

# MIGHT AND MAGIC - FACTIONS

## HAVEN



*"For Honor, Order and Duty"*

**Aka:** The Knights of the Light

**In a nutshell:** A feudal Holy Empire, protected by medieval knights and monks with access to "Light" Magic and "Angelic" elite troops.

**Inspiration:** Medieval Western Europe (for the general atmosphere and design), Imperial Rome (for the military organization and "Pax Romana" concept), Knights Templar (for the sense of religious mission), Victorian England (for the puritanical nature and strict class division).

**Associated colours:** azure blue, white and gold.

**Symbols:** the "solar cross", the sun, the falcon, the sword.

**Worship:** Elrath, the Dragon of Light, and its first servants - the Angels

**Core philosophy:** "Law & Order" rather than "Good & Mercy"

**Country / kingdom:** The Holy Empire

**Capital city:** Falcon's Reach

### Social organization:

The Holy Empire is a feudal theocracy. In theory the Emperor has absolute rule, but in reality the countryside is chopped up into six Duchies, dozens of baronies, at least nine so-called 'independent states', and so forth, so that much of the Emperor's time is spent juggling his various nobles. Frequently at least one of these regions is in some sort of revolt, though these are rarely serious or bloody.

The origins of the theocratic state are complex, but much is due to the presence of the Angels, the chosen children of Elrath. Though they were decimated in ancient wars, their energy and charisma convinced the humans living in their domains to turn from the worship of Ylath, the Dragon of Air, to embrace the cult of Elrath. They are seldom seen in the Holy Empire, but they have had a great impact on its history and culture.

**Architecture:** Imperial public architecture is heavy and ornate, in the flamboyant gothic style. Every inch is covered in sculpture, statues, and friezes.

The average Haven city is surrounded by a high, thick wall with crenulations, watchtowers, siege engine emplacements and more



**Magic:** Haven solely relies on Light, the "holy" magic of Elrath and his ideals of Truth, Justice, and Purity.

### Haven Strategy: "Stand your ground"

Haven troops are excellent defensive fighters as well, and are legendary for getting their enemies to fight on ground of their choosing.

Haven generals should focus on winning in the long run by resisting the opponent's assault and outhealing his damage output.

Haven hero and creature abilities combine to Weaken, absorb and redirect the enemy attacks, to heal its damage, and to retaliate to his assaults.

- **Strengths:** Mass buffs and healing abilities, temporary total immunity (racial ability), most resilient units, very high morale, high retaliation damage.
- **Weaknesses:** Limited ranged offense, low damage output.
- **Racial ability: Guardian Angel** – a friendly stack becomes impervious to damage and ill-effects.

Haven's best weapons are healing and defense, so the offensive focus has to be on the opposite damage dealers, in order to reach the point when the enemy can be "outhealed".



Enemy creatures able to disable or strike hard at the Haven support units should also be considered a priority.

### Emblematic Haven Hero: The Paladin (Might Hero)

Knights of the Empire whose faith in Elrath rivals that of the Priests of the Light. In exchange for their devotion, they can infuse their battle-oriented abilities with "Miracles" duplicating the powers conferred by the Light Magic sphere.

