

myth

The Callieach



Player units and abilities



Avatara

The most powerful of the Callieach that makes use of inventory to select a variety of spells and attacks. Mana or Ammo is required to use this unit's ability's, mana automatically regenerate over time.

- *Inventory "0"*
Lighting strike, primary attack with light damage with a slight AOE damage
Shockwav, special ability with moderate AOE damage and also causes confusion.
- *Inventory "1"*
Electro seekers, primary attack with moderate damage to a single target with AOE.
Plasma shield, special ability creates a shield that deflects any projectile or enemy.
- *Inventory "2"*
Fireball, primary attack with high fire damage, AOE and stuns for short duration.
Reign of chaos, special ability summoning a fire ball shower with high AOE damage, sets land on fire.
- *Inventory "3"*
Fire Twist, primary attack with light fire damage that stuns a single target as long as you cast it.
Thunder strike, special ability requires a single target but does high damage with AOE.
- *Inventory "4"*
Dream dispersal POP, primary attack that uses AMMO.
Aura of immortality, special ability that regenerates targets health over time, uses AMMO.



Imperial warrior

They are dual bladed Callieach melee warriors.

They can charge their targets and they are very effective in groups



Druid

They are masters in nature powers and make use of inventory to select a variety of spells and attacks
Mana or Ammo is required to use this unit's ability's, mana automatically regenerate over time

- *Inventory "0"*
Lighting strike, primary attack with light damage with a slight AOE damage.
Roots, special ability with a moderate AOE damage and also causes paralyze. Use AMMO
- *Inventory "1"*
Tornado, primary attack with moderate damage with AOE.
Crow Metamorphosis, special ability turning the druid into a swarm of crows.
- *Inventory "2"*
Earth geyser, primary attack with a rock explosion, high AOE damage..
Natures touch, special ability chain lighting with moderate damage.



Curai Mage

Ice and water elemental mage's that make use of inventory to select a variety of spells and attacks
Mana or Ammo is required to use this unit's ability's, mana automatically regenerate over time

- *Inventory "0"*
Ice Crystals, primary attack with long range doing light damage and no manna cost.
Healing, special ability healing. Use AMMO
- *Inventory "1"*
Water spirit, primary attack with high damage, very long range.
Fountain aura, special ability creating a aura that does AOE.
- *Inventory "2"*
Ice orbs, primary attack long range high AOE.
Crystal ice path, special ability casting a wall of ICE spikes.



Tellum Calliech

With sling shots a pocket bombs they are the artillery, they can also melee.
Tellum's make use of inventory.

- *Inventory "0"*
Sling shot, primary attack with light damage shooting pebbles
Pocket bombs, special ability tossing pocket bombs.
- *Inventory "1"*
Thunder Claw, lighting thunder claws for effective melee



Blizzard Bear

Ancient pets of the old Gods left behind and tamed by the Calliech.
These pets are tanks and can take a lot of damage.



Forest Giant

Guardians of the forest , powerful yet humble creatures.
They can toss big rocks at enemies that they rip out of the ground from far away.

Enemy units and abilities



Necromancer

The first and most powerful Necromancer, the creator of the un-life dream. He is partly Callieach and partly a Demon

Abilities

- **Shadow ripple**, long range attack with high damage
- **Soul devourer**, holding spell.
- **Stone touch**, close range attack turning target to stone
- **Vampirism**, draining a targets life and restoring the Necromancers.
- **Sanguineous**, blood knives that pears the targets heart.
- **Arcane orb**, long range attack
- **Summon Spiritus**, summons a Callieach spirit to fight for him.
- **Summon Addonexus** to fight for him
- **Balrog Metamorphosis** on death





Venomancer

Disciples of the Necromancer.

They cast a magical venomous sprout at target, paralyzing their victims.



Scorpions

The giant scorpions are loyal to the Venomancers alone; they are the source of their venom.



Spiders and Spider Queen

They are hunters for the Spider Queen, bound by her blood.



Phantom

They are neither the living nor the dead, shades of the warriors they use to be, serving the Necromancer.



Spiritus

Callieach spirits enslaved by the Necromancer.



Mortuum

The undead raised from the dead by the Necromancer.



Addonexus

Addonexus orbs absorbs the undead and when activated creates a beasty undead creature that can explode.



Rhinox

Territorial beasts allied to the Necromancer, they fear nothing and charge their opponents and over power them.



Dragons

Creatures of the old, nearly extinct they breath fire and feed of the ashes of their victims.

The Trow



Oghre

The slaves of the Trow, bound to the Trow by the heart of Nyx..
Oghre's use clubs, rocks and bare hands to build the Iron City's of the Trow.



Trow

The children of Nyx, They have Iron armor and massive hammers.



Undead Trow



Thor the Trow Lord

Credits

Units, Collections, effects and artwork

- Souly
- Carlinho's Crocodile
- Creation Games ambient life
- Vista ambient life
- Graydon for Models

Tags and story line

- Souly
- Pyro
- Graydon

Testers & Support

- Souly
- Pyro
- Revan
- Fury

Map & Script

- Graydon – Thundering sounds, colour map
- Souly - Sacred grounds, colour map
- Shi'anon – Souly and Scripted with the help of Fury
- Fury and modified by Souly - Izen Stone, colour map
- Bungie and modified by Souly - Last Stand, colour map
- **Maps Scripted by Revan and Dtext like a Boss!!!**

Special Thanks

- Doobs, for you and your udogs setup and the rest of the Magma team.
- Myrd for all the great work on Myth
- Melekor for the tool , OAK.... Its awesome!!!
- Bungie for the original tools and the game we all know and love. Thanks guys!!!