



ELEMENTAL

REFORGED



FULL RELEASE MEDIA GUIDE

For Creators & Reviewers

Stardock Entertainment / 4X Fantasy Turn-Based Strategy / PC (Steam)

Full Release: March 17, 2026

PRE-RELEASE / CONFIDENTIAL

AT A GLANCE

Game: Elemental: Reforged

Genre: 4X Fantasy Turn-Based Strategy

Developer: Stardock Entertainment

Platform: PC (Steam Exclusive)

Early Access: October 23, 2025

Full Release: March 17, 2026

Price: \$29.99 MSRP (\$24.99 during EA)

Languages: EN, ZH, FR, DE, IT, JA, KO, PL, PT, RU, ES

WHAT IS ELEMENTAL: REFORGED?

Elemental: Reforged is the complete realization of Stardock's most ambitious fantasy 4X, unifying three titles (**War of Magic**, **Fallen Enchantress**, and **Sorcerer King**) into the definitive experience originally envisioned in 2008. Built on modern 64-bit architecture with DirectX 11.

WHY THIS MATTERS

Three games unified into one definitive experience

Ahead of its time — introduced features now prevalent in the genre

Living fantasy sandbox — design your sovereign, create units, build your story

Dynasty system spanning generations with arranged marriages and bloodlines

Passionate community that asked Stardock to return to the franchise



KEY FEATURES

- **Custom Sovereign Creation:** Design your ruler from the ground up, race, abilities, spell proficiencies, and appearance
- **Living World:** Zoom in to see citizens working in bustling cities as your kingdom grows
- **World Transformation:** Terraform the land, raise mountains, heal corruption, call down meteor showers
- **Unit Design System:** Create and equip unique units with every change visually reflected
- **Quest System:** Story-driven quests that play out across a randomly generated world
- **Dynasty System:** Build a bloodline across generations

Three Games United

- **Fallen Enchantress:** strategic depth, smart AI, rich gameplay
- **Sorcerer King:** immersive crafting system
- **War of Magic:** dynasty-building, terraforming, innovative mechanics

Technical Innovation

- **Cloth map strategic zooming** (pioneered in genre)
- **In-game quests** in a 4X strategy game
- **Unit equipping** with visual changes
- **Leader creation** with deep customization
- **Built-in modding tools** for maps, quests, and more



THE STORY YOU NEED TO KNOW

The original *Elemental: War of Magic* (2010) featured Stardock's most ambitious game design. The goal was to create the ultimate fantasy strategy sandbox where players could fully realize their own fantasy worlds. Due to the limitations of 2010 technology, the 32-bit computers of the time buckled under the weight of the game's scope.

Stardock followed with *Elemental: Fallen Enchantress* (2012) and *Sorcerer King* (2014) to make good on the original vision.

Now with *Elemental: Reforged*, Stardock fully realizes their 16-year-old vision using a modern 64-bit engine that eliminates the struggles of the original and combines the best of all three *Elemental* releases.



MORE THAN A REMASTER

Restoring the Original Vision

Elemental: Reforged isn't simply taking three games and remastering them. **It restores features and content originally planned for War of Magic that had to be cut to fit within 32-bit memory constraints.**

When War of Magic launched in 2010, the 32-bit architecture severely limited what could be loaded into memory at once. Entire quest lines, monster types, world features, and gameplay systems were stripped out, not because they weren't ready, but because they literally wouldn't fit.

With a modern 64-bit engine, Reforged finally lifts those constraints and delivers the game as it was always meant to be, with substantially more content than any previous Elemental title.

RESTORED & EXPANDED

- **500+ quests & points of interest**
- **250+ monster types** (vs ~200 in War of Magic)
- **3 story-driven campaigns** (vs 1 in any previous title)
- **Reunified features.** Dynasties, Terraforming, Crafting, and the Essence System together for the first time
- **Steam Workshop support.** Built-in modding tools for the community

WHAT WAS CUT IN 2010

Royal Dynasties & Breeding

The full bloodline system with arranged marriages, trait inheritance, and generational progression

Terraforming

Raise mountains, heal corruption, reshape the landscape — all cut from the sequels

The Essence System

The original magical resource system that tied directly to world lore

Hundreds of Quests

Story-driven quest content that couldn't fit in 32-bit memory

Crafting System

Only partially realized in Sorcerer King, now fully integrated

WHAT'S NEW

How Elemental: Reforged compares to every previous Elemental title

	Reforged	War of Magic	Fallen Enchantress	Legendary Heroes	Sorcerer King
Architecture	64-bit	32-bit	32-bit	32-bit	32-bit
Multicore Optimization	✓				
Graphics Engine	DirectX 11	DirectX 9	DirectX 9	DirectX 9	DirectX 9
Languages	11	English	English	English	English
Quests / POIs	>500	~300	~100	~150	~300
Monster Types	>250	~200	~100	~125	~50
Story Campaigns	3	1	1	1	1
Tactical Battles	✓	✓	✓	✓	✓
Unit Designer	✓	✓	✓	✓	
Tech Tree	✓	✓	✓	✓	
Terraforming	✓	✓			
Essence System	✓	✓			
Royal Dynasties	✓	✓			
Champion Coupling	✓	✓			
Crafting System	✓				✓
Global Inventory	✓				✓
Map Editor	✓	✓	✓	✓	
Modding Studio	✓	✓	✓	✓	
Custom Civilizations	✓	✓	✓	✓	
Steam Workshop	✓				
High-Res Visuals	✓				



THE WORLD OF ELEMENTAL

The world of Elemental is one of constant change. First, a realm of **Dragons and the Elemental Lords**. Then came the **Age of the Magi**, a time of peace where Men wielded magic to build great kingdoms.

Then came the **Age of the Titans**, when entities of indescribable power appeared and dominated the Kingdoms of Men. They consolidated magic into solid form — **the Shards**. The benevolent **Elas'nir** fought the cruel **Dred'nir**, ending only in **the Cataclysm**.

From this wasteland: the **Kingdoms of Men** (Life magic) to the West, and the **Empires of the Fallen** (Death magic) to the East.

You command a **Sovereign** — a leader who channels power from the Elemental Shards to found a kingdom, wage war, and determine the fate of Elemental.

BEFORE & AFTER

Character models rebuilt from the ground up for Elemental: Reforged.

BEFORE

Elemental: War of Magic (2010)



AFTER

Elemental: Reforged (2026)



BEFORE & AFTER

Improved world visuals powered by modern 64-bit architecture and DirectX 11.

BEFORE

Elemental: War of Magic (2010)



AFTER

Elemental: Reforged (2026)



HOW TO PLAY

Choose a **Kingdom** or **Empire** and create your **Sovereign**. Select map size, difficulty, and up to **20 rival factions**.

Victory Conditions

Conquest

Destroy every rival faction

Master Quest

Enter the Pit of Lost Forces and defeat the Guardian

Diplomatic

Unite the world through friendship

Spell of Making

Cast the most powerful spell in existence



WHAT WOULD YOU LIKE TO RESEARCH?



CIVILIZATION



WARFARE



MAGIC



Leatherworking



Training



Weaponry



Drills

10



Blacksmithing

31



Archery

29



Mounted Warfare

23



DRILLS



UNLOCKS



Learning these drills will allow you to increase your maximum army size by 1. This knowledge is outlined in detail in Themisto's Manual of Infantry Tactics and Custom.

+1 Army Size

CANCEL

DONE



DESIGN
UNITS



RESEARCH



FOREIGN
RELATIONS



KINGDOM
REPORT



LEDGER

EARLY GAME

- Found a capital city on tiles with strong Food, Materials, and Essence
- Explore the map to find resources, and complete quests
- Research across Civilization, Warfare, and Magic trees
- Build improvements for growth, production, research, Gildar
- Engage in fights against monsters in their lairs across the map
- Craft powerful equipment from recipes found through exploration

MID GAME

- Choose a specialization for your cities, having them becoming a Conclave, Fort, or Town
- Recruit Champions with five trait paths: Assassin, Defender, Commander, Mage, or Warrior
- Design custom units with specific weapons, armor, and traits
- Claim Elemental Shards via shrines for mana income and spell power
- Manage both diplomacy and economy - Balance alliances, tax rates, and civil unrest

UNIT DESIGN

DESIGN UNITS
RESEARCH
FOREIGN RELATIONS
KINGDOM REPORT
LEDGER

Weapons | Armor | Equipment | Other | **Traits**

ARMY

DEFENSIVE

AGGRESSIVE

CONSTITUTION

Male | Female

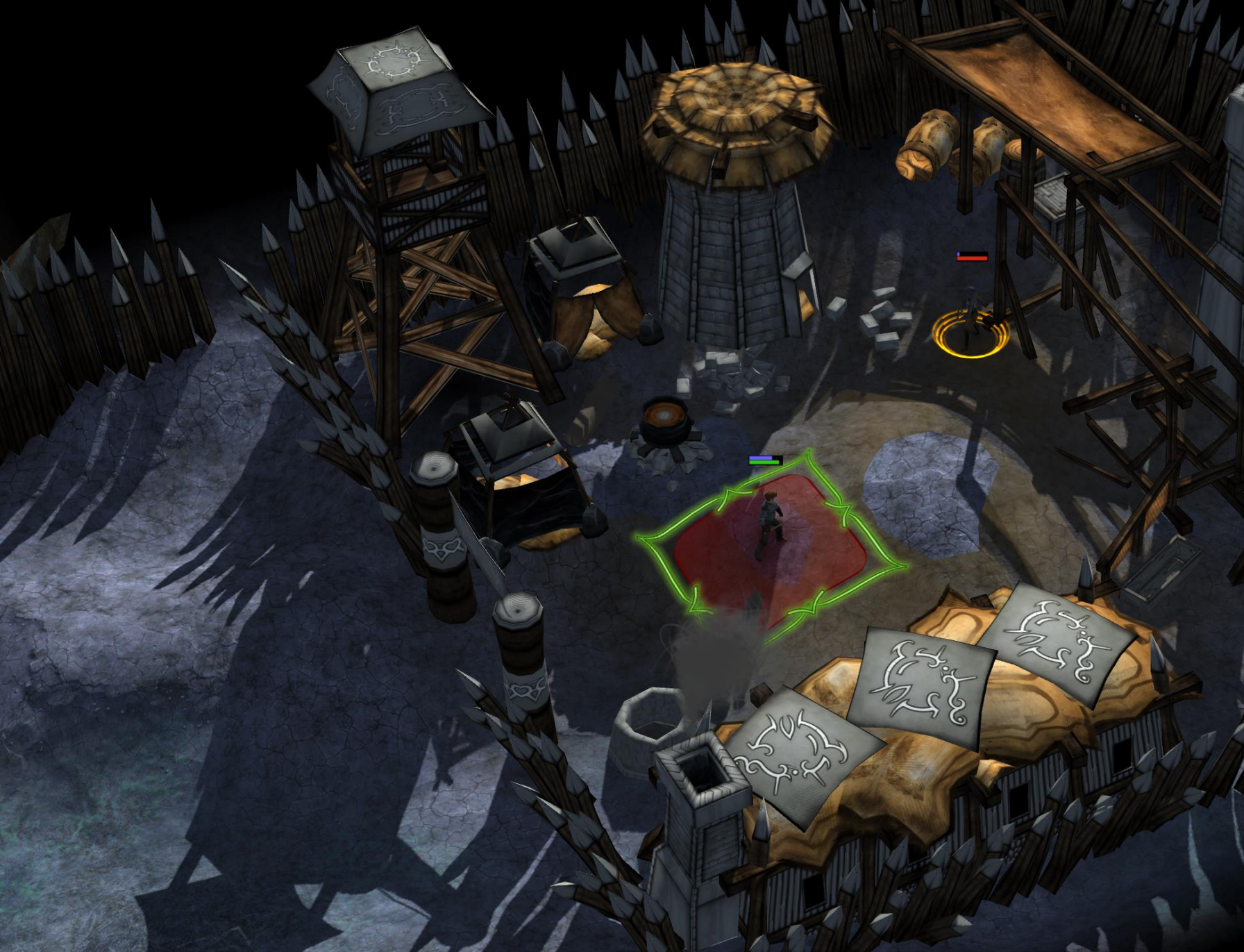
STATS

3	4	0	11
20	61	0	1
71	0	0	0
0	0	0.3	

Total Cost 40

+3 Hit Points

CANCEL CLEAR SAVE



LATE GAME

- Enter Wildlands: ancient sealed regions with the most dangerous monsters and best rewards
- Take part in tactical battles, where positioning, initiative, stamina, and spell timing matter
- Conquer opposing factions in full-scale wars with custom-designed armies and crafted enchantments

HOW TO GET ACCESS:

Reach out to the appropriate contact below and we'll provide:

- A Steam key for the full game
- A downloadable press kit with trailer, screenshots, and logos
- Talking points for your coverage

FOR CONTENT CREATORS

Paul Sienkiewicz

psienkiewicz@stardock.com

Review keys, creator partnerships, sponsorship, asset requests

FOR PRESS & MEDIA

Colin Regan

colin@zebrapartners.net

Press inquiries, interviews, fact-checking, announcements

DEVELOPER INTERVIEWS

Brad Wardell

Coordinated through [Colin Regan](#)

CEO of Stardock. Documentaries, podcast appearances

COMMUNITY MANAGEMENT

Hamayel Ali

hali@stardock.com

Community questions, Discord events, player feedback

Thank you for your interest in Elemental: Reforged.

We are excited to partner with media who share our passion for deep strategy games and believe in gaming's greatest redemption story. Together, let's show the world what 16 years of perseverance can achieve.