful of regular archers (to draw fire, accept that their purpose is to die while distracting enemies from your valuable troops) and fill the rest out with 70% Bladesmen and 30% Warriors.

Making friends with Singali Slavers is also a great idea; help them against your enemies and they will provide huge allied armies to patrol your lands. That and Sengali Death Sabers and Noble Sabers are damn sexy weapons and gear.

Use your D'Shar archers as fodder, D'Shar Raiders cost a painful 60 a week and quite simply don't provide that much. Wait until the enemy closes then tell them to 'charge', so they scatter and draw enemy mounted units with them until they die. This will help your Bladesmen keep numerical advantage, which equates to utter slaughter. Keep your Warriors in with them and enemy cavalry will just dissolve when it hits your locust style army. After you've chewed up the enemy foot troops, command your cavalry to 'follow me' so any straggling survivors of your Dervish Raiders will draw enemy cavalry back into your horde, who will drag them down and kill them in stunningly short order.

The D'Shar are a swift, deadly, effective infantry army. Archers and cavalry exist to draw attention to or away from your infantry, nothing else. The slow building up of a core of Blademasters should be the goal as a force of them will destroy anything and everything you encounter - even archer units, who they can literally chase down and kill on foot!

Sieges:

Do not do the archer trick. If you line your archers up outside a castle they will die before you have time to realize what a silly, silly thing you just did. Just charge the wall. Fortunately your Bladesmen and Warriors have great weapon range; better than anything but enemy polearm troops who are rare. They will hit first, pushing the enemy back and giving themselves room on the wall. It's like watching an earth-tone flood spilling over a dam. In defense your archers are passable, but any army with decent shields will literally push a siege tower to the wall before 200 Dervishes can bring down more than five or six of them. Fortunately that long weapon reach and incredible attack speed will kill 90% of your attackers before they get a single swing in. Enemy archers will do you most of the damage you take.

Unit Overview:



Archers: The value of D'Shar archers is roughly approximate to, say, a fart in a mitten. I don't know if it's the quality of their bows or their armor or what, but they are just feeble. They serve as fodder to draw enemy attention. They are expendable; utterly and completely expendable and should be viewed as such. Fortunately

they tend to carry polearms so that when they are inevitably over-run by enemy cavalry they will whip them out and hopefully do a little damage. In a 50/50 split army of Dervishes and Bladesmen holding position against an advancing enemy the Bladesmen scored more ranged kills with throwing knives.

Archers- Mounted: These guys are skirmishers, which isn't bad. They are also on fast horses, which is good - against cavalry-heavy enemies always have some on hand and order them to 'charge' when the enemy gets close. Being horse-archers they will scatter, plinking otherwise weak arrows at the enemy who will give chase, considerably reducing the number of enemies who actually close at any given time with your infantry.

Infantry - Warriors: Great garrison troops, these guys are solid battlefield additions and should be cultivated and used like polearm troops. They compliment Bladesmen very well and should always be cultivated for a measurable chunk of your army.

Infantry - Bladesmen: Surprisingly easy to train up, fast, shield packing and throwing reasonably deadly assassins throwing knives, these guys are top-tier infantry. Kiergard, Legionaries, Huscarls, they stand up to any infantry without flinching. While not perfect you can even effectively field a pure-bladesmen army. I did and defeated equal sized armies from every single culture with little trouble.

Infantry - Blademasters: Not to put too fine a point on it, but these guys are it. The top of the list for all infantry armies. Crossbows aside I'd happily throw them against Knights of the Ebon Gauntlet. Stunningly fast I've seen one of them kill 4 Huscarls on the field. In groups it's just absurd; they are stunningly fast and will hit enemies so quickly that most will be chain-staggered and unable to respond before sent to their grave. It takes forever to train them so always have a good sized horde of Bladesmen, constantly moving them towards this exalted rank.

Nobles - Raiders and Windriders: Meh. That's the best I can say. Useful, certainly. They make far better archers and skirmishers. Yet having fought other ones, with damage all the way up a D'Shar Noble Raider will plink arrows at a target that will hit for <10 points at full damage against average

armor. Windriders who've been enhanced are more dangerous but still; treat them like Ravenstern Mounted Rangers. That's what they're like, just far more expensive. While fast all their horses are frail, don't expect them to go the distance on the field.

Assassins: Odd troops. Good, fast, fierce, sometimes mounted sometimes on foot, in small numbers they are great - just not as proficient in the field as Blademasters. I kept a few as bodyguards of sorts though, what D'Shar warlord wouldn't?

Primary Troop Tree

1st	D'Shar Tribesman		
2nd	D'Shar Tribesman Hunter		
3rd	D'Shar Spearman	D'Shar Desert Bowman	
4th	D'Shar Veteran Spearman	D'Shar Dervish	
5th	D'Shar Bladesman	D'Shar Warrior	D'Shar Dervish Raider
6th	D'Shar Blademaster	D'Shar Scorpion Assassin	

- You may also see [D'Shar Djaha Archers](#), who spawn only in D'Shar armies. They are a special unit and not on any troop tree.

Noble Troop Tree

1st Noble	D'Shar Nobleman
2nd Noble	D'Shar Noble Raider
3rd Noble	D'Shar Noble Cavalry

- D'Shar Noble Cavalry may be further upgraded to [D'Shar Windriders](#) if you meet the special requirements.

Summary:

Everything should drive towards Blademasters Always have troops training towards that. It slowly, painfully slow, but these guys are your ultimate weapon.

Archers and cavalry are expendable and weak Have them, use them, accept they will die a lot, but don't neglect them. They will drive enemies from or too your infantry as needed.

Don't dawdle; get to the melee The D'Shar are an infantry powerhouse. Standing at range getting shot with crossbows is not a good tactic.

Use the Sengali, they compliment you well Their infantry fit very well and their horse archers are more effective than any of your own. Local troops, I'd consider them fair game for a D'Shar army.

D'Shar vs results:

Noldor: Send your Dervish Raiders to scatter, drawing fire. They buy time for your Bladesmen/Blademasters to get in range. Blademasters can easily match Noldor foot troops and your Warriors do a solid job of bringing down their horse troops.

Jatu: Same tactic as the Noldor and the D'Shar don't need water or hills and trees to beat the Jatu. Hit F9 three times before the Jatu horde hits, then hit F8 four times so your men gank back up on the collapsed Jatu horde. Simple and shockingly effective.

Snake Cult: Their heavy cavalry was a big pain to bring down and their crossbow infantry trouble for a culture with feeble archers. Keep moving, advancing, try to use terrain to slow down their cavalry so they can be brought to a halt and laid out. Blademasters can literally get just shy of chasing a Netherworld Charge on foot.

Heretics: Lacking the powerful Netherworld steeds of the Cultists their cavalry melted like butter on a stove when they met my Warriors and Bladesmen. Keep advancing until they hit the Minions, who seemed to just die from proximity to just badass infantry.

Mystmountain Warriors: The difference between Wolfbodes horde and a peasant army was semantics. I killed all 700 of them with 120 mixed Bladesmen/masters/Warriors and 20 Dervish Raiders and suffered 8 dead Dervishes (which is what they're good for) and 3 wounded Bladesmen. Utter slaughter.

Sarleon: They actually have the only military with a reach-advantage over the D'Shar in most battles, which makes them uncharacteristically difficult. Armored Bowmen need advanced on and killed quickly, and make certain that you're advancing or charging into their attack or you'll get a bloody nose from the encounter. Their cavalry does what all cavalry does when hitting D'Shar Glaives - they get unhorsed and killed.

Ravenstern: Bloody, miserable bastards and their ***** Rangers. Have a good supply of Dervish Raiders to ride around and draw arrow fire, getting killed, while you move your infantry in on them and kill them. Lacking any useful cavalry their Mounted Rangers are going to play hell with you, but in the end it's just a matter of time. Once range is closed your faceless horde of Bladesmen are ten times the match for any of their infantry.

The Empire: Move quickly or their javelins and heavy crossbows will shift the nature of this battle in a bad way, but once closed they are just too slow. Legionaries, generally a difficult enemy, die like common militia in the face of your lightning quick saber-armed horde.

Fierdsvain: Surprisingly easy. Only difficult in sieges, where their axes play a bigger roll in the shield to shield slugging matches, but in the field the D'Shar are everything the Fierdsvain infantry are.... only faster.

A surprisingly powerful force, in the end well balanced just in the opposite direction I expected. They are a very aggressive force, requiring you to constantly move in on the enemy to make up for the weak ranged presence, but once battle is joined they are absolutely ferocious.

The Kingdom of Pendor



The Kingdom of Pendor is the sixth major faction of Prophecy of Pendor. It represents a unified Pendor, which will not come about without your intervention. For it to exist, you must create an independent kingdom; you are not required to follow the Pendor culture, nor name it the Kingdom of Pendor, although those are "canonically" the proper choices.

YOU ARE THE HERO:

You play the Hero or Heroine who fulfills the Prophecies of Madigan, and becomes the champion who brings forth the lost glory of the Kingdom of Pendor. You are also the same Champion that creates an alternate path or Prophecy for the Oracle to choose from in order to save Pendor.

The Kingdom of Pendor, the player's Kingdom, should he or she choose to create their own kingdom instead of siding with one of the other lords, contains unique units not seen anywhere else in Pendor. These units are trained from the humble Farmer, and can grow into fierce warriors, or noble knights. These elite troops are designed to be hard to get, and worth holding on too. A new resource, Prestige, comes into play when recruiting top tier units, and it is vital that the player knows how his troops function.

Primary Troop Tree

0th	Farmer		Refugee
1st	Pendor Recruit		
2nd	Pendor Militia		Pendor Light Bowman
3rd	Pendor Footman		Pendor Heavy Bowman
4th	Pendor Swordsman	Pendor Cavalry	Pendor Armored Bowman
5th	Pendor Man-at-Arms	Pendor Mtd. Man-at-Arms	

- Pendor Recruits can only be recruited from your own fiefs. However, it is possible to recruit a number of Pendor units directly from fiefs; Militia, Footmen, Swordsmen, Light Bowmen, and Heavy Bowmen have all been confirmed.
- If you want Pendor troops in the early game, you will need to recruit Farmers or Refugees from rescued prisoner stacks.

Noble Troop Tree

1st Noble	Pendor Nobleman		
2nd Noble	Pendor Squire		Pendor Noble Bowman
3rd Noble	Pendor Foot Knight	Pendor Knight	Pendor Grey Archer

All 3rd Noble Tier Pendor units may be upgraded further if you meet special requirements:

- Pendor Foot Knights may upgrade further to Knights of the Ebony Gauntlet.
- Pendor Knights may upgrade further to Knights of the Griffon, Knights of the Falcon, Knights of the Raven Spear, Knights of the Radiant Cross, Rangers of the Clarion Call, Knights of the Dawn, or Knights of Eventide.
- Pendor Grey Archers may upgrade further to Silvermist Rangers.

Minor Factions



Noldor



Heretics



Snake Cult



Jatu



Mystmountain Raiders



Vanskerry Raiders



Red Brotherhood

Noldor



The Noldor are maybe the last trace of the elder races of Pendor, which vanished during the War of the Titans. During that conflict, their proud cities and much of their power was lost, but what remains of it is still beyond most human men or woman can ever dream. They now live isolated in forests being extremely hostile to anyone who tries to enter. Among the Noldor there still warlords such as Warlord Aeldarian and Warlord Ithilrandir whom posses powers that echo the old days. The Noldor, found in the forests east of Laria, work a bit differently than the other minor factions. While you are seeking to destroy all other factions, you must gain the trust and friendship of the Noldor. The Noldor are indeed elves, but do not possess magic. Their equipment, however, still bears enchantment and is thus some of the most powerful in the game.

Your alliance with them will ensure access to this and their extremely powerful troops.

Troops

Noldor troops are insanely powerful. Their weakest unit, the Noldor Warrior, is on par with standard top tier units and has far stronger equipment; Noldor Composite Bows are renowned and hated by players due to their near-perfect accuracy and speed. Noldor Rangers merely capitalize on this weapon. Noldor Maiden Rangers are the horse archers and cavalry of the Noldor; the strength of these women would make the Veccavi tremble. Finally, Noldor Nobles are the foremost foot unit of the Noldor, and they upgrade into Noldor Twilight Knights, the foremost mounted unit and perhaps the most powerful unit obtainable by the player in the game.

Commentary on the Noldor

"Looking to your race and your deeds I can only think how infantile you all appear. You are nothing more than children playing at being an adult with children's toys, dreaming of conquering the world. Do you not know how pathetic a vision this is?" - Noldor Knight

"Sometimes we truly which to believe that humans have some potential in the future, but their actions make it very difficult to sustain this hope..." - Noldor Lord

"One can be only out of his mind if he plans to walk in the Noldor lands, because he won't walk back." - Empire Guildmaster

Noldor battle style

The Noldor are powerful opponents, and show great tactical flexibility, being effective with with both arrows and blade. They also have the fastest horses in Pendor, very effective armor (70+ Body Armor ratings are common), relic weapons, (+45 damage with regular noldor bastard sword), but their most deadly advantage is their skill. Noldor warriors have great weapon skills in all categories and very high morale (you'll rarely if ever see them run). This means that a 20-member Noldor Patrol can gut a full sized (150-200 troops) army without careful handling. If you see some Noldor warriors garrisoning a castle or city when besieging it, you may want to retreat from battle and go siege somewhere else, as it is almost impossible to capture a castle garrisoned with Noldor archers (you may well die before you can even order your troops to attack).

Locating the Noldor

Noldor can regularly be found on the Eastern side of the map, East of Sarleon, North of Empire lands and the great desert, among the deep forests around the great lake. While in this region, be very careful, as small Noldor patrols can very rapidly catch up to larger forces and still inflict improbable casualties.

Befriending the Noldor (Spoilers)



Having positive relations with the Noldor is a requirement to finish the game, but there are many additional benefits to being on friendly terms with them.

1- With high enough relations, the player can access the noldor emporium at Laria and buy superior Noldor weapons, armor, and horseflesh. A companion armed entirely in Noldor gear (for instance, Noldor Knight armor with a Helmet and Bastard sword can turn Lethaldiran into a one-man army.

2- (SPOILER) You can recruit elven warriors from the same merchant who offers Noldor gear, although this is very expensive both in gold and qualis gems. Noldor mercenaries are worth their weight in gold - a handful can wipe out an army, especially when defending walls in a siege.

3- (SPOILER) With high enough relations, a player may be granted access to their hidden

castle Elecrai [sic] (you must first finish their favor quest and destroy the Jatu army in their homeland)

4- Once you're friendly with the Noldor, those small patrols that used to be a serious threat are now a significant asset, protecting your villages and caravans passing through the area.

5- Once the Noldor armies with named personalities spawn, they can be convinced to accompany you on campaign or attack certain locations (unverified).

6- Incidentally, if you make Laria your first conquest when starting your own kingdom you can depend on some defensive assistance from Noldor patrols in the area.

How to befriend the Noldor

1- One approach is to stock up on food and fast, high-tier cavalry, then patrol the Noldor homeland until you sight a Noldor force. Keep your distance (or run away, if they chase you) and try to lead them into the Jatu plains. Eventually, they'll get into a scrap with the Jatu. Once they do, join battle on the Noldor side for a few points of relation (don't forget to run afterwards - they'll attack you right afterwards otherwise). 6-10 repetitions of this strategy may be sufficient to build up a positive relationship (unverified).

2- Second option is difficult and expensive and really only useful in the late game. Attack Noldor patrols or battle groups and defeat them, focusing on capturing them alive (easier said than done, and expensive even when you pull it off). Afterwards, release prisoners, getting +1 honor and positive relations for each. This approach tends to be very costly in virtual lives - you need a warband packed with high-tier troops and you should still expect to lose a lot of them, which is an expensive and time-consuming proposition.

Facing Noldor in Battle:

Should you be unfortunate enough to find yourself confronting the Noldor in battle, keep your troops together. You'll take fearsome casualties from their archery, but it'll be even worse if you spread your troops out and wind up in a bunch of 1:1 fights. Find high ground with a steep rear slope to hide behind and use shieldwall or square formation (shieldwall is preferred). Try to back your archers up a little behind your infantry so they can engage Noldor Nobles while they're slowed or (if you're very lucky) stopped by your infantry. You can then advance to high ground to slow the momentum of their

horsemen or back down the slope again to hide from those ungodly foot archers. Often, once their archers have lost sight of you, the VI will punch their cavalry, which requires you to get up to high ground in a hurry, which exposes you to fire again but does mean their shots will be blocked at least partially by their own cavalry.

Recruiting the Noldor (SPOILERS)

Building an army with Noldor warriors is almost prohibitively expensive, although it is possible. Once you have good relations with the Noldor you should be able to recruit them from the merchant in Laria, for the exorbitant price of one qualis gem for each recruitment opportunity (not each Noldor, just each time you check for mercenaries). You may also choose to purchase Noldor equipment for the price of a dragon tear (qualis gem), but you only have to pay this once to open up the shop. This generally works out to be a better deal, as companions with Noldor gear can become unstoppable death machines. Even if you can afford the cost of Noldor mercenaries, their value will likely make you unwilling to deploy them anywhere but in defense of your capital city, where their superior archery can turn the tide in a siege.

Deploying your Noldor

Once you've got them, the value of Noldor warriors dictates that you use them carefully. Typically they are most effective in siege defense, making them a good guard unit for a city or castle you intend to defend personally (they lose much of their advantage in autocalc). Noldor are best used while attacking or especially defending on sieges, because their great arrow skills, speed and close combat modifiers make them very effective. Avoid committing them against enemy heavy cavalry, especially when outnumbered as you're likely to lose them, in particular when facing order nights. Knights of the Lion seem particularly good at this. Unless you have an unlimited supply of dragon tears (and who does?) this isn't a tenable approach. One effective tactic may be to deploy your Noldor cavalry behind your main cavalry and infantry lines. Send them in first, then follow up with your Noldor horse - with the enemy focused on your first wave, the Noldor can catch them by surprise and deal decisive damage before the enemy can start to target them effectively. Noldor foot are very effective bodyguards and hole pluggers - tell them to follow you and you'll be very well protected indeed.

Castle Elecrai (SPOILERS)

After your relations with the Noldor are "accepted" or better, you may be able to get a quest from the Noldor goods merchant in Laria. Apparently the Noldor have a Jatu problem, and if you can make it go away they'll not only reward you with a very nice prize, they'll also let you into their hidden settlement. The jatu army can sometimes be found in the deep forest, East of Laria and near the big mountain (unverified). The army includes Jatu Lancers, Warlords, and other top-tier Jatu horsemen. It shouldn't be too much of a challenge to a late-game player, but could be a stretch before that. Order knights or top-tier horse are recommended. Return to Laria after your victory for the prize and a quest update. After this, any Noldor patrol you encounter will ask you to go see their leader at castle Elecrai located north of the great lake in the noldor homeland. It's hidden by magic and will be invisible until you get close enough. Inside the settlement, the Noldor warlord has some interesting information and options, and you'll also gain access to some mid-level Noldor equipment and a number of training options for you and your troops. Training can increase your skills between 25 -50%. As long as you keep peace with the Noldor, you will always be welcome in Elecrai.

Armies

Unfortunately, even if you are an ally of the Noldor, you may have to defeat the mighty **Aeldarian** and/or **Ithilrandir** to win the game. Bring your best troops...

Heretics



Riding the countryside one can find small groups carrying around profane altars and performing evil deeds. Originally the heretics hail from Barclay, being a sect that is getting stronger each day, so much so, that they don't fear showing themselves in daylight.

Heretics often travel by horse, led by one or more priest along with confessors, followed by some footmen which are in most cases new followers.

Their strength has grown so much that rumor talk about heretic priest being able to bring corpses back to a sick parody of life, and some tales talk even about demons joining their ranks. Some even whisper that among these Demons lurks the Demon Lord, Eyegrim the Devourer.

The Heretics are a group of evil cultists who tend to dwell on the border between Sarleon and the Fierdsvain, from Avendor all the way down to the D'Shar border.

Commentary on the Heretics

"Everything they teach you is wrong, because there is nothing which is forbidden. Every taboo must be broken, every sin must be committed, every pleasure must be felt, there is nothing holy or pure in this world, so join the dance of decadence." - Heretic Priest

"There is nothing more beautiful than see all that is pure fall in the true colors of malice and misery. Make everything holy, unclean!" - Excerpt of a Heretic book.

"If you need to face them, make sure that you men are deaf to heretic lies, otherwise you risk get a knife in your back. Their lies are powerful weapons and someone will fall to it." - D'Shar Lord



Troops

If one wishes to add an element of darkness or evil to their party, Heretic Minions, their upgrade Heretic Worshipers, and Heretic Magni may all be recruited. These troops, along with Heretic Invokers, are common in small Heretic parties. Heretic patrols are not particularly difficult for a well-trained army, but their mounted units can be dangerous.

Armies

By far more dangerous are the Heretics' armies. Demonic Magni are one of the most enduring and heavily-armored troops in all of Pendor. The best way to deal with them is either to hit them very hard with couched lance strikes, or failing that, order your troops to attack without you and hope that they defeat them. Thankfully, once they are dealt with, the rest of the army is not particularly difficult.

A standard Heretic army usually has about 700-800 men.

- 5-25 Demonic Magni
- 15-45 Heretic Invokers
- 25-45 Heretic Magni
- 50-90 Heretic Worshipers
- 450-700 Heretic Minions
- 5-25 Adventurers

The Heretics also have two even more dangerous unique spawns: the **Three Seers** and **Eyegrim the Devourer**.

Snake Cult



Followers of the Snake Goddess Azi Dahaka plague Pendor. The cults are led by vile snake priestess which are guarded by sly Cobra and Anaconda Knights. Much like the Heretics, they are getting stronger as each day passes. In the Empire particularly, Emperor Marius is fighting almost endless battles against their influence which is spreading and corrupting even the highest nobles, despite banishment of the cult and their priests. Rumor says that the Snake Cult overthrew the old Baccus Empire, and now has eyes aimed squarely at Pendor, they have even sent the one of their greatest champions - Maltise to facilitate the corruption of Pendor.

An evil cult threatening to

corrupt the Empire and indeed all of Pendor, the Snake Cult tends to reside entirely within the Empire. Their corrupting influence could be considered the main evil Pendor must rally against.

Commentary on the Snake Cult

"Your hopes are nothing, his [Marius] hopes mean nothing, do you really think that you can avoid the inevitable?" - Snake Priestess

"The poison is already spreading, and there is no antidote." - Snake Cult Motto

"For I swear that this snake shall have its head cut off!"
- Emperor Marius speech before the Act of the Banishment of the Snake Cult



Troops

Snake Cult Followers are a pathetic unit on par with peasantry, dangerous only by their large numbers. Far more dangerous are the equally numerous Snake Cult Armsmen, who pack crossbows and polearms. Though not very skilled, their comparatively good equipment can make them a threat to cavalry and isolated units. Followers upgrade into Armsmen, who can then upgrade into Cobra Warriors, heavily armored knights who repeat the Armsmen's trend of having good equipment but poor training.

You will also encounter Serpent Priestesses in most Snake Cult patrols. They cannot be captured or recruited; even if the final blow was by a blunt weapon, they will still be killed. They are generally not a large threat, but should be dealt with quickly.

Armies

Snake Cult Armies introduce the inhuman Anaconda Knights, who are much more well-trained and equipped than Cobra Warriors. They are a match for any heavy cavalry you bring to the field.

Snake Cult Armies generally have 800-900 men.

- 5-20 Serpent Priestesses
- 15-30 Anaconda Knights
- 250-275 Cobra Warriors
- 200-350 Snake Cult Armsmen
- 250-400 Snake Cult Followers

Although these armies are not terribly difficult for a better-trained force, the unique spawn of the Snake Cult, the **Dread Legion**, is one of the most dangerous armies to invade Pendor.

Jatu



The Jatu are independent nomads which come from land far beyond the southern sea, along with several mercenaries who followed General Oasar as he came to conquer Pendor, due an agreement between the Jatu and the Baccus Empire after years of conflict. But when the Baccus Empire fell apart, the Jatu found themselves isolated without any mean to return to their home lands, so they choose to make the eastern steppes of Pendor their new home after raiding several villages for womenfolk.

They live in closed tribes which are very hostile to anyone outside, boys learn horsemanship and how to use the bow at an early age. Becoming true masters in time. Among the tribes the most powerful warlords are Zulkar and Kjuda the Ravanger.

The Jatu are a fierce warrior people that inhabit the eastern steppes of Pendor. They are one of the most dangerous forces in Pendor, being entirely mounted with good weapons and armor. Beware them if you cross the eastern steppes with a large force, because they move quite fast and decimate lesser units easily.

Commentary on the Jatu

"There is nothing we desire from weakling outsiders, as there is nothing good that could come from them." - Jatu Chieftain

"Do not let the outsiders speak, for their words carry nothing but lies. Do not accept the goods which their merchant sell, because they try to poison us. All we need from them, we can take ourselves!" - Jatu Law

"Learn the way: ride and kill their men, burn their lands and take their woman! This is our way." - Jatu Rider song

"Savages, nothing more than savages to whom we must teach a lesson in civilisation, with sword and lance if need be." - Sarleon Lord



Troops

Jatu Raiders and their upgrade, Jatu Lancers, are common in all Jatu groups and can be recruited from rescued prisoner stacks. Although they are not similarly recruitable, Jatu Battle Riders can be upgraded from Lancers. You may also see Jatu Warlords, but they are not obtainable due to being an elite unit.

Armies

Jatu Armies typically spawn with 550-600 men, and consist of the following:

- 5-10 Jatu Warlords
- 1-5 Hero Adventurers
- 5-10 Adventurers
- 50-100 Jatu Battle Riders
- 150-250 Jatu Lancers
- 250-450 Jatu Raiders

The Jatu also have two unique spawns: **Warlord Zulkar** and **K'Juda the Ravager**.

Mystmountain Raiders



Beyond the Mystmountains lies a danger of which only Ravenstern is aware: hordes of barbarians whom once settled in Pendor, but where driven away by the kings of old. Living in a poor wild region, split in numerous tribes lead by shamans, they are driven to return to Pendor both by desire of revenge and despair due overpopulation and starvation.

They will often form mounted bands of warriors which cross the mountains and strike Ravenstern. They lack both training and good quality weapons and armor, but they make it up with numbers and sheer strength. Their usual weapons are often heavy hammers and light bows, their armor is limited to leather and a few precious coats of mail.

The waves of barbarians are increasing each year. They lack any kind of central leadership, but rumors talk about several potential high chieftains emerging, and among them the most feared name is Wolfbode, who appears to have united most clans and is coming... The Mystmountain Raiders are a group of clans that are most concentrated in northeastern Ravenstern, although they can be found throughout that kingdom.



Commentary on the Mystmountain Raiders

"Don't take their appearance as measurement of their strength. They look ragged and their weapons poor, but they compensate this with sheer weight of numbers." - Ravenstern Lord

"Kill their families! Burn their lands! Make this land once more ours!" - Mystmountain war cry

"Kill the Dragon ! Kill the Dragon! Kill the Dragon! Feast on his corpse!" - Mystmountain war cry when facing the Knights of the Dragon

"Wolfbode will take you away if you dont eat your vegetables!" - Typical saying of a Ravenstern mother

Troops

Of all the minor factions, the Mystmountain Raiders are probably the least dangerous, although they are still a cut above mere bandits. Their foot unit, aptly named the Mystmountain Raider, is poorly equipped but

often numerous. Mystmountain Warriors and Mystmountain Shamen are more dangerous, being mounted, but still have poor equipment and can easily be defeated by an equal force. All of these units can be recruited.

Armies

Although it is important to have a large army to endure the long battle, again, a Mystmountain Army is probably the easiest to challenge, and one of the first a player will want to attempt. Mystmountain Armies generally have about 750-850 men.

- 10-15 Hero Adventurers
- 20-50 Bearclaw Berserkers
- 5-15 Mystmountain Shamen
- 250-600 Mystmountain Warriors
- 200-300 Mystmountain Raiders
- 50-150 Bandits

Wolfbode the Slayer is the sole unique spawn of the Mystmountain Raiders.

The Vanskerry Raiders



When General Oasar came to Pendor, under the Baccus Empire banner he brought with him several bands of mercenaries, among them where the Vanskerry, raiders from far off lands, so skilled at sailing that they could reach any coast, storm it and leave before any reaction was possible. They came because of his promises of plunder. But when the Baccus Empire collapsed, General Oasar now isolated canceled the deal he made with the Vanskerry's Jarls. However they continued their raiding, finding the weakened Pendor the perfect target.

Fearing for their lands and wealth a delegation of merchants from the Merchant Princes of the Free Cities offered to let them settle their rich lands in exchange for protection. This caused a split

among them - some now saw the opportunity to stay in this new lands, this ones would made a deal with the Merchant Princes forming the modern The Federation of Free Cities of the Fierdsvain. But the other Jarls felt double betrayed, first by Oasar and last by their cousins which decided to stay and start to adopt a new way of life which was against the Vanskerry warrior code. They went back to their homelands to bring the news of their cousin's betrayal, and to spread tales of the riches in Pendor that could be easily taken.

This caused much uproar in the Vanskerry's lands, several Jarls and even bandits start to muster their own warbands and sailed to Pendor, they came in fast ships famous by their ability to navigate even in low water regions which allowed them to plunder almost at will.



A typical warband has between 20-30 men strong, they might lack the discipline being often drunk, but each Vanskerry is warrior at heart and experience, lured by the desire of gold and slaves. They use medium armor, mostly mail along with their famous round shields and large axes.

Sometimes a more powerful Jarl will sail to Pendor not with a single ship, but with a large fleet at his back, these large bands are truly armies which pose a severe threat to the Fierdsvain's lords. The **Vanskerries** are a group of bandits that roam the Fierdsvain coast, akin to Native's sea raiders.

Commentary on the Vanskerry Raiders

"One day we will teach those soft-hearted bastards what might is truly is!" - Vanskerry Rider

"Look my brothers! Look and see what our cousins became! Soft blooded weaklings with no manhood. That is what happens when you break the warrior code! So don't forget! Strength is everything!" - Vanskerry Jarl

"The world changes, but some fools like our cousins didn't notice... guess we need to make them aware of our new might." - Fierdsvain Lord

Troops

Vanskerries are essentially glorified bandits; however, they are quite glorified. They rarely have weak armor, they use large shields and they almost always pack javelins or throwing axes, which can do a lot of damage to man and horse alike. While Vanskerry Raiders are not very well-trained, they upgrade into the quite dangerous Vanskerry Warrior. Both of these units may be recruited, either from rescued prisoner stacks or taverns. You will see Vanskerry Jarls as well, but they are elite units and cannot be recruited.

Armies

Unlike other bandits, Vanskerries may on occasion form an army. Such an army usually numbers 550-600 men.

1-3 Hero Adventurers

5-20 Adventurers

20-50 Vanskerry Jarls

50-200 Vanskerry Warriors

50-150 Mercenary Horsemen

150-300 Vanskerry Raiders

The Red Brotherhood



When the old Baccus Empire invaded Pendor, among them came the Red brotherhood, a collection of secret societies, slavers, assassins, and all kinds of criminal mastermind. They quickly spread their influence, they can now be found everywhere dispensing their unsavory services. Despite being such a large group, the Brotherhood did not appear to have a central leader or hierarchy, but are rather a network with several minds and leaders which makes it impossible to get rid of them, as when one leader is down, there are several others to take their place.

Most of time they act behind the curtains, often keeping two faces before the society. One of a legitimate nature and the other which is their real criminal persona, where they perform all kinds of dark deeds in secret.

Commends on the Red Brotherhood

"Everything in this life has a price and nothing is forbidden, so just make your offer."
-Red Brotherhood Motto

"We sell desires, I mean, anything you desire can be yours. It's just a matter of price."
-Red Brotherhood Agent

Troops

They don't field armies, preferring to use assassins when someone poses a problem, they often field small gangs of bandits which ride the countryside looking for slaves, when pressed they claim that this groups had no connection to them or are rogue freelancers. They usually field relatively weak mounted crossbowmen with some poor foot troops, the Red Brotherhood Guildsmen are the only remotely powerful unit they have. They are a good faction to fight reasonably early in the game.

Note that the various gangs of Red Brotherhood operate independently of one another.

The Slave Traders of Pendor

They are drug dealers, rogues, thugs, slave traders and dirtbags. The scum of the civilization floating atop the barrel. Just kill them and move on. You can ransom your prisoners to members of their guild in the taverns, a very profitable way of making money.

Knighthood Orders

The founding of Pendor was accomplished by a figure of legendary renown: Cavalas of Valonbray, the son of a renowned knight who, depending on which historian you reference, either 8th or 12th in line to the throne of Valonbray. Regardless, through exploit and adventure Cavalas brought together the various noble lords and founded the Kindom of Pendor and established the Silver Throne in Sarleon.

It is generally regarded as fact that King Cavalas, in his adventuring days formed the Order of the Griffon, which is considered the first Kighthood order of the Pendorian Kindgom.

Soon after his coronation, Cavalas drafted the Validus Charta, and it was signed by the various noble lords of the realm and through this document established the binding charter and legal grounds for the existence of a body of knights to form an organized order that had recognized coat of arms. It is generally argued that this was a condition by some Lords to support King Cavalas in the establishment of Pendor. This claim cannot be verified as no documents are known to exist that substantiate this theory.

Regardless, within several years a plethora of knighthood orders sprung up in Sarleon and other cities and castles. Few of course lasted more than the lifetime of the founder, and this document shall confine it's scope only to those orders that have survived in some form, to this day, the 12th of April, 354, with one notable exception: that of the Order of the Griffon.

Knighthood Orders are more than mere knights; they include some of the most versatile and powerful units in the game. In addition, most orders have a chapter in at least one city.

Major Faction Orders

Order of the Lion



The Order of the Lion is one of the largest and most renowned orders of Knights in the land, established in the 82nd year after the founding of Pendor by Sir Roderick the Red. The charter of the order is strict in its chivalrous by-laws, and is the oldest knighthood order that still has members in Pendor. After the untimely deaths of the royal family in 198, the order was instrumental, along with the Order of the Griffon, in establishing and maintaining order in the realm and preventing an all out war between rival factions contending for the throne of Pendor.

After the secession of the Northern Lords, and the war with the Greater Baccus Empire, the order backed and supported Duke Alfred of Sarleon in assuming the throne and declaring himself the King of Sarleon.

In the 298th year after the founding of Pendor, the Order was outlawed. All texts and reference to the reasons and history surrounding this event have been destroyed by the order of our King, Ulric I of Sarleon, himself now a prominent member of this Knighthood Order. In the 346th year after the founding of Pendor, the Order was restored by the order of King Ulric I of Sarleon and all references to the events and histories since 298 were destroyed. Joining the Order of the Lion requires 10 honor. A chapter already exists in Sarleon. You must be a Sarleon lord or own Sarleon to found a chapter of this Order. Knights of the Lion are trained from Sarleon Knights.

Order of the Dragon

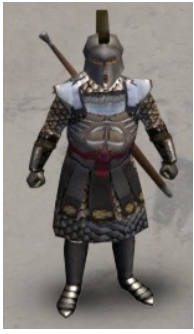


The Order of the Dragon was established in the 199th year after the founding of Pendor by Earl Klovis of Rane. There are some accounts that the order was actually ordained on the field of battle during the siege of Rane. Other accounts point out that the order actually came into existence when the documents were ratified and signed several weeks later by the traitorous lords of the Northern borders.

The Order of the Dragon was created to honor the noble warriors who stood and routed the armies of the Mystmountain tribes during the siege of Rane. It is a rogue order, with no charter under the Validus Charta.

Joining the Order of the Dragon requires 15 honor. A chapter already exists in Rane. You must be a Ravenstern lord or own Rane to found a chapter of this Order. Knights of the Dragon are trained from Ravenstern Knights.

Immortals

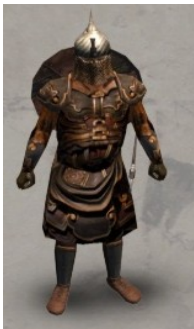


The Empire Immortals are some of the finest foot soldiers in Pendor, being more heavily armored and well-trained Legionnaires; some of their training, notably with two-handed weapons, bears similarity to Gladiators as well. If a formation of Immortals can reach the enemy, nothing will withstand them.

Marius Imperator was responsible for the creation of the Immortal legions. As such, they are on good terms with the Order of the Radiant Cross, but not as much with the Order of the Shadow Legion.

Joining the Empire Immortals requires 10 honor. A chapter already exists in Janos. You must be an Empire lord or own Janos to found a chapter of this Order. Empire Immortals are trained from Empire Knights.

Windriders



The D'Shar Windriders are the honor guard of the D'Shar, summed up in two words: lightning fast. They combine the swordsmanship of Blademasters with the deadly accuracy and speed of Dervish Raiders; the only difference is that they do both things better.

Joining the D'Shar Windriders requires 10 honor. A chapter already exists in Torbah. You must be a D'Shar lord or own Torbah to found a chapter of this Order. D'Shar Windriders are trained from D'Shar Noble Cavalry.

Lady Valkyries



The Lady Valkyries are a group of all-female Fierdsvain warriors not much unlike a Knighthood Order and considered the same in the game. They are trained as cavalry to match the impressive Fierdsvain infantry force.

Joining the Lady Valkyries requires 10 honor. A chapter already exists in Javiksholm. Oddly, men can join the Lady Valkyries. You must be a Fierdsvain lord or own Javiksholm to found a chapter of this Order. Lady Valkyries are trained from Valkyries.

Politically Motivated Orders

Order of Dawn



The Order of the Dawn is a group of fanatics who follow the goddess Astraea, and are dedicated to the destruction of evil. However, their fanaticism often goes too far; they believe that everyone is guilty of something, and prefer to burn first and ask questions later.

The Order of the Dawn is mortal enemies with a group that splintered off them, the Order of Eventide, believing them to be heretics; for once, they are actually right.

Joining the Order of the Dawn requires 25 honor. A chapter already exists in Valonbray.

Note that you start with negative relations (-10) with the Order, which means their patrolling knights will attempt to attack you if your party is small enough, and you will not

be able to join until you are at 0 or better relations with them.

You must own Valonbray to found a chapter of this Order. Knights of the Dawn are trained from Pendor Knights.

Order of Eventide



The Order of Eventide is a splinter group from the Order of the Dawn that ostensibly left because the Knights of the Dawn burned people as they pleased. However, the latter's accusations that the Knights of Eventide are Heretics, or at least are in league with them, are true; the Knights of Eventide try at every turn to prevent people from learning this so that they can recruit under the guise of good people being attacked.

Joining the Order of Eventide requires 20 honor. A chapter already exists in Singal. Note that you start with negative relations (-40) with the Order, which means their patrolling knights will attempt to attack you if your party is small enough, and you will not be able to join until you are at 0 or better relations with them. Because of the large deficit, it can be very difficult to make amends with this Order. Sir Alistair must be in your party to found a chapter of this Order. Knights of Eventide are trained from Pendor Knights.

Order of the Silvermist Rangers



The Order of the Silvermist Rangers are the greatest archers among men in all of Pendor. They use techniques learned from the Noldor themselves, the greatest archers of all, to gain an edge on accuracy, power, and speed alike with the bow. While they may be absolutely devastating in ranged combat, their melee abilities should not be disputed either.

Silvermist Rangers bear a grudge against the Order of the Ebony Gauntlet. While they are alike in their mighty abilities, Silvermist Rangers prefer to live in harmony with the Noldor and do not seek to destroy them.

Joining the Order of the Silvermist Rangers requires 10 honor. There is no chapter of this Order already existing in Pendor, so if you want to join, you must found a chapter in one of your own fiefs. You must have a Qualis Gem to found a chapter of this Order. Silvermist Rangers upgrade from Pendor Grey Archers.

Order of the Ebony Gauntlet



The Order of the Ebony Gauntlet is not quite like many of the other Knighthood Orders. They always fight unmounted, using crossbows before engaging with heavy blunt weapons. Their tenacity and might in combat surpasses even the strongest Fierdsvain infantry.

The Order of the Ebony Gauntlet is extremely anti-Noldor, with it following that they are at odds with the Order of the Silvermist Rangers as well. Joining the Order of the Ebony Gauntlet requires 10 honor. There is no chapter of this Order already existing in Pendor, so if you want to join, you must found a chapter in one of your own fiefs. You must have a Qualis Gem to found a chapter of this Order. Knights of the Ebony Gauntlet upgrade from Pendor Foot Knights.

The Shadow Legion



The Order of the Shadow Legion is an elite group of Empire knights, trained to use the rare and mighty Ironbred stallions of the Empire. They are essentially a heavier and much more powerful version of the standard Empire Knight.

The Shadow Legion is known for its devotion to the ways of the Old Empire, and is thus at odds with Marius Imperator and the Order of the Radiant Cross. Joining the Shadow Legion Centurions requires 10 honor. A chapter already exists in Cez. You must have a Qualis Gem to found a chapter of this Order. Shadow Legion Centurions are trained from Empire Knights.

Order of the Radiant Cross



The Order of the Radiant Cross was established in the 113th year after the founding of Pendor by Baron Jorn of Dungleave; the city of Dungleave is now known as Janos. The order was one of the prominent forces to battle the invasion by the Greater Baccus Empire in the 202nd year after the founding of Pendor. Overwhelmed in the battle of Sagent Glade, they were all but destroyed by the legions under General Oasar. When General Oasar became "Overlord", and after the desertion by the Jatu, he incorporated the order colors to form the identifying marks of his elite cavalry units. While these Cavalrymen are not true Knights by any stretch of the imagination, and they do not operate under the Validus Charta, the colors survive and the citizens of the Empire often refer to these mounted soldiers as the remnant of that once noble order of Knights.

This Order is a fair one, recruiting from both peasantry and nobility with one goal: defending physicians of the Empire so that they may find a cure to the Snake Cult plague. They were reinstated by Marius Imperator and are considered part of the "New Empire". Joining the Order of the Radiant Cross requires 15 honor. There is no chapter of this Order already existing in Pendor, so if you want to join, you must found a chapter in one of your own fiefs. You must own Ethos to found a chapter of this Order. Knights of the Radiant Cross are trained from Pendor Knights.

Order of the Clarion Call



The Order of the Clarion Call is a force of highly mobile rangers used as patrols on the borders of Laria, especially against the Jatu. Their method of fighting is similar to the D'Shar, although they are as much knights as horse archers. Rangers of the Clarion Call are very balanced units, capable of using sword, spear, or bow with deadly efficiency, mounted or unmounted.

Joining the Order of the Clarion Call requires 10 honor. An existing chapter exists in Laria. You must own Laria to found a chapter of this Order. Rangers of the Clarion Call are trained from Pendor Knights.

Order of the Raven Spear



The Order of the Raven Spear consists of scholars and students dedicated to the pursuit of knowledge and academia. Technically, their knights are glorified mercenaries; although they fight primarily for pay, they are dedicated to the protection and preservation of knowledge and serve as its guardians.

Joining the Order of the Raven Spear requires 10 honor. A chapter already exists in Poinsbruk. You must own Poinsbruk to found a chapter of this Order. Knights of the Raven Spear are trained from Pendor Knights.

Order of the Griffin



The Order of the Griffin was established prior to the founding of Pendor; this prestigious order of knights was the royal guards of the line of Cavalas. The plague of 198 wiped out a large number of the Order knights as well as the royal family.

After the plague, they put aside their differences and worked with the Order of the Lion to maintain order in the land. In the 203rd year after the founding of Pendor, in the forests of Laria, the order made its last stand against a small army of the Jatu who were assaulting the Larian farmlands. While successful in defending Laria from being plundered by the Jatu, not a single knight of this once proud order survived. The great hall of the Griffin Knights in Sarleon stood empty for many years until being converted into an abbey.

Canonically (that is, from what we know of Prophecy of Pendor 4), the Order of the Griffon should be the player's first choice for a knighthood order, assuming they wish to follow the path of the old kings of Pendor.

Joining the Order of the Griffon requires 20 honor. The Order will not return without your intervention, so if you want to join, you must found a chapter in one of your own fiefs. You must have a Qualis Gem to found a chapter of this Order. Knights of the Griffon are trained from Pendor Knights.

Order of the Falcon



The Order of the Falcon was established in the 94th year after the founding of Pendor. This Order has the notable distinction of allowing females into its ranks. The original charter allowed for this as one of the five founding members was a woman warrior by the name of Valera, who was of no little prowess on the battlefield. This Order originated as a very successful adventuring company in the early years of the Kingdom that later transformed itself under the Validus Charta.

The Order fragmented after the breaking up of the Kingdom of Pendor and over the years have declined to the point of extinction. The order was outlawed in Ravenstern in the 349th year after the founding of Pendor by King Gregory IV. Most of the order either retired or fled to other lands. Joining the Order of the Falcon requires 15 honor. The Order will not return without your intervention, so if you want to join, you must found a chapter in one of your own fiefs. Sir Rayne, one of the few remaining Knights of the Falcon, must be in your party to found a chapter of this Order. Knights of the Falcon are trained from Pendor Knights.

Some Additional Information about Knighthood Orders:

Order Knights can also get annoyed at you and may spawn Knights who, if you are on bad terms with their Order, will attack you or raid your caravans and villages. If you sufficiently annoy a Knighthood Order in your domain, the Order may also decide to leave. Some Knighthood Orders are not on good terms with the other Knighthood Orders, which can affect you in interesting ways. (Good luck keeping Singal if the Knights of Eventide hate you!, lol) Orders that don't like you will fight against you, too.

Order Knights in the taverns cannot be recruited by the Player. Talk to them - you can find out what orders their Order dislikes, what the basis was for their founding, what equipment they use and other information. This can be useful in helping you decide what Orders you'd like to form or join. There are also rumors from the travellers about the Orders. There are now both good and bad Orders. Order Knights in the tavern can't offer you the option of joining an Order.

You can see the skills of any Order that has an existing Chapter already by going to that Order's home Town and visiting the Castle. When you enter the Castle, you will see one unit of that order there, talk to him, and you see what kind of skills he has.

Joining a Knighthood Order:

To join a Knighthood Order, you must have at least 500 renown and a fair amount of honor (the lowest required is 10, the most required is 25). You must also have positive relation with that Order (which is only really a problem with the Orders of the Dawn and Eventide). Once you meet these requirements, go to a city or castle where a chapter of the Order in question exists and speak to the knight there. You will then take part in an arena-style trial of arms against three knights of the order.

If you win, you will be accepted as a member of that Order and earn a full suit of that Order's armor.

Founding a Chapter

Knighthood Orders may be built in castles or towns and are independent of other construction projects. Building a chapter costs 20,000 Denars and requires a certain amount of honor (the same as to join the Order); you may also need a certain companion, the personal ownership of a certain city, or a Qualis Gem. Different factions can obtain different Knighthood Orders; Sarleon, Ravenstern, the Fierdsvain and the D'Shar have one, the Empire has two, and Pendor has nine. Note that if you have a good relation with an Order, its chapters will automatically (but slowly) produce knights itself.

Using a Chapter

Knighthood Orders go hand in hand with the training grounds fief improvement; to obtain knights of an Order, you must first obtain top tier nobles of a certain faction. As noted before, only certain faction nobles will work for certain orders. The church and shrine fief improvements are helpful for increasing your influx of nobles per week. Hiring noble recruits (the lowest tier of nobles) costs 500 denars per noble and can be done at any castle or town with a training grounds. Once they cannot be upgraded any farther (i.e. Sarleon Knights), they can be upgraded into appropriate Order knights for a certain amount of prestige each. Prestige is essentially renown, but your renown is not penalized for upgrading knights; it is drawn from a separate pool.

All operations related to using a Knighthood Order can be done through the steward of your castle or town.

Unique Spawns

Unique Spawns are armies that tend to be even more powerful than the standard armies of the minor factions. They are occasionally affiliated with minor factions, but not always; they also may or may not attack lords of the five major factions. Bring your best men, horses, and things.

You may or may not be able to capture a particular unique spawn. If you can, and you successfully capture them, you have several options:

- Tell them to leave Pendor forever
- Kill them (same effect)
- Ransom them for 50,000 denars
- Ransom them for a Qualis Gems
- Some may also be prepared to exchange their unique equipment for freedom

Regardless, they are not to be taken lightly. All unique spawns must be defeated to win the game.

- K'Juda the Ravager (Jatu)
- Warlord Zulkar (Jatu)
- Wolfbode the Slayer (Mystmountain Raiders)
- The Three Seers (Heretics)
- Eyegrim the Devourer (Heretics)
- Dread Legion (Snake Cult)
- Aeldarian (Noldor)
- Ithilrandir (Noldor)
- Buriigi the Usurper (Adventurer Companies)
- Alaric von Brouhaha (Peasant Revolt)
- Sheik Shalavan (Adventurer Companies)
- Sylva Uzas (Adventurer Companies)
- Griffonsword Adventure Company (Adventurer Companies)
- Kodan Ironsword (Adventurer Companies)
- Sir Boris the Raven (Adventurer Companies)
- Oswald de Fleur (Adventurer Companies)
- Daughters of Persinoe

K'Juda the Ravager

One of the more militant Jatu Warlords, K'Juda the Ravager's charisma and leadership skills have forged a loyal following of Jatu raiders into a band of hardened warriors who pride themselves on their fearless battle prowess. His warriors wear reddish colored hardened lamellar armor and use spears as well as horn bows. Their raids and daring are legendary and even the Noldor pause when they see K'Juda's standard in the distance. K'Juda has a special hatred for Ravenstern, as he seeks revenge for the death of his only son at their hands. He has a terrible temper and is known to kill his own men when he has a tantrum. He usually mounts Noldor heads on poles outside his tent as decorations. His Honor Guard, the "Kajahars" are very fine fighters, as is K'Juda.

K'Juda the Ravager can be captured. His army generally numbers 350-450 men, and consists of the following:

50-100 K'Juda's Kajahars
30-50 Jatu Battle Riders
50-125 Jatu Lancers
100-300 Jatu Raiders

Warlord Zulkar

Warlord Zulkar is the more honorable and respected Jatu Warlord. He has great equipment and combat skills, and his personal Grim Rider troops can be quite tough.

Warlord Zulkar can be captured. His army generally numbers 300-400 men, and consists of the following:

50-100 Zulkar's Grim Riders
30-50 Jatu Battle Riders

50-150 Jatu Lancers

10-150 Jatu Raiders

Wolfbode the Slayer

First, they heard a battle cry more shivering than a snowstorm. Then they saw grey figures in the blizzard rumbling like an avalanche... Wolfbode the Slayer represents the unity of all the Mystmountain clans, with numerous shamans amongst his troops. Wolfbode's Honor Guards are very formidable; Wolfbode himself wields a Rune Axe, which is devastating at close range.

Wolfbode the Slayer can be captured. His army generally numbers 800-900 men, and consists of the following:

50-100 Wolfbode Honor Guards

50-100 Bearclaw Berserkers

100-250 Mystmountain Shamens

100-300 Mystmountain Warriors

250-350 Mystmountain Raiders

The Three Seers

The Three Seers are three mysterious women who are said to appear near the great lakes and seas of Pendor; they are rumored to be great diviners, often sought by heroes and nobles, and many tales exist about those find great glory from their advice. But there are also rumors that their divination and promises often lead to ruin and tragedy, as there are many stories about broken bonds and betrayal between friends, allies, brothers, fathers, and lovers because of these three sisters. Kings fear the sisters, because they are as well known for turning their own vassals against them as they are known for fueling claimants' desires of rebellion. They also fear the sisters' retribution, since they hope to get good advice from them. They are protected by a personal army, a force composed of people from all the regions of Pendor, that seem bound to the three sisters; likely, in most cases, because of promises they made for their fortune or power.

The Three Seers are regular units and cannot be knocked unconscious (they are killed regardless of the final weapon's blow). Their army ranges from 700-1200 men, and consists of the following:

3 Seeresses

13 Doomguides

169 Seer Favorites

200-400 Seer Initiates

50-200 Eastern Rogue Knights

200-600 Sarleon Deserters

Eyegrim the Devourer

As demon summoning goes, his was rather routine. As demon summoning also goes, failure is fatal. This demon was different though. He wanted something more permanent, and Pendor was something suiting his craving. After slaying the head priest, he turned on the heretics who had participated in the summoning. He whispered into their minds, granted them dark wishes and satisfied their evil lust for both power and pain if they would but follow him and do as he wished.

As if locked in a trance, the heretic coven dropped to their knees and hailed and brought forth their obeisance as one. The demon smiled a cold and evil smirk as his mind closed to the mortal world and he participated in a dark congress with his brethren still waiting to cross over into the realm of Pendor.

Calling himself Eyegrim the Devourer, the new demonic warlord fashioned himself an army from those renegade and lawless knights, bandits, heretic covens and other misanthropic bands that wallowed in the darker recesses of humanity and unified them under his banner.

Eyegrim's motives are only known to himself and his closest advisers, demonic soldiers who have risen to his banner from places better not known. Most have come to realize that to oppose him is death and the lords of Pendor turn to their knights and heroes in hopes of finding one able to remove this new blight from their lands. That means you.

Eyegrim the Devourer is a regular unit and cannot be knocked unconscious (he is killed regardless of the final weapon's blow). His army ranges between 500-700 men, is incredibly difficult to defeat, and consists of the following:

25-75 Fallen Revenants

25-50 Fallen Warriors

100-200 Fallen Veterans

100-250 Fallen Footman

100-400 Fallen

Dread Legion

The Dread Legion, lead by Maltise, is not your average Snake Cult army. The typical weak Snake Cult units are not present here. In addition to scores of Serpent Priestesses and Anaconda Knights, Maltise brings zombies to the field, likely corrupted and devoured by snakes. Maltise can be captured.

The Dread Legion ranges between 700-900 men, and consists of the following:

- 100-200 Serpent Priestesses
- 150-350 Anaconda Knights
- 100-400 Dread Legion Infantry
- 100-200 Devoured

Aeldarian

Lord Aeldarian of the Noldor is the more intolerant and hateful of the Noldor warlords, despising all mankind on Pendor; he is rumored to laugh in glee when one Pendorian faction declares war against another, and hopes that they will all destroy each other. Aeldarian can be captured.

His army generally numbers 450-550 men, and consists of the following:

- 10-50 Noldor Twilight Knights
- 25-50 Noldor Nobles
- 200-300 Noldor Warriors
- 10-50 Noldor Rangers
- 150-250 Noldor Maiden Rangers

Ithilrandir

Lord Ithilrandir of the Noldor is the more fair and just of the Noldor warlords, although he will still be more than happy to trounce you soundly if you challenge him. His sense of tolerance is not quite as even towards the Jatu, however. Ithilrandir is said to help harried Empire citizens, although he's far more likely to try to destroy them in your game. Ithilrandir can be captured.

His army generally numbers 450-550 men, and consists of the following:

- 10-20 Noldor Twilight Knights
- 10-25 Noldor Nobles
- 25-50 Noldor Warriors
- 100-300 Noldor Rangers
- 100-250 Noldor Maiden Rangers

Burilgi the Usurper

Burilgi the Usurper is a so-called Prophet of the Desert obsessed by holy madness who wants to "cleanse" the D'Shar Territories of everything unclean. What he considers unclean is unclear, as all those who know for sure have disappeared or perished. Whole Singalian tribes are said to abandon their settlements in order to join him. Burilgi the Usurper can be captured.

His army ranges between 550-700 men, and consists of the following:

- 25-100 Omen Seekers
- 250-300 Singalian Horsemen
- 100-200 Singalian Spearmen
- 50-100 D'Shar Outlaw Chieftains
- 50-100 Singalian Temptresses

Alaric von Brouhaha

It was a cold winter night in the city of Sarleon, but the local tavern was warm and buzzing with chatter when he walked in the door. He was a large, hairy man, made to seem even larger by the dented armor and huge cloak that he wore, and drew many curious stares as he stumped across the room and settled into an empty stool in front of the bar. These stares turned to grins, however, when he produced a large bag of gold and slammed it onto a table, ordering the bartender to keep every man's cup filled to the brim with spirits as long as he was still standing. Then he sat down on his stool, ordered some ale for himself, and stared off into the distance as if in a daze.

Despite the initial curiosity in the room, the patrons soon found their large guest much too quiet and taciturn for any good conversations, and the familiar buzz soon filled the room again, fueled by the free drinks. The newcomer just sat there, finishing mug after mug, and eventually he was entirely forgotten. One table away

there sat a few off-duty soldiers, and one man was bragging to his buddies about a recent campaign. "I swear to you, there was at least a hundred of 'em surrounding us!" he was saying. "Our captain thought for sure we were dead, but that was before he saw me in action! Those D'Shar fight like demons, but I must've killed at least twenty or thirty or so before they fled. My sword was coated in blood by the end, and I got a nice promotion and a medal from the King 'imself!"

"It is a pity there are no other men of your caliber in the army." remarked one friend sarcastically.

"Too true," said another sadly. "I can't remember how many comrades I've seen killed by those bastards. It's getting so bad that caravans can't even travel without fearing for their lives! Those raiders will be the undoing of the entire kingdom!"

"D'Shar?"

At the sound of the mysterious man's voice the table turned to look at him.

"You think those horse-lovers are a serious threat!?" He looked angry, almost furious. "Why, I could destroy hundreds of them with both hands tied behind my back!"

"Oh you can, can you?" sneered the braggart. "I'll bet you've never even seen one!"

"One? I've seen them massed in numbers that could engulf this entire city!" He drew aside his cloak to reveal an old, chipped warsword with a handle worn from use. "I've killed more than my fair share too, escaping from captivity under the very nose of their trumped up Khan! I gave ol' Kadan a few scars too, before twenty of them wrestled me off him!"

The table looked at him flabbergasted.

"You escaped from the D'Shar capital?" One asked incredulously.

"Escaped? Hell, I laid siege to it! That's a bit of a story, actually. You see, I was riding out towards..."

Then the man launched into the incredible tales of his adventures, holding his audience in rapt attention. He had drank quite a bit of ale by now, and soon he was hollering and gesticulating wildly, so impassioned by his stories that no one dared to question him. The words and drinks flowed and flowed, until every man in the room was listening in, and even the stingiest had to concentrate to keep from swaying..

"...and then I jumped out from behind cover, surprised the entire company of *hic* Noldor, and beat each and every one of them black and blue, and a few other colors besides!"

The bartender laughed good-naturedly. He had so far abstained from the drunken merriment around him, and was more than a little skeptical of this man. "Your stories are just tall, drunken tales. It isn't possible for one man to do all that, even sober. We don't even know your name!"

The man looked at him, his alcohol-addled brain puzzled for a moment. Then a broad grin stretched across his face and he threw a huge arm around the tavernkeeper. "They call me *hic* Alaric. Alaric von Brouhaha!" He gave a conspiratorial wink to his audience. "Y'know why they call me that?" The tavernkeeper shook his head. "Because that's my name! BROUHAHAHAHAHAHAHAHAHA!!!" Alaric gave a loud, echoing guffaw that was joined by the rest in the room, and slapped the bartender on the back, almost knocking him over.

"Tha's... tha's a good one..." Alaric said, wiping a tear of laughter from his eye. He suddenly grew morose, and spoke to his audience again in a bitter tone. "That's the problem with this world nowadays! No one *hic* believes anymore! The old stories of heroes and saviors and champions are only stories now! We used to be such a proud people..." He suddenly grew furious. "NOW WHAT ARE WE? Torn apart *hic* by Vanskerry raiders, Imperial legions, and Rav...Raven...Ravenst... REBEL SCUM! We need people to believe in a hero again, get behind him and reclaim all Pendor like it was in the legends!" Heads began nodding around the room, as the drunken taverngoers saw the logic.

The tavernkeeper, however, was not amused. He was still reeling from Alaric's blow, and in his irritation he said something that he would come to regret very, very much. "Oh a hero, ay? And I suppose you think you're the one to fulfill Madigan's prophesy? Tell you what, I'll make you a wager: fifty denars are yours if you can unite all of Pendor under one banner, and on top of that I'll give you and everyone in here a round of drinks, on the house!"

Alaric's eyes widened. "Tha's...a lot of money..." He furrowed his brow as he weighed the bet. Suddenly he smiled and shook the tavernkeeper's hand vigorously. "It's a *hic* deal!" Turning back to his excited crowd, he hoisted his drink into the air and bellowed, "A toast! To the *hic* NEW KING OF PENDOR! LET'S GET OUT THERE AND CONQUER US A KINGDOM, BOYS!"

The patrons all thrust their mugs up into the air and toasted their king with a drunken hurrah, then downed their drinks and hurried to the door, grabbing what weapons they had and following their leader on his epic quest. The tavernkeeper was left with an empty building, and all he could hear was the startled clatter of metal on metal as the drunks clashed with the town guards, the victorious yell that announced the new king's first victory, and the empty silence when the troops had run out the gates, ready to conquer and fight for the glory of old Pendor.

This story should have ended that next morning with a huge hangover and much cursing, but for some reason it didn't. The drunken crusade continued, the drinking never stopped, and Alaric von Brouhaha, King

of Pendor, saw his infamy grow and grow. The group sustained itself by raiding villages and farms by day and drinking and carousing by night, leaving startled and slightly confused peasants in their wake. As news of this mobile beerfest reached all around Pendor, the lazy and shiftless of all nations seemed to be struck with an almost religious fervor, strapped on whatever weapons and armor were close at hand, and ran off to join in on the fun. Soon Alaric's band numbered several hundreds of drunken followers, and entire villages have been said to have been consumed and ripped apart by this band, down to the very timbers of the houses. Local lords have been slow to confront this growing threat, and the last one to have tried, one Lord Bjornson of the Fierdsvain, was reportedly overwhelmed by the sheer numbers of revellers, and was last seen with a tankard in one hand and a crazed look in his eyes, another partygoer at the biggest and most deadly party in the world. Is Alaric von Brouhaha truly the uniter that the prophet Madigan foretold? Or will the true hero have to fight and destroy this monster, before it consumes the entire world?

Alaric von Brouhaha can be captured. Despite the story, his army is not particularly dangerous. Note that his army is quite aggressive and will attack most other armies, often going badly for Alaric himself.

His army ranges between 400-900 men, and consists of the following:

20-50 Young Eastern Nobles

150-300 Militia Recruits

150-600 Sarleon Deserters

Sheik Shalavan

Sheik Shalavan is a former D'Shar lord exiled by Kadan Bahadur Khan for his disloyalty. Unlike most lords, Shalavan chose to stay in Pendor and plot bloody revenge against the Bahadur Khan. He has recruited many raiders and outlaws from D'Shar lands, and after he deposes the Bahadur Khan with his army, he intends to return the D'Shar to their nomadic roots. Sheik Shalavan can be captured.

His army generally numbers 400-450 men, and consists of the following:

50-100 Southern Rogue Knights

100-125 Southern Rogue Squires

50-100 D'Shar Scorpion Assassins

30-50 D'Shar Blademasters

50-125 D'Shar Windriders

Syla Uzas

Syla Uzas is a veteran of the Empire and an utter sociopath. He cares only for two things: money and killing, and money is just compensation for his real joy in life, killing. Despite this, he has formed an elite force of like-minded Empire knights. Syla Uzas can be captured.

His army generally numbers 300-400 men, and consists of the following:

20-30 Shadow Legion Centurions

100-225 Empire Immortals

100-200 Empire Knights

Griffonsword Adventure Company

The Griffonsword Adventure Company, lead by Meregan Kierlic, is unique among many adventure companies in that it includes women as well as men. Meregan is infamous for his total greed, his overconfidence, and the attractiveness of the women in his company. However, he and his company have a well-deserved reputation of getting the job done. Meregan Kierlic can be captured.

The Griffonsword Adventure Company generally numbers 150-200 men and women, and consists of the following:

40-75 Northern Rogue Knights

40-50 Adventurers

10-50 Maiden Cavalry

5-15 Heroine Adventurers

20-50 Maiden Adventurers

Kodan Ironsword

Kodan Ironsword runs a mercenary company quite reminiscent of the Fierdsvain, and as such, is infamous around those parts for the usual mercenary reasons: his intense love of money. You may also discover that he is rather vulgar, but do not take his words lightly, as he possesses a runesword that can end any soldier in a single hit. Kodan Ironsword can be captured.

His mercenary company generally numbers 100-200 men, and consists of the following:

- 20-40 Western Rogue Knights
- 15-40 Western Rogue Squires
- 10-25 Fierdsvain Berserkers
- 15-40 Fierdsvain Armored Axemen
- 25-75 Vanskerry Warriors

Sir Boris the Raven

Sir Boris the Raven of the Knights of the Raven Spear is an arrogant and extremely vain man. He has forgotten his order's duty to the defense of scholars and knowledge and now seeks only conquest with those that he has convinced to follow him. Indeed, Boris believes that he is the hero prophesied by Madigan to rule all Pendor. Sir Boris the Raven can be captured.

His army generally numbers 100-150 men, and consists of the following:

- 25-75 Knights of the Raven Spear
- 25-50 Northern Rogue Knights
- 25-75 Northern Rogue Squires

Oswald de Fleur

Oswald de Fleur runs a number of small adventuring companies, but when battle calls, he forms them all up into a single, powerful unit.

Oswald's barbarism is beyond that of a Rogue Knight or virtually any other being in Pendor. The world will be a better place without him, should you manage to defeat him. Oswald de Fleur can be captured.

His adventuring company generally numbers 100-150 men, and consists of the following:

- 25-50 Foreign Rogue Knights
- 25-50 Adventurers
- 20-40 Foreign Rogue Squires
- 5-10 Hero Adventurers

Daughters of Persinoe

Qualis Gems



Qualis Gems, also known as Dragon's Tears, are one of the rarest and most useful items in Pendor. While the majority of them will be difficult to obtain, they are invaluable items in your conquest.

Acquisition

There are four ways to obtain Qualis Gems:

- One can be found in the hidden chest in Rane. Regardless of whether an NPC has told you about the hidden cache, it will be there.
- One can be found at the Red Brotherhood hideout you can find out about from an NPC. It is possible to hear about more than one hideout, but only the first will have a gem. The hideout does not spawn unless you pay an NPC for the map.
- More than likely, you'll get most of your Qualis Gems from Unique Spawns. You must capture the NPC in question (Prisoner Management is helpful here), speak to them while they are your prisoner and then you will be given the option to take the gem. More information on unique spawns can be found on the appropriate page.
- Once you have access to Elacrai, you can participate in the tournaments held early every month. Among the excellent prizes is the chance to win a Qualis Gem.

Usage

There are also numerous things you can do once you've acquired a Qualis Gem or three:

- Once you have neutral relations (0 or better) with the Noldor, you can use one Qualis Gem to open up Quigfen's inventory of Noldor items. His inventory is fixed across all games, and one gem opens up his shop for the entire game.
- You can also use a gem to see what Noldor adventurers are available from Quigfen. Note that you must spend a gem to even see what mercenaries are available; there will always be three options. Not recommended due to the next option unless you really want Noldor before you can access Elacrai.
- One of the NPC's in Elacrai's castle will also hire Noldor adventurers out to you; however, you will get more adventurers, regardless of your choice, for your gem than Quigfen would have given you. These two options are the only way to acquire Noldor troops.
- A Qualis Gem is required for the construction of multiple Knighthood Orders. More info, as well as requirements for each order, can be found on that page.
- Finneas de Digit, a Pendorian book merchant, can give you an Elixir of Arkon for a Qualis Gem. The elixir is drunk immediately, and gives a bonus of +2 to strength, agility, and charisma as well as a +20 bonus to all proficiencies permanently. Finneas has unlimited elixirs.
- Brother Randalf will trade his map to the Hidden Mines of Al-Aziz for one gem.

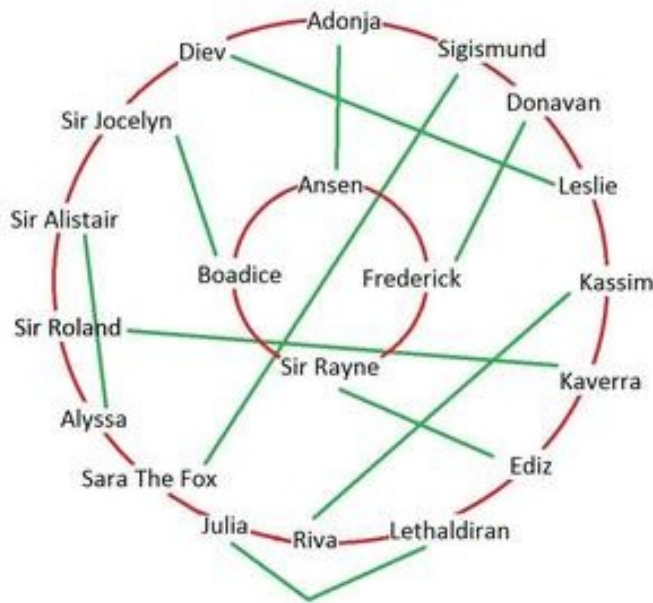
Al-Aziz and Rune Weapons

Obtaining rune weapons is an involved process which ultimately requires three Qualis Gems for the best effect. You may not wish to set off until you have all three gems needed.

The first step is to find the other book merchant, Brother Randalf. For a gem, he will trade you a map to the hidden mines of Al-Aziz. Bring some wine when you go. When you reach Al-Aziz, which is undefended, speak to the merchant and you will be able to trade him a second gem for the weapon of your choice. Finally, speak to the old man; you may need to use the wine to persuade him, but he will give you the option of upgrading your rune weapon for a third gem.

- Ruby weapons deal the most damage, and additionally deal piercing damage. This makes taking down enemies like Demonic Magni much, much easier.
- Emerald weapons are balanced. They deal a good amount of damage (though not piercing) but have good speed as well.
- Sapphire weapons are insanely fast - far faster than any other weapons in the game. However, they deal the least damage (although rune weapons deal a lot of damage in the first place).

Companions



Adjacent characters dislike each other; characters with green lines between them like each other. You are not the only hero in Prophecy of Pendor. Across the lands, you may find characters in taverns who will be willing to aid you...for a price.

Companions are much more expensive in Prophecy of Pendor, often costing between 1000 and 6000 denars to hire; Sir Roland, the most expensive companion, costs 8000 denars. However, in most cases, companions are far more advanced than in Native and come with stronger equipment.

The maximum allowed companions you can have that will not cause any trouble for you is 8. If you have more than 8, even if every single party member gets along, companions will start to leave you no matter what you do. It was never our

intention for you to control more than 8 companions at one time, so do not expect a change to this at all.

Maximum Companion Count option #1

Diev-Siggy-Leslie-Kaverra-Lethaldiran-Julia-Alyssa-Alistair

You can add Ansen+Sir Rayne for versatility or Boadice+Frederic for more asskicking power.

Key Points about Option #1

- Do not raid villages, steal from peasants or rob merchants, otherwise Leslie, Diev, Boadice are upset.
- Do not run from battles, or Sir Alistair, Sir Rayne, Frederick are upset.
- Do not fail quests, or Alyssa is upset.
- Do not fail to feed or pay the men, do not get slaughtered or Kaverra, Siggy, LethalD, Julia, Ansen are upset.

Maximum Companion Count option #2

Adonja-Donavan-Kassim-Ediz-Riva-Sara-Roland-Jocelyn

You can add ANY combination of the inner circle to this build, ie, Boadice+Ansen, Frederick+Sir Rayne, Ansen+Sir Rayne etc.

Key Points to Option #2

- Do not raid villages, steal from peasants or rob merchants, otherwise Jocelyn and Roland are upset.
- Do not run from battles, or Donavan, Ediz, Sara are upset.
- Do not fail to feed or pay the men, do not get slaughtered or Adonja, Kassim, Riva are upset.

Maximum Companion Count option #3 (For the not so honorable players)

Alistair-Adonja-Donavan-Kassim-Ediz-Riva-Alyssa-Ansen

The upside to this choice is you get Ansen and Alyssa.

OR

Alistair-Siggy-Donavan-Kassim-Ediz-Riva-Sara-Sir Rayne

The upside to this choice is you get Sigismund and Sir Rayne.

Key points to Option #3

- With the above groups, FEEL FREE TO raid villages, steal from poor miserable peasants, rob merchants and GET AWAY WITH IT.

Maximum Companion Count Option #4 (For the Chivalry Haters)

Roland-Jocelyn-Diev-Sigismund-Leslie-Kaverra-Lethaldiran-Julia-Boadice

Key Points about option #4

- This is probably the most hard core, kick ass warring joint ever.
- Though you lack a medic with this build.
- Feel free to run from battles as much as you like, surrender, pay off bullies and bandits, leave some men behind to cover your escape, and even then everyone is happy!

Maximum Companion Count option #5 (You simply don't like Egalitarians and It's survival of the fittest)

Leslie-Diev-Donavan-Frederick-Jocelyn-Boadice-Ediz

Upon this seven, you can either add;

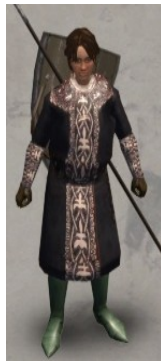
Alistair + Alyssa or Roland + Sara by choice.

Key points about option #5

- It would appear that Double A's would be a better choice. Unless you're a real big fan of funny moustaches and man-eaters.
- The upside of this build is that you don't have to feed your men any more, or pay them. No companions will object. You can get slaughtered like lambs, and everyone's happy.
- This build is also quite versatile in skills distribution of companions.
- But the downside is it has all the rest of the some packages mentioned already. So, Can't go raiding stuff or surrendering, or failing quests with this group.



Adonja



Alyssa



Ansen



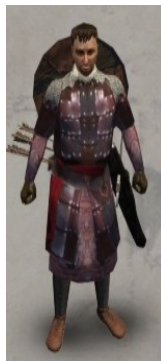
Boadice



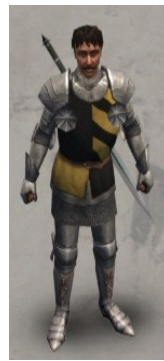
Diev



Donavan



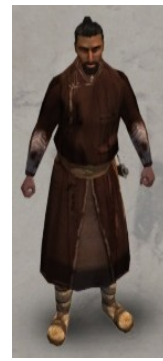
Ediz



Frederick



Julia



Kassim



Kaverra



Leslie



Lethaldiran



Riva



Sara



Sigismund



Sir Alistair



Sir Jocelyn



Sir Rayne



Sir Roland

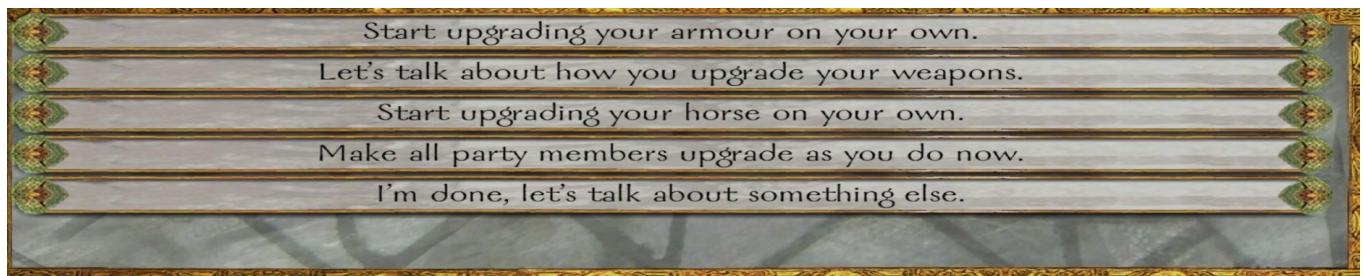
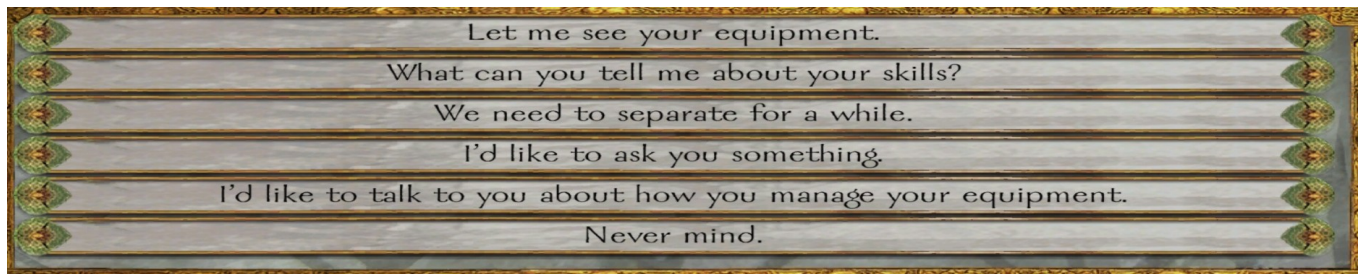
Companion Information

Companion	Likes	Dislikes	Starting Level	Hiring Cost	Str	Agi	Int	Cha
Adonja	Ansen	Diev, Sigismund	8	1200	12	15	9	12
Alyssa	Sir Alistair	Sara, Sir Roland	12	2000	12	12	15	12
Ansen	Adonja	Boadice, Frederick	1	Free	6	9	13	6
Boadice	Sir Jocelyn	Ansen, Sir Rayne	30	6000	18	16	15	16
Diev Wodenssen	Leslie	Adonja, Sir Jocelyn	25	4000	21	18	12	9
Donavan	Frederick	Leslie, Sigismund	20	3000	13	13	18	12
Ediz	Sir Rayne	Kaverra, Lethaldiran	12	3000	20	18	15	15
Frederick of Mettenheim	Donavan	Ansen, Sir Rayne	18	6000	22	18	12	15
Julia	Lethaldiran	Riva, Sara	10	800	12	15	9	9
Kassim	Riva	Kaverra, Leslie	5	800	9	9	12	7
Kaverra	Sir Roland	Ediz, Kassim	12	2000	16	15	14	13
Leslie	Diev	Donavan, Kassim	1	Free	7	7	11	12
Lethaldiran	Julia	Ediz, Riva	45	6000	30	21	16	19
Riva	Kassim	Julia, Lethaldiran	5	1500	10	9	13	10
Sara the Fox	Sigismund	Alyssa, Julia	10	1500	7	18	16	16
Sigismund Sinclair	Sara	Adonja, Donavan	20	4000	28	15	12	9
Sir Alistair	Alyssa	Sir	38	5000	28	21	16	21

		Jocelyn, Sir Roland						
Sir Jocelyn	Boadice	Diev, Sir Alistair	38	5000	28	22	15	19
Sir Rayne	Ediz	Boadice, Frederick	20	5000	18	15	12	12
Sir Roland	Kaverra	Alyssa, Sir Alistair	40	8000	28	21	15	21

Autoloot

You can tell your heros whether or not you want them to upgrade their armour and horse themselves, and then tell them which weapons to use in each of the their four weapon slots. Then when you have some loot to distribute you just tell them to take their pick and they sort themselves out.



Claimants

Actually, from various reports on the forums and also a couple of play tests by the Dev team it seems the Claimant line of play is not bugged anymore and can be **played**. We are happy that this is the case, because we have very interesting Claimants for each faction which are unique to PoP. Here are brief descriptions of the resident claimants in PoP 3: WB.

Note: You must finish the Claimant Line if you decide to start it. If you do not, and decide to go independent after you have backed a Claimant and took a few towns and villages in that claimant's name, then you will keep those Towns and Villages, however, you will still be denoted as a "Rebel"

of whatever faction you choose to support and will most likely not be able to complete the games victory conditions.

Sarleon Claimant – Sir Darlion

-Sir Darlion claims himself to be the rightful King of Sarleon through his great, great grandfather who was an acknowledged bastard son of King Cavalas by being 8th in line to the throne. As with all political rivals others had something to say about that, in particular, Duke Alfred. When the plague struck the royal family, all but Sir Darlion's Great, Great Grandfather survived, but Duke Alfred was determined to make sure that he does not get the throne and cast him into slavery, alleging that he died with the rest of his royal family. For four generations, first his family and now Sir Darlion have been fighting to assert their legitimate claim. He finally has the proof he needs to validate his claim to become King of Sarleon, but he needs help.

Ravernstern Claimant – Madam Ursula

-Madam Ursula of Senderfall should have inherited the throne of Ravenstern when her father died. Her father, the rightful king of Ravenstern, named Madam Ursula as his heir to the throne of Ravenstern before he died. She had been left in the care of the King's sister to prepare her to become Queen of Ravenstern. However, Ursula's younger brother, Gregory, was not pleased by this decision and had his own ambitions to become King of Ravenstern. Therefore, he put together a plan to persuade the Northern Lords of Ravenstern to declare him, rather than his sister, the rightful King of Ravenstern and his plan succeeded. Madam Ursula, had been inducted into the Order of the Falcon and had become a knight of renown. King Gregory banished that Order so that they could not support his sister's cause. Madam Ursula wants both revenge on her traitorous brother and to reclaim her throne.

D'Shar Claimant – Xerxes

-Xerxes is the Son of Iskander Bahadur Khan and brother of the current Bahadur Khan, Kadan. When Iskander died, the D'Shar custom of dividing possessions of the dead man amongst all his sons equally would have made Xerxes the D'Shar Bahadur Khan. However, Xerxes was away on a diplomatic mission in the Western Sea when he heard the news of his father's death. He hurried home to find that Kadan had maneuvered his way into becoming the new Bahadur Khan. Now, Xerxes feels betrayed by his brother, and is determined to re-gain his rightful throne, even if it means killing his own brother and declaring himself the new Bahadur Khan.

Fierdsvain Claimant – Inar Ironhand

-Unlike the first three Claimants mentioned, Inar Ironhand of Windholm has no direct family linkage to the current ruler of Fierdsvain, Koningur Valdis. However, that doesn't mean he does not have a claim to the throne of Fierdsvain. The Fierdsvainers are a warrior culture and when Ironhand challenged Valdis to a duel and defeated him, Valdis had promised him anything he wanted as the bet on who would win, on the assumption that Inar would ask for gold, more land or some women as his reward. Instead, after his defeat of Valdis, Inar Ironhand demanded the throne of the Fierdsvain immediately, since he was already Valdis' named heir. Valdis refused to honor a long standing tradition of the Fierdsvain people and instead broke the oath he had made to Inar Ironhand to give him whatever he asked for if he won the fight. Inar Ironhand's claim to the throne is that he won it in a fight with Koningur Valdis, and wishes to raise an army to claim what he considers rightfully his.

Empire Claimant – Demosthenes Augustus

-The Empire has an interesting history and most importantly, a just way of in selecting their next Emperor. They use a simple majority vote in a council of patricians drawn from the leading noble families of Ethos, Cez, and Janos. There were two candidates selected to become the next Emperor, Demosthenes and Marius. What should have been a legal and orderly selection of the next ruler of the Empire turned into a

cunning power play by Marius. He hired D'Shar soldiers to raid the Empire lands, and with sword in hand, stated "If you want me to take care of them, then you must elect me as Imperator or I will leave for good" The council, feeling the pressure of the D'Shar soldiers, gave in to Marius' demands. Marius turned on his hired D'Shar marauders and defeated them to become the Imperator of The Empire. Demosthenes found out about the plot, and never forgave or forgot how Marius really gained the title of Imperator. He is strongly of the opinion that now the time is right to strike back at the Empire and claim what is rightfully his – the title of Imperator.

Books

Books can be very useful in Prophecy of Pendor. Their primary purpose is to give free boosts to your skills and attributes without having to level up. You can purchase them from Book Merchants, in the taverns of towns.

Some books simply provide bonuses to your skills while they are in your inventory. You do not have to read them, but losing the book will result in losing the skill bonus and the effect does not stack if you find more than one (if you're a lucky student that started with one). The second kind of book must be read, but the skill bonus is permanent. In order to read a book, you must go to the camp menu and "select a book to read". You will then read this book whenever you are resting, such as when you have set up camp, or are staying in a tavern. Once the book is finished, you will get a boost to a certain skill or attribute.

Bonuses can't pass the 10 level limit of skills, so make sure you only level up to 9 the skills of books you intend to read or equip.

Bonuses of inventory books don't stack and you can only read each book type once.

Books and the bonuses they confer

Book Title	Bonus to Stat	INT	Cost	Bonus Type
Memories of a Pendor Commander	+1 Tactics	9	4000	Permanent
The High Arts Vol.MV	+1 Intelligence	10	2900	Permanent
Great Leaders of Pendor	+1 Leadership	7	4200	Permanent
Life of the Silver Fox	+1 Trade	10	3100	Permanent
Applied Rhetoric's - Vol. 1	+1 Persuasion	8	5000	Permanent
The Great Fechtbuch, with Pictures	+1 Weapon Master	9	4200	Permanent
Advanced Engineering: Codex Dak Drommen	+1 Engineer	12	4000	Permanent
The Life of the Legionnaire - Memories of a Centurion	+2 Trainer	0	3500	While in Inventory
The Complete Manual of Herbal Remedies of Pendor	+1 Wound Treatment	0	3500	While in Inventory
The Field Surgeon's Handbook	+1 Surgery	0	3500	While in Inventor

Prophecy of Pendor Achievements (and how to get them)

Campaign Achievements (Bonus)

Competent Aide (200 renown)
Rogue Sovereign (+1 leadership)
Great Persuader (+1 persuasion)
+1 Intelligence
+2 Intelligence
+1 Ironflesh
+1 Riding
+1 Agility
+1 Strength

HOW TO GET

Complete 30 quests
Declare and independent kingdom
Convert 30 lords to your kingdom
Defeat 7 Invading Armies
Defeat 15 Invading Armies
Defeat a Snake Cult Army
Defeat a Jatu Army
Defeat a Mystmountain Army
Defeat a Heretic Army

Battle Achievements (Bonus)

Deathbringer (200 renown)
Arena Survivor (200 renown)
+1 Weapon Master
+1 Tactics
+2 Tactics

HOW TO GET

Get 50+ kills in one battle
Won 25 tournaments
Won 50 tournaments
Won 250 battles
Won 500 Battles

The Gods of Pendor:

Some of the Pendor gods may speak to you, and one does more than that under certain conditions. Some merely offer warnings or ask you to do something. UllrVetr may manifest if you are near Ravenstern when Wulfbode spawns

Astraea - goddess of Justice, former patroness of Knights of Dawn, worshipped in Barclay and Pendor

D'Shar: Vata - manifests as beautiful black stallion who cannot be caught

Ravenstern: UllrVetr - manifests as bow - god of both Ravenstern and all bowmen of Pendor

Sarleon: Eunomia Stabilitis - goddess of stable government and law

Empire: Damia Provideo - goddess of the Harvest

Fierdsvain: Thallo ver Shures -goddess of fertility, both in people and fields

Secondary Gods:

Jatu - Indar, who shoots those Jatu who run from battle in the back.

Vanskerry - HafSigla, whose winds blow their ships to Pendor

Vejovis - Mystmountain god who manifests as a Mountain cat only to the shamans, to tell them it is time to raid

Snake Cult - Azi Dahaka - manifests as large hooded cobra

Heretics - Erida Occisor, goddess of Hate, who gives them demon troops

Rise to the Throne

The first step on the road to success is character creation. Opinions and preferences differ but one of the most promising and easiest ways to start is to go the looting 6 guy. (Mysterious Figure, left you to fend for yourself, Scholar, Lure for Gold) Pick the scholar choice for the free book - if you're lucky it's one of the important ones.

This choice will provide you with easy money early on and - lo and behold - useful loot to equip yourself and your companions with, especially early on when you're bound for a couple of pitched ugly battles you'll be able to gather a few very shiny and handsome pieces of equipment that way.

The most important thing once you start is to pick your fights and enemies wisely - beware that you start - depending on your starting choices - with different relations with the various minor and major factions. Seems like a minor issue? Just wait till the new Questing Knight parties spawn. These are small parties consisting of a few elite troops of the faction. And imagine how much you can do against 5 Knights of the Lion on day three.

Get your companions fast and quick - and use any opportunities for trade or joining a fight of a major faction against a minor faction. If your force is noticeable enough you'll get a +4 relation increase with the faction you supported and a -4 one for the other one.

Start increasing your army, amass wealth and companions. Keep clear of the Snake Cult Armies and Jatu. Stick with Mystmountains and Bandits early on, then progress to Vanskerries and from there go to the rest.

Once you hit this stage you can go three ways - either stay independent or go sign a mercenary contract or accept invitation of vasselage. Staying independent is the toughest one and only reasonable if the political situation allows it.

Once again, pick your battles and your first castle wisely. Check the kingdom relations with each other. If they war each other and lots of action will take place you'll be far easier able to snatch a castle out of their hands than if it's peaceful.

Start gathering massive recruits quickly for the retaliation to come. The AI preferably targets the last castle they lost, especially if it's garrison is understrength. This will be crucial for you because it's rather common to see a 800 - 1000 head strong war party on your doorstep 2 days after you got yourself a castle and declared yourself independend sovereign.

The background choice merely decides which kind of recruits you'll get from your villages. There's a 80/20 chance you will get background faction recruits or former owning faction recruits. (So if a Ravenstern village becomes a D'Shar one and yours afterwards, you get either your chosen background faction or D'shar recruits).

Notice that Pendor has rather weak offensive units. However they're cheap and good defensive troopers - ideal for massive garrison duties. They have the largest access to knighthood orders as well - if you want anything but the faction related knighthood orders you'll have to pick Pendor as only their noble recruits may be evolved into them.

Once you established yourself successfully and have like 200-300 mid tier to high end troopers garrisoned you may proceed to get your relations up with the various lords. The easiest way to do so is to fight as many as possible and release them after battle, if you catch them.

This will give you valuable XP, loot, prisoners and honor on top of it. Once you hit a certain honor treshold, all honorable lords will start to love you greatly, making it a lot easier for your expansion.

Don't make too many enemies once at a time - Ideally you're at war with one faction each time as you won't stand many chances against a two-four faction war as you haven't got the resources.

Once again, PoP is tough. If you can't deal with it or a situation, use your brain to solve it. Purchase mercenaries to give you an early extra punch.

Beware of crossbows - they're deadly.

Beware of pikes and spears- they're deadly.

Beware of bows - they aren't the sniping tools anymore they used to be, they're spray and pray with a massive output of fire.

Beware of the smaller parties zapping around at incredible fast speed over the map. They either help or fight each other. So if you're trapped by a 5 head strong party friendly to Malitse and the Dread Legion she'll jump in and devour you.

Beware of the Unique Spawn patrols. The unique armies now send out smaller patrols. This can be used both as your advantage or disadvantage. (Prisoner farming).

Beware of your savegames! Right now there's a naughty bug included which can totally corrupt your savegame after day 500. In order to avoid this, keep a couple of backup saves and save from day 500 onward to 600 only in taverns. Check TW forum for detailed information on this one.

But most importantly, pick your fights and enemies wisely. The lords armies have been buffed up noticeably. Almost every lord now fields a certain special army unit making up a great deal of his party.

Beware of Royals - they may be able to hire certain Adventure Companies, so better check it before you engage them.

Guide to POP WB Strategy and Tactics:

Campaign tactics

The Campaign AI is brutal and relentless and with formations enabled Vicky really shines (read - beats you down and passes you around like the last pack of smokes in a prison yard) in larger battles between Lords. In Warband you're going to find the mid-late game is even tougher than the early game. Don't get frustrated, get smart. If you're having a hard time stop a moment, zoom way out and start putting a plan together. Formations only work against organized enemies like lord's armies, not against disorganized groups like bandits.

Early game

- Take advantage of one-sided battles. Jump into them to grab a little renown. You can also pick up little bonuses in relation to the lords involved for fighting on the same side together.
- Don't just pick up troops willy-nilly. Have a plan and idea of what sort of force you're building. In the early game focus on quality mounted troops. Go for Adventurers. Rescuing a Huscarl may seem like a good opportunity but in the early game he will have little impact compared to an Adventurer or Jatu Mercenary.
- Be realistic in fights you pick and tournaments you join. Don't throw away expensive troops for the sake of a meaningless victory or waste money betting on yourself in tournaments you're unlikely to win.
- Save money. Invest in properties. Do village quests. Lay groundwork for the mid-game.

Mid-game

- Recruit and train troops for a pre-planned purpose.
- Find and recruit companions aggressively. Tailor their skills towards what you need and consider what faction you want to join. Remember that leaving a faction resets your relations with the faction as a whole but leaves your relations with individual lords intact.
- Scout out relative faction power and success. It varies from game to game. Choose where you want to start your empire. Think about how you want to do it. Look for properties that change hands often. They are great targets because they'll have weak garrisons. Get more aggressive in tournaments and investments; you need to build up large reserves of cash and renown for what comes next.

Late game

- With the Campaign AI at 'Good' and difficulty set to 100+ it may not even be possible to win the game without intelligent empire management and good Lord management. It will be less than 3 real-life minutes from the time you take an enemy castle to the time that the faction you took it from shows up to siege it with 1500 troops. Even if you survive the siege, they will be back very, very quickly, frequently with reinforcements. After a few game days, 2 or 3 lords with 500 troops may attack you just after you survived the first 1500+ horde.
- Have a starting plan. The first 30 days are critical and it's far easier to start out by taking a property and joining a faction to protect you than going it alone.
- Be a master-recruiter or rescuer. If you're going to go the recruitment route build high relations (+30 or more) with every village you can in the faction you want to recruit troops from. This will get you more troops faster.
- Build a Sheriff in your villages and create patrols. Help the patrols against enemies and try to let the patrol release prisoners to add to its army. This will make it bigger and stronger. These patrols will chase off bandits that harass your farmers. More farmers getting to and from towns = better economy for villages and towns. Do quests for your friendly villages whenever you have time. This raises relations with them and you'll get more and better recruits when you visit them.

Going the King route in the late game

-Collect Lords and make companions lords.

-Set timelines for yourself. 'By X days I want to have X troops and X allied Lords in position to take X city'. You don't want to get caught totally unprepared for a siege, either attacking or defending, suddenly finding your empire destroyed while you were hunting Qualis Gems for a Rune Axe.

-Despite the temptation, don't grant fiefs and towns indiscriminately. Give 1 or 2 lords the lion's share of domains. Be sure each has a couple of villages, have 2 or 3 lords with a castle, too, but one or two that have a town, a castle or two and some villages. This drastically affects the size of the army the lords will have and how quickly it regenerates. Make one of these lords the Marshall of your kingdom. Then you will have time to chase Qualis gems, do quests and recruit troops. This will also give you a solid ally to take with you to larger sieges. They'll bring a 300 troop army that refills quickly. If you pick up a Lord who has some interesting unique units in his army, that's a best man to choose. You can even give them some soldiers from time to time to keep them buffed up. It is also a good idea to improve the towns and castles a bit before you give them away, because that will give your lords more money and better troops from them.

-The bump and drop of relationship points for granting/not granting fiefs isn't very serious. You'll get a +1 bonus for every battle you fight together. The easiest way to manage your lord relationships is to gather them and go curb-stomping with them. Attack enemy Lords, minor faction armies, etc. As soon as the battle is over, talk to everyone. You'll get a +1 relation.

-Don't hog the Marshall position. If you appoint an aggressive Lord as Marshall, he will ensure your Lords stay busy while you're occupied recruiting troops or attending to other things.

-Don't be stingy with troops for allies. Dropping 100 Ravenstern Rangers into an ally's army will cut your monthly expenses and improve the power of your empire as a whole.

-There are towns with garrisons of 1000+ troops, quality troops, and you'll need to bring a good 1500+ of your own troops to siege and take it. Expect a very bloody battle with high casualties. Have an overall strategy for how you intend to destroy each particular faction and build your army and your allied armies towards that goal.

-Manage your empire as an entirety; ensure all your peasants are protected from bandits and raids and their lands are prosperous and improved. Keep your Lords busy patrolling or conquering even when they're not following you. The enemy VI never sleeps. Don't let it catch you dozing.

It has often been asked on this forum how you can recruit lords in Prophecy of Pendor and although a multitude of threads have been written on the subject, I think that a concise thread might be of some use. This thread will explain how to get lords and hopefully help you enjoy Prophecy of Pendor.

How to recruit lords?

There are two ways to recruit lords. One of them is to befriend them and then take them prisoner, the other is to destroy their faction.

1. Befriend lords and take them prisoner

In order to befriend lords you need to increase your relationship with them. The relationship is shown in points. You can see it when you talk to a lord and move the cursor over his face, which can be seen in the upper left corner of the conversation screen. You need to have a relationship of at least seventeen points with a lord to be able to recruit him. When you take a lord with whom you have 17 relationship-points or more prisoner and talk to him by clicking on "talk" in the party window, he will offer you to swear homage (or something along those lines). Accept this oath and he will be your vassal. Taking him prisoner will see the relationship decrease a few points, but if you give him towns, castles or villages or help him in battle, those points will quickly be back.

To gain those relationship-points or more, you can do several things:

- Do quests for the lord.
- Help him in battle.
- Beat him in battle and let him go instead of taking him prisoner.
- Gain honor. (You gain honor by letting lords go free instead of taking them prisoner and by freeing Noldor prisoners from your party (to do this go to the party screen, select a Noldor unit and click on "talk". After you have some honor your relationship with some lords will automatically improve from time to time, without any action on your part).

2. Defeat a faction

- When you defeat a faction the lords of that faction will be randomly shared between the remaining factions, so you stand a pretty good chance to get lords this way, although you could have the bad luck to get the worst lords or the lords who hate you (you could of course also have good luck and get the best lords).

Battlefield Tactics:

General unit-type tactics

- When leading a large cavalry charge (30+mounted units) against enemy archers or infantry, begin by charging the enemy's right flank, then veer towards the enemy's left flank so that your entire line of cavalry troops is parallel to the enemy before issuing a 'charge' command. This will spread your cavalry out to charge and maximize their effectiveness.
- Keep infantry in formation until after the fighting begins. In fact, unless they're fighting a larger enemy force, leave them in formation.
- Archers can be moved more closely together to maximize their firepower against more compact enemy groups or spread out to make it easier for your cavalry and infantry to advance past them if you're expecting an enemy cavalry charge.
- Respect the power of polearms. Mixing halberdiers and pikemen into your shield-wall infantry will increase their killing power and survival dramatically.
- Respect the killing power of archers in melee against other infantry. Armored Longbowmen and Armored Crossbowmen will kill all sorts of pure infantry units. Don't be afraid to order them to charge once battle is joined, if you think the odds are bad. Don't expect a few Huscarls to wipe out a Sarleon archer line!

Small band of soldiers, less than 50 units

- Quality is the key here. Companions, Adventurers, quality mounted units will make or break you on this scale. Mobility, the of yourself and your troops ability to hit and run will determine the ebb and flow of the battle.
- You may want to build a larger army with archers and infantry, but in the small battles, it is unquestionably the number and quality of your cavalry that determines your success and survival.

Smaller armies, 50-100 units

- Keep a good 50% balance of archers. Especially in smaller army versus smaller army conflicts, having about half your army as quality archers can be extremely powerful. Rangers, Armored Crossbowmen, Armored Longbowmen, Barclay Sappers, these

units can decimate the enemy before they close. Each casualty has a measurable impact on your army so play 100% defense. Don't bother with fragile cavalry at this point. Most of the smaller armies you'll be fighting will be sub-factions and not actual Lords, so they will not use the VI but the regular Warband AI. That means they will generally b-line towards your cavalry. Line up your archers, have your infantry form a shield-wall and stand you and your cavalry behind it. The enemy will often just meander towards you and try to push through your archers and infantry to get to you. When they scatter, attack with your cavalry and clean up. Do NOT use this approach if you're fighting an enemy Lord! The VI will behave very differently.

Mid-range armies, 100-200 units

-As you start to hit 150 or more troops and get into battles with 200 and more enemies, the composition of your army needs to change. 50% archers is no longer effective; the VI will lead enemy cavalry into vulnerable sections of your archers, who will be spread in a long line. They will be numerous enough that cavalry charges will hit your archer line and start chewing them up. Enemy cavalry will attempt to flank you and draw fire on the move while enemy infantry advances. At this point archers should be around a third of your army size and cavalry becomes far more important. You may also find it better to get aggressive, advancing your infantry ahead to soak arrows with their shields while your archers advance behind protected by your cavalry. Battles of this size are rarely one-sided unless one side is drastically larger or superior than the other. Do not lead your cavalry around to flank early because they will likely be isolated and destroyed. Keep them back to meet enemy cavalry charges. After your infantry engages, move them around to flank and destroy enemy archers before attacking enemy infantry.

Large armies, 200-400 units

-Here is where tactics really start to shine, both yours and the VI's. If you don't take the time to intelligently manage your troops and their movement and position on the field the VI is going to demolish you. Even if you win it's going to be very, very bloody. Use asymmetric formations, keep your infantry all up behind one side of your archer line and your cavalry behind the other. Consider separating out faster 'shock' infantry like Gladiators and put them past the left or right flank of your archers. That way you can command them to advance a few times and charge to move them past the enemies flank after battle is joined.

-Watch out for cavalry forces moving to flank your infantry and cavalry to get at your archers. When attacking aggressively, be careful of traps - the VI will try to lure your cavalry into a charge and then ram them into a tight infantry formation of pikes and spears who will kill even Hero Adventurers before you realize what happened. If you have the best infantry, advance them ahead of your archers - if the enemy runs out to meet them, great. Move your archers to a flank and let them do their work while your cavalry flanks the enemy to destroy the enemy archers. If they don't, just ram your infantry into the enemy line and then command it to charge. Keep your cavalry on the move so they don't get caught flat-footed. Be aware of where enemy reinforcements will spawn from so that you don't get caught trapped between retreating enemy troops and advancing enemy reinforcements. Don't get lured into chasing retreating enemies back into enemy reinforcements. Reform your troops or the enemy reinforcement charge can do you a lot of damage. Have your archers hold fire until the enemy is close, actively manage your ranged units to conserve ammunition or you'll be facing a wave of fierce and fresh reinforcements with empty quivers and wounded infantry.

Huge battles with multiple lords on each side, 400-2500 units

-Don't just leave your allies to it. Regardless of their tactics you have to stay on the move to support them. Hang together or you will surely hang apart. Move immediately to a flank and expect to be on the offense. Let your allies take the bulk of the enemy force. Set up your infantry and archers to attack the next waves of enemy reinforcements. Order your archers to hold fire or they will exhaust their ammunition far too early. After your infantry and archers are positioned to deal with enemy reinforcements use your cavalry to charge the enemy attacking your allies and hit them from behind. When they scatter and retreat reform your cavalry so they don't run off and get nailed by a massive cavalry horde that pops up as reinforcements or leave your infantry and archers unprotected from flanking enemy attack.

-Keep your cavalry with you or they'll likely get caught up among allied troops as much as enemies, dragged from their horses and killed. Stay on the move. Hit large enemy cavalry formations dead-on, this will grind them to a halt. When possible get them to chase you at an angle relative to your archers so their sides are exposed. Don't hesitate to fall back to allied reinforcements if the battle is turning against you. Always stay focused on where the next wave of reinforcements is coming from or you can find the battle swinging suddenly out of control.

Making Denars (Money)

Raiding & Looting

Raiding and Plunder is the way to go if you have a shock army, high inventory management/capacity plus looting and map speed. Raid caravans and plunder villages and sell the goods soon as you get to the nearest town. This style requires you to be very active.

Capture & Ransom

Capturing kings and strong lords and ransoming them for a living is a gamble, for there is always the chance of escape, but when you get good ones, you hit the jackpot. Selling regular prisoners is a nice idea too - ransom for standard units depends on the prisoners level. Top units go well over 200 denarii per head. Pretty lucrative.

Travelling/Trading

Travelling is based on questing, trading, and competing in tournaments to make a living. It can be very profitable and stable, and Leslie is a very useful companion for her trading skills.

Establish a business

Every city allows you to establish a business, this provides you with your own income and is completely separate from any denars received from fiefs. So it is very important you establish several businesses around the gaming world.

Fief Management

Money makes the world go round and you need a decent bankroll to succeed in Pendor. You will make some money from any possessions you have. The King of your chosen faction will generally grant you a small village as an introduction and if you take castles and cities thereafter he may award you more lands. The tax income is delivered directly to you but you'll need to build improvements and protect your possessions in order to make them profitable.

The denars don't always flow very easily and since you'll be engaged in major warfare when you begin a new faction you'll want a solid financial base behind you.

Unlike the other Pendorian lords, you can be a friend to both your fief and yourself by building improvements. All fiefs start at least somewhat developed, and their improvements are random in every game.

The skill levels are taken from your steward's skills, since he is the one overseeing the development of the improvement. You may schedule a meeting with the steward (all your companions will attend as well) to upgrade his skillset. At the conclusion of the meeting, all of his skills will be raised to the highest level among you and your companions.

The legend to the improvement table is as follows:

Improvement name: The name of the improvement. Starred improvements have additional benefits; see below.

Fief type: V = Village, C = Castle, T = Town.

Base cost: Can be decreased by a steward with high Engineer skill.

Skill 1, 2, 3: Required steward skill levels to build the improvement in particular.

Income and Prosperity: The exact formula for fief income is unclear; obviously, higher is better.

Relations: Upon completion, your relations with the fief will increase (or decrease) by this amount.

Improvement name	Fief type	Base cost	Skill 1	Skill 2	Skill 3	Income	Prosperity	Relations
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Blacksmith	All	5000	Tactics 2	Trade 3		+5	+5%	
Building inspectors	T	7000	Tactics 2	Spotting 2		+2	+3%	+1
Cathedral	T	20000	Engineer 5	Leader 6	Persuasion 6	+20	+20%	+10
Chapel	C, T	1000	Persuasion 3	Leadership 3		+5		
Church*	All	7000	Persuasion 5	Engineer 3	Leadership 5	+5	+10%	+5
Civic patrols	T	800	Spotting 2	Tracking 2	Tactics 1	+1%	+2%	+5
Court system	T	8000	Prisoner M 2	Tactics 4	Persuasion 5	+5	+10%	+5
Crop rotation	V	5000	Inventory M 4	Tactics 3		+20	+5%	
Fire brigade	All	3000	Pathfinding 2	Spotting 2			+5%	+3
Fish pond	V	6000	Engineer 1	Spotting 2		+10	+10%	
Foresters	V	3000	Tracking 4	Pathfinding 3		+5	+5%	
Herbalist	V	5000	First Aid 3	Wound Treatment 3			+10%	+5
Hospital	T	10000	Tactics 3	Surgery 5	Persuasion 3	+5	+10%	+5
Hunting lodge	V	3000	Tracking 3	Pathfinding 3		+5	+10%	
Improved roads	All	10000	Engineer 3	Pathfinding 4		+5	+20%	+2
Lamplighters	T	1000	Pathfinding 2				+2%	+2
Manor*	V	8000	Engineer 2			+10	+10%	
Market	V, C	10000	Persuasion 2	Trade 5	Looting 2	+50	+50%	
Messenger post*	All	4000	Engineer 2	Pathfinding 2				+5
Mine*	All	3000	Engineer 4	Tactics 3	Trade 4	+?	+5%	
Monastery	All	5000	Persuasion 4	Trainer 4		+5	+5%	+5
Organized guilds	T	15000	Trade 5	Tactics 5	Persuasion 5	+50	+25%	
Prison tower*	C, T	7000	Engineer 2	Prisoner M 2				
Prospectors*	All	1000	Engineer 1	Spotting 1				
Renderers	V	7000	Inventory M 2			+4	+4%	
Sanitation standards	All	3000	Tactics 3	Engineer 2	Spotting 2	+2	+2%	+5
School*	V	9000	Trainer 2					
Sheriff*	V	5000	Trainer 3	Track 2	Tactics 3		+10%	+5
Shrine*	All	3000	Persuasion	Wound			+5%	+5

			3	Treatment 3				
Skilled craftsmen*	All	6000	Persuasion 2	Tactics 3	Trade 4	+100	+20%	
Street sweepers	T	2000	Tracking 2				+3%	+3
Tax collector office	All	2000	Looting 3			+10	-10%	-2
Thieves guild	T	10000	Looting 5	Tactics 5	Persuasion 2	+20	+15%	-10
Town crier	T	500	Spotting 2			+1	+2%	+1
Training grounds*	C, T	8000	Trainer 4	Weapon Master 5		+3		
University	T	10000	Engineer 4	Trainer 5	Persuasion 4	+10	+10%	+5
Warehouse	T	3000	Inventory M 4	Trade 2		+5	+5%	
Watch tower*	V	5000	Engineer 1	Spotting 2				+5
Well cleaners	T	2500	Spotting 2			+2	+2%	+2
Winery	V, C	8000	Persuasion 3	First Aid 2	Tactics 4	+50	+10%	+3

Church: Attracts noble recruits.

Manor: Allows resting at the village.

Messenger post: Informs you about enemy activity near your village even if you are far away.

Mine: Income is based on mineral value found during prospecting (see below). You can close a mine at any time through your steward.

Prison tower: Reduces chance of captives escaping.

Prospectors: Finds mineral deposits near your fief, allowing mining.

School: +1 relation increase every week.

Sheriff: Decreases bandit spawns near your village and allows you to send out militia patrols.

Shrine: Attracts noble recruits.

Skilled craftsmen: Repairs buildings weekly without your intervention.

Training grounds: Allows you to train garrisoned troupes and hire noble recruits.

Watch tower: Enemies take 25% longer to loot the village.

The requirements to be able to build everything:

Tactic 5

Trade 5

Spotting 2

Engineering 5

Leader 5

Persuasion 6

Tracking 4

Prison Management 2

Inventory Management 4

Pathfinding 4

First Aid 3

Wound Treatment 3

Surgery 5

Looting 5

Trainer 5

Weapon Master 5

There is no repair option for Damage buildings, instead the building are listed in the building menu of the village/town/castle you own. The costs and time will be deducted naturally based on the certain % the building was damaged. Note: Sometimes you will not be able to see the damaged building in the building menu and if that's the case all that means is your Steward does not yet have the requires skills to build that build, thus he/she won't be able to repair it until he acquires those skills.

Trading

This is a lot easier as a Mercenary with no threats to any faction, but naturally you can change it up as you declare yourself to one faction or become independent yourself. The most important rule of trading is buy low and naturally sell high, but naturally you have to buy the right items.

Items you want to buy most of the time and their price ranges

1. Iron - Buy between 0-170 and sell for around 300 or more
2. Oil - Buy between 250-370 and sell for around 500-550 or more
3. Salt - Buy between 0-170 and sell for around 300 or more
4. Dates - Buy between 0-60 and Sell for around 170 or more
5. Linen - Buy between 0-180 and sell for around 280 or more
6. Cloth - Buy between 0-260 and sell for around 400 or more
7. Spices - Buy between 0-680 and sell for around 800 or more
8. Flax - Buy between 0-60 and sell for around 160 or more

Those are the main commodities you want to focus on and will give the most profit out of all other items...

Speaking of the others items below are the items you should avoid because the profit margin to them is way to low

1. Hide
2. Ale
3. Dye
4. Tools (some may disagree, but the profit margin is never anywhere good for it to be profitable in terms of quantity available)
5. Leatherwork
6. Wine
7. Wool
8. Pottery
9. Raw Silk
10. Velvet (another one that be nice if the price is right, but quantity is usually very small)
11. Furs

Those items you want to avoid buying, unless you see them like super cheap, then purchases of Wine, Leatherwork, Dyes, Tools, or Velvet could be worthwhile for a tiny quick profit, but overall it's usually not available in good quantity, so it hardly makes it a must have to buy.

And now the best places to find good quantity of the better items you want to buy

1. Iron - Sanderfall
2. Oil - Laria
3. Salt - Singal, Torbah and sometimes Windholm as well
4. Dates - D'Shar territories of Singal, Ishkoman, Torbah, and also Nal Tar too.
5. Linen - This tricky cause Linen is usually available everywhere, you just have to find the right price for it. Usually I find the best prices for it in either Ishkoman or Poinsbruk.
6. Cloth - So far the best prices I've found for this is in Ravernstern Territories of Rane and Poinsbruk, and sometimes Laria as well.
7. Spices - Mostly find the best price of this in Nal Tar only.
8. Flax - Best prices I've seen for this is in Fierdsvain Territories of Valonbray, Javiksholm and Windholm.

Best places to sell your best commodity items

1. Iron - Almost everywhere, ironically you can make really good sell prices in Ravernstern, Rane, and Poinsbruk and sometimes D'Shar territories too so it's short and quick.
2. Oil - Empire Lands of Cez, Ethos, Janos sell well here, and sometimes D'Shar Territories too.

3. Salt - Ravenstern Lands sells Salt well, and makes a good route back and force from Ravenstern Lands to D'Shar Lands..
4. Dates - Fierdsvain territories of Valonbray, Javiksholm, and Windholm is where you will be getting rid of most of this stock.
5. Linen - Everywhere really, just need to find the right price if you have a good surplus of it based on the sell prices I suggested above.
6. Cloth - Same as above, everywhere, just find the best prices you can for it.. Sometimes Avendor and Marleons can give you good sell prices on this too.
7. Spices - Another everywhere, just find the best prices that sell your spices for over 800 Denars, so you can make maximum profit on it.
8. Flax - Hands down Avendor, I've seen them sell there for over 250 a pop.. If you lucky you can get Flax really cheap in those Fierdsvain territories, so this would be a killer profit for you.

Now, in terms of what route to take. I basically go around like this...

1st Part of the Route:

Ishkoman ---> Torbah ---> Singal --> Nal Tar:

- Grabbing what Salt, Dates, and Spices I can for good price
- Selling left over prices of maybe Oil or Iron that I've picked up on the way

2nd Part of the Route:

Valonbray ---> Javiksholm --> Windholm --> Avendor ---> Marleons

- Grabbing what Flax I can find for a good price and by Windholm restock on Salt if the price is good
- Also selling any leftover Oil, Iron, Salt, or Dates from my previous routes if the price wasn't good.
- You'll probably get some wicked prices to sell Flax over at Avendor

3rd Part of the Route:

Ravenstern ---> Sanderfall ---> Rane ---> Poinsbruk

- Looking for Cloth-Linen in Ravenstern, Rane, or Poinsbruk
- Mean money maker is the Iron in Sanderfall, usually very good prices and probably one of your best profit margins too as you begin to sell it everywhere else.
- You'll mostly get rid of most of your Salt here, as they usually sell for good prices
- If you went to Avendor and Marleons, then you may need to reverse your route into Ravenstern lands for efficiency, so start from Poinsbruk, then go down to Ravenstern. OR you can hit Avendor and Marleons on the way back from Ravenstern Lands after Laria which is part of my 4th Route here, however you'll probably run out space to carry all that Flax you got for a good price over in Fierdsvain lands.

4th Part of the Route:

Laria ---> Sarleon ---> Ethos ---> Cez ---> Janos ---> Repeat back to Ishkoman

- Laria is the main money place for Oil, sometimes extremely good buy rate, thus you can make an extreme profit from it if you're lucky. One time I brought over 11 Oils there for 150-170 a piece, and since they mostly sell for over 500, I assume you can do the math here on profitable that was.
- If you didn't hit Avendor and Marleons yet, you can do so here as well, so basically you would do Laria ---> Marleons --> Avendor, then back to Sarleon after and continue the route to Empire Lands.

Naturally, that's about it, but the most important thing to remember too, every town you visit, always check the Tavern as you never know what rumors or good mercenaries you may find there (Barclay Sappers and Heavy Footmen are pretty darn good for an early game), and most importantly if travelers give you maps to treasure chests, and those various loot items which are always good profit too and part of your route.

Other Toops

Mercenaries

Male Mercenary Troop Tree

1st	Sellsword	
2nd	Armsman	Mercenary Crossbowman
3rd	Bladesman	Mercenary Armored Crossbowman
4th	Mercenary Horseman	
5th	Sellsword Horseman	

Female Mercenary Troop Tree

1st	Peasant Woman
2nd	Maiden Scout
3rd	Maiden Warder
4th	Maiden Ranger
5th	Maiden Outrider
6th	Maiden Cavalry
7th	Maiden Adventurer
8th	Heroine Adventurer

Noble Mercenary Troop Tree

There are five different regions of noble mercenaries:

- Northern (blue)
- Eastern (red)
- Southern (black)
- Western (green)
- Foreign (yellow)

Noble mercenaries from different regions cannot be stacked unless you choose the Adventurer upgrade at 4th tier, but the differences between each tier of noble mercenaries are negligible (1-2 HP). Like other mercenaries, noble mercenaries can be recruited in taverns.

1st	Young Mercenary Noble	
2nd	Young Noble Adventurer	
3rd	Noble Rogue Squire	
4th	Adventurer	Noble Rogue Knight
5th	Hero Adventurer	

Other Mercenaries

Several other troops may be found and recruited as mercenaries:

- Barclay Heavy Footmen
- Barclay Sappers
- Vanskerry Raiders
- Vanskerry Warriors
- Jatu Mercenary Riders
- Melitine Mercenary Lancers

Bandits

Bandits are far more dangerous in Prophecy of Pendor than they were in Native. In Native, bandits charged stupidly at you with sticks and stones. In Prophecy of Pendor, they still charge stupidly at you, but they possess bows, spears, and other weapons that can make your life miserable, at least early on.

Bandit Troop Tree

1st	Outcast		
2nd	Bandit	Brigand	
3rd	Outlaw	Sellsword*	

Sellswords are the base troop of the Mercenary Troop Tree.

You may also find Notorious Outlaws, but while they are essentially an upgrade of Outlaws, experience does not indicate notoriety.

Finally, there are Rogue Knights and their predecessors Rogue Squires. These men are hated across Pendor for their dishonor, and often command larger bandit groups.

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Prophecy of Pendor Credit Lists:

Saxondragon and the members of the Dev Team wish to say "Thank You!" to everyone listed below in these credits, though just saying "thank you" is ridiculously inadequate. Words alone cannot adequately express sufficient gratitude to the following Contributors who have made the Prophecy of Pendor port to Warband possible at all. Their hard work and creativity made this port a reality.

Many thanks to all you loyal players and fans of Prophecy of Pendor in its many incarnations, from the original release of Prophecy of Pendor through this current release of Prophecy of Pendor, Warband for your praise, feedback and suggestions.

Saxondragon - The Boss. Original concept and execution of all versions of Prophecy of Pendor, vast amounts of coding, overall Inventor of PoP in all its versions and Paladin of Pendor. SD, you're the best!

MadVader - Our Team Leader and Coding Wizard extraordinaire for the Warband port. Main port of the game into Warband, solver of M&B's and Warband's myriad problems, solving enormous numbers of other problems in Warband's codes as he merged them with PoP 3's codes. Without him, this port to Warband would not exist. MV, the Dev Team is going to miss you very, very much, both for your coding and for your wittily acerbic comments on all and sundry 🍷, but we know that your real life needs must take precedence over the game. The Dev Team's gratitude to MV is NOT misplaced! (To use a MadVaderism.)

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From Saxondragon:

Special Thanks:

Quote:

Hello Everyone,

The process of making this mod has been a journey. There has been alot of hard work and we all appreciate the compliments, comments and positive regard from everyone. Thank you. I wanted to take a moment and draw your attention to a few important things that I feel need attention. First and foremost, I did not do this alone. far from it. While the original concept was born from my imagination and the bulk of the initial work was carried by myself up to Version 2.0; The majority of the work from 2.5 to 3.0 was the efforts of a very few other contributors that sincerely deserve recognition. It is always about execution.

Fawzia dokhtar-i-Sanjar

From 2.5 to 3.0 the main person who has held the team together has been Fawzia. Her coordination, efforts and inspiration were the driving force behind this offering.

Mad Vader

The main coder and scripiter for 3.0 and the person who made possible the execution of this release is Mad Vader.

You all need to buy him a beer or at least send him a note of "thank you" as without his contribution to this team, with his knowledge and efforts, it would not have been done. I cannot tell you enough good things about this gentleman other than to acknowledge his work and give him the positive regards that he so richly deserves.

We have members of our core team who are amazing writers and designers, (MOrdred, Valorian Endymion, and Noosers) , talented artists (ArchAngel2K, Sysyphe, and Abyss), and all of our core and primary teams have great insight and willingness to do what needed to be done. But all of their efforts, ideas, and writings mean little without the execution behind it. It is always the execution of the coder that makes or breaks an effort such as this.

We would like to welcome and thank Griefer, Wanderer949, smokindog and mp84 to the PoP 3, Warband Dev Team.

Wanderer has kindly allowed us to use her beautiful and excellently done horses and also said she'd help with fixing some of our armor. It is nice to have another woman on the team, too!

Smokindog is helping out with retexturing armor and has already done some terrific work.

mp84 is writing a new FAQ for PoP 3, Warband and also helping organize the stickies on the TW Forum and Dev Forums.

Griefer joined us some time back, but never received his "welcome and thank you" (many apologies, Griefer) so he has it here now. He is fully credited for his aid in balancing PoP 3, Warband combat and testing of Vicky in the PoP 3, Warband credits.

CREDITS SPECIFICALLY FOR POP:WARBAND:

For the new music, all three pieces of which are original compositions for PoP, Warband and may not be used for any purposes whatsoever except in PoP, Warband without their composers' explicit written permission:

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Fabled Pilgrim - uncertain_homestead

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Diev's new voice - Rojiru
Formations Audio Orders - Thief_3_Wannabe

Formations:

Original Formations Mod coder - Motomataru

Treebeard - complete overhaul of original Formations mod, massive new modifications, de-bugging of original Formations codes plus Native Warband AI to PoP's VI changes, Father of Vicky, our new Virtual Intelligence which replaces Native AI when Formations are activated.

(The rest of the Dev Team can't decide whether we want to murder Treebeard or thank him for what he did with Native's AI, turning it into the evil VI it now is. You'll see what I mean once Vicky comes after you.)

POP 3.3/Warband credits (in addition to POP 3.0x credits):

We wish to say "Thank You," to everyone listed below in these credits, though just saying "thank you" is ridiculously inadequate. Words alone cannot adequately express sufficient gratitude to the following Contributors who have made the Prophecy of Pendor port to Warband possible at all. Their hard work and creativity made this port possible.

We also would like to thank our loyal players of PoP for their feedback and suggestions.

- *Saxondragon - Original concept, design and development
- *MadVader - Porting, Coding, Design
- *Fawzia - Project Manager, Writer, Editor, Music & Ambient Sound Organizer/Producer, Voice Actor
- *Archangel2K - Senior Artist (armor, weapons, horses)

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- *Gerhart - Testing, Armor fixer for Warband port, Performance Support
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- *Chiksika - Testing
- *Griefer - Testing, Conceptual ideas
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- *Rojiru - Voice Actor
- *Thief_3_Wannabe - Voice Actor
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The Core 3.0 Team: - M&B Original Game

- *Saxondragon - Producer, Coder, Boss Man, Original Pendor Conception, Sage and Paladin of Pendor
- *MadVader - Senior Coder and creator of many original codes, fixer of both Native and PoP bugs and problems, Designer, Achievement screen maker, Voice Actor, amazing problem solver & too many other things to list. Many thanks!
- *Fawzia - Project Manager, Writer, Editor, Nemesis, Community Leader, Voice Actor, Music & Ambient Sound Organizer/Producer
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Ermine's Voice Actors:

Adonja - Zarina Tadjibaeva.

Alistair - Nils Habermacher

Donovan - Raphael Muff

Kaverra - Nadine Julien

Diev - Raphael Muff

Leslie - Miriam Knecht

Riva - Miriam Knecht

Ediz - Remo Kaufmann

Lethaldiran - Nils Habermacher

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Additional Voice Acting:

Sir Roland & Sir Rayne - Thief_3_Wannabe

Frederick of Mettenheim - noosers

Ansen - Drahau

Sir Jocelyn - VonLowe

Sigismund - MadVader

Alyssa, Sara, Kassim, Boadice, Althea - Fawzia

Voice giving orders, siege_neutral - Thief_3_Wannabe/background racket

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Lord Voices, Ravenstern: Flanged

Lord Voices, Sarleon & Fierdsvain: Adorno

Lord Voices, Empire & D'Shar: Fawzia

God Voices - Fawzia

Wandering knight/adventurer/deserter voices: Thief_3_Wannabe/Drahau/Fawzia/Noosers

Misc. Women's voices - Pharoah Llandy

Misc. Vanskerry Voices - Adorno

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Misc. womens voices towns/taverns - Fawzia
Scots lecher in Vaegir/Ravenstern Tavern - Flanged
Other voices from Internet Archives - free use
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free use Gregoran Chant, Internet Archive

encounter_hostile_heretics - Mod Archive - Dawn of Medieval

encounter_hostile_noldor - Justin R. Durban, Edgen Productions, Kings and KinGdoms, Rise and Fall of

Middle Earth

encounter_hostile_sheik_shalavan - IGN Neverwinter2 Vaults - preface Far Lands, Arkadiusz Begier/body of track is Sandstorm by clarkyCat

encounter_hostile_vankerry - Viking drumming, viking chant, Viking horn - free use, Internet Archive

encounter_hostile_dread_legion - Valor Without Renown by Manwithnoname, IGN Neverwinter2 Vault

encounter_hostile_snake_cult - Galborarix, free use with attribution, Internet Archive

encounter_hostile_eyegrim - IGN Neverwinter2 Vaults, Valor Without Renown, Manwithnoname

encounter_hostile_buriligi - IGN Neverwinter2 Vaults, Travis A Richards

end_game_victory_screen - Paukensschlag Fanfare, free use

escape - Glorian, Knights of Honor - cut, ambient sound Adorno & Fawzia

encounter_hostile_syla_uzas - Celestial Aeon Project, Last Stand
fight_1 - Bobby Glorian, Knights of Honor, First Battle
fight_2 - Justin R. Durban, Edgen Productions
fight_3 - Justin R. Durban, Edgen Productions
fight_4 - Bobby Glorian, Knights of Honor, Sword and Faith
fight_5 - Justin R Durban, Edgen Productions
fight_6 - Justin R Durban, Edgen Productions
fight_7 - Glorian, Knights of Honor
fight_8 - Glorian - Knights of Honor
fight_as_khergit - Justin R. Durban, Edgen Productions, Kings and Kingdoms
right_as_rhodok - Glorian, Knights of Honor
fight_as_nord - Glorian, Knights of Honor
fight_as_swadian - Glorian, Knights of Honor
fight_as_vaegir - Breizh Partitions, Derobee de Guingamp Bagad, Internet Archive
fight_while_mounted_2 - IGN Neverwinter2 Vault, Military Alert, Adam Freschette
infiltration_khergit - Internet Archive, free use, alisonny, Medieval Danse
first_arrive_pendor - Justin R. Durban, Edgen Productions/ambient sound Adorno & Fawzia
killed_1 - Glorian, Knights of Honor, cut
killed_2 - Glorian, Knights of Honor, cut, thunder free-use Soundogs
lords_hall_khergit - free use, Internet Archive, Music from a Leaky Tent, Aimee Dragee
lords_hall_rhodok - Justin R. Durban, Edgen Productions, Kings and Kingdoms
lords_hall_vaegir - General Union, Basse Danse, <http://www.jamendo.com>
lords_hall_nord - Bernard Kahlen, Drunken Wild Boar, IGN Neverwinter2 Archives
neutral_infiltration - Malefill, Internet Archives, free use
retreat - Glorian, Knights of Honor - cut/Ambient sound Adorno
siege_neutral - Glorian, Knights of Honor/Ambient sound Rejenorst Media/Mount and Blade
Native/Fawzia/Adorno/Thief3_Wannabe orders voice
tavern_2_ambient - ambient sound Fawzia/Adorno/Rejenorst Media/Blackadder from free use
Internet
Archive
tavern_rhodok - Jon Sayles, Greensleeves/ambient sound Fawzia/Adorno/Rejenorst Media
tavern_nord - alisonny - Medieval Danse - music free use Internet Archive/ambient sound
Fawzia/Adorno/Rejenorst Media
tavern_vaegir - music free use Internet ARchive/ambient sound Fawzia/Adorno/Rejenorst
Media/Blackadder from free use Internet Archive
town_khergit - Glorian, Knights of Honor/ambient sound Fawzia/Adorno/Rejenorst Media/Azan,
Internet
Archives free use
town_nord - music free use Internet ARchive/ambient sound Fawzia/Adorno/Rejenorst Media
town_loop_ambient - ambient sound Fawzia/Adorno/Rejenorst Media
town_night - Celestial Aeon Project, Secret Garden
tournament - Celestial Aeon Project, Lords of the Sky/medieval horns free use Sounddogs/cheers
recorded

at Kentucky Derby

travel_rhodok - music free use Internet Archive/ambient sound Fawzia/Adorno

travel_swadian - Internet ARchive - Estampie/ambient sound Adorno & Fawzia

travel_neutral - Jon Sayles, Patapan/ambient sound Fawzia/Adorno

travel_neutral_2 - B Kahlen AKA Bahlgren, Neverwinter2 Vaults/ambient sound Fawzia/Adorno

travel_neutral_3 - rObzOr - Moondance - <http://www.newgrounds.com>Istre b'Estorr

travel_neutral_ambient - ambient sound Fawzia/Adorno

travel_vaegir - music Brobdingnagian Bards, Boolavogue Cut 2, ambient sound Fawzia

victorious_evil - Justin R. Durban, Egden Productions, demo

victorious_neutral_1 - Justin R. Durban, Egden Productions, demo

victorious_neutral_2 - Victory Fanfare by Christopher J Escalante, IGN Neverwinter2 Vaults

victorious_neutral_3 - Glorian, Knights of Honor - cut

victorious_vaegir- Glorian, Knights of Honor - cut

victorious_vaegir_2 - Glorian, Knights of Honor - cut

village_rhodok - Ghaz, Neverwinter2 Vaults, Cimmerian Tavern/ambient sound Adorno & Fawzia

village_rhodok_ambient - ambient sound Adorno & Fawzia

village_nord - music free use Internet Archive/ambient sound Adorno & Fawzia

village_nord_ambient - ambient sound Adorno & Fawzia

village_vaegir - Moon Dance, rObzOr - <http://www.newgrounds.com>Istre b'Estorr/ambient sound Adorno &

Fawzia

village_vaegir_ambient - ambient sound Adorno & Fawzia

village_swadian - music free use Internet Archive/ambient sound Adorno & Fawzia

village_swadian_ambient - ambient sound Adorno & Fawzia

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Best,

Saxondragon