

DOMINIONS II ADDENDA v1.1

by Liga

(Last update 2004-09-14)

I've tried to improve the printed manual with some tips and information that I have found on the web. New chapters and paragraphs not included in the original manual are in [blue](#). Chapters/paragraphs that I have changed (the name and/or the number) are in [red](#).

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1. Game Basics

1.1 Pretenders

Immobile pretenders other than the Sphinx are still able to use Teleportation

[Norfleet]

Other immobile pretenders may cast Teleport. Other direct transportation spells (like Cloud Trapeze) or items (like Flying Carpet) do not work on immobile pretenders. Returning does work however.

[Sunray Be]

1.2 Nation

1.3 Provinces

There are different types of terrains:

Mountain – Good for resources and magic sites, bad for money

Forest – Same as mountain, but less so

Farmlands – Good for money, bad for resources and sites

Swamp – Just plain bad

Waste – Good for magic sites, bad for money

Sea – Good for underwater nations

Freshwater (meaning a land province holding a lake or river) – Good for income, but can flood

Plain – Standard

Another important thing is that movement is more difficult in certain terrains and is modified by Survival in certain terrain (certain Survivals negate movement penalties in their specified terrain).

[Zen]

1.4 Commanders

It is possible to rename a commander just by typing 'R' from the commander stats window as long as the rename allowed option is set for that game at the time of game creation.

[Liga]

1.5 Movement

1.6 Battles

1.7 Magic

1.8 Religious Dominance

1.9 Winning

1.10 Losing

1.11 Turn Sequence

1.12 Time Scale

A turn is one month.

[Johan Osterman]

1.13 Rounding

All rounding is in the player's favor

[Gateway103]

1.14 Open-Ended

This is used for all Dominions die rolls. The rolls are mostly 2d6 (2 six-sided dice), sometimes called 2d6* because they are open-ended. The die used is a normal die with 6 sides, labeled 1 through 6. It is worth the face value if you roll a 1 through 5, but if you roll a 6, it is worth 6 plus the value of the next roll. However, all additional rolls are 6-sided dice labeled 0-5. Fives can be chained forever, but high rolls become inverse-exponentially rarer. So a single die can roll 1,2,3,4,5,6,7,8 ... etc. While 1-5 are each rolled 1/6 of the time, 6-10 are rolled 1/36 of the time, and so forth.

[Zen]

2. Setup Game

2.0 Nations and Themes

The first thing you have to do is choose a Nation (and, eventually, a Theme)

[Liga]

2.0.1 Nations

There are actually 17 nations in the game (2.12): 15 land and 2 sea nations.

Apart from Ermor's Ashen Empire and Soul Gate themes, for every other nation/theme the starting site gem income is independent from the world richness setting.

[Boron]

The gems of Pangaea Carrion Woods also depend on richness.

[Sunray Be]

2.0.1.1 Abysia

Abysians are lava-born humanoids that radiate heat. Abysians mainly use heavy infantry. They have skilled Fire and Blood mages and their priests can perform blood sacrifices. Abysians dislike cold provinces. They prefer Heat +3.

[in-game description]

Race: Radiates heat, Fire Resistance, Wasteland Survival, prefers **heat scale +3** (starting spell: Flares)
Provincial Defense: Humanbred (Spear) / Warlord, then Abysian Inf with battleaxe / Warlord
Magic: Astral 2, Blood 3, Fire 3, Random 1
Priests: Level 4, Sacred troops: Lava Warrior, Anathemant Salamander, Anathemant Dragon, Demonbred
Initial site (The Smouldercone): +5 Fire Gems, recruit Warlock Apprentice, Warlock, Demonbred, Lava Warrior.
Increases heat.
Starting army: 1 Slayer, 1 Warlord: 6 Abysian Infantries with Battleaxes and 6 Abysian Infantries with Flails (all prot 15)

[Sunray]

2.0.1.2 Arcoscephale

An ancient human kingdom led by Astrologers, Arcoscephale mainly uses heavy infantry, Chariots, and War Elephants. The Astrologers are powerful Astral mages. Mystics skilled in Astral and elemental magic give Arcoscephale great magical versatility. The priestesses of Arcoscephale can heal wounded soldiers.

Heavy spear armed infantry, elephants, Chariots
Astral, Elements, Nature
Average priest can heal
Scry (accurate and automatic military reports inside dominion)

[in-game description]

Race: Humans. No special advantages (starting spell: Astral Window)
Provincial Defense: 1 Cardaces + 1 Slinger (Hoplite Commander) / Light Cavalry (Mounted Commander)
Magic: Astral 3, Nature 1, random 3 (elemental), lab cost 100
Priests: level 3, Healing, Scrying within dominion, sacred troops: Heart Companions
Initial site (Tower of a Thousand Stars): +4 Astral pearls, +1 Nature gems, recruit Astrologer, recruit Heart Companion
Starting army: 1x Mounted Commander + 12x Cardaces +12x Peltasts, 1x Scout

[Sunray]

2.0.1.3 Atlantis

Atlantis is an underwater nation of amphibious beings. They do not use missile troops. They have powerful Water mages and powerful priests.

Spearmen, Shamblers, War Lobsters, no missile weapons
Water, Astral
Powerful Priest

[in-game description]

Race: Underwater (income of sea provinces is not affected by cold/heat scales) (starting spell: Friendly Currents)
Provincial Defense: Atlantian Spearmen (Initiate of the Deep) / Shambler, Reef Warrior (Initiate of the Deep)
Magic: Water 3, Astral 2, random 2
Priests: level 4, sacred troops: Mother Guards
Initial site (The Coral Towers): +5 Water gems, recruit Mother Guard, Initiate of the Deep & Deep Seer
Starting army: 1x Consort + 10x AtlSpear1 + 10x AtlSpear2 + 5x Reef Warrior, 1x Scout)

[Sunray]

2.0.1.4 C'tis

C'tis is an ancient kingdom of lizardmen. They do not use cavalry or archers, but use Poison Slingers instead. C'tis has powerful Death mages and powerful Lizard King priests. The lizards dislike cold provinces.

Infantry, Slave Warriors, Sacred Serpents
Death, Nature, Astral
Powerful Priest

[in-game description]

Race: Lizardmen. Thick hides, cold-blood, prefers **heat scale +1** (starting spell: Terror)
Provincial Defense: 2x Militia (Commander of C'tis) / Slave Warrior (Taskmaster)
Magic: Death 3, Nature 1, Astral 1, random 1
Priests: level 4, standard-bearing sacred Serpents
Initial sites (The Temple Marsh, Empoisoner's Guild): +3 Death & +2 Nature gems, recruit Swamp Guard, Serpent Dancer, Poison Slinger, Empoisoner
Starting army: 1x CmdrCtis + 10x CityGuard + 15x LtInf, NO scout

[Sunray]

2.0.1.5 Caelum

Caelum is a magocracy of slender, winged beings living on the coldest mountain tops. They are skilled archers and train war Mammoths. The heavy infantry of Caelum use arms and armors of magical ice. Caelian Seraphs are powerful mages of wind and frost. They are cold resistant and dislike warm lands.

Flying units, skilled archers, Mammoths
Air, Water
Average Priest

[in-game description]

Race: flying, cold resistant, prefers **cold scale +3** (starting spell: Wind Guide) – Ice armor
Provincial Defense: Spire Horn Warrior (Seraphine) / Caelian Archer (none)
Magic: Air 3, Water 2, random 1
Priests: level 3, sacred troops: Temple Guard
Initial sites (The Citadel of Frozen Crystal, Ravens Vale): +3 Air & +2 Water gems, recruit Wingless and Temple Guard
Starting army: 1x Storm General + 15x Caelian Archers + 10x Spire Horns, 1x Scout

[Sunray]

2.0.1.6 Earmor

Earmor was a human empire that was corrupted and fell into darkness. Now Earmor is a land where the dead and the living walk side-by-side. Earmor uses Legionnaires and undead. Their Thaumaturgs are skilled mages of Death and Astral magic. They are also unholy priests able to reanimate the dead.

Human Legionnaires, and undead hordes of lesser quality.
Astral, Death, summoning spells
Priest can reanimate the dead

[in-game description]

Race: Men and Undead (starting spell: Body Ethereal)
Provincial Defense: Velite (Centurion) / Alae Legionaire (Centurion)
Magic: Astral 2, Death 2, Random 1

Priests: level 3 Unholy, sacred troops: Shadow Vestal

Initial sites (Temple of the Dead, Temple of the Spheres): +4 Death Gems, +1 Astral Gems – 1 Death Mage and 1 or Astral Mage can enter sites to summon 1 Shadow Vestal each, recruit Grand Thaumaturg

Starting army: x10 Velite, x10 Hastatus, 1 Standard, Centurion

[Sunray]

2.0.1.7 Jotunheim

Jotunheim is the home of the giants of the north. Jotuns are immune to the cold and dislike hot lands. Their Vaetti allies use Wolf Riders, but no heavy cavalry or bows are used. Their mages are versatile and powerful sorcerers.

Giant infantry, Vaettir, and Wolf Riders

Death, Astral, Water, Blood, Nature

Average Priests

[in-game description]

Race: cold resistant, giants need triple supplies, prefers **cold scale +2** (starting spells: Curse + Reanimation)

Provincial Defense: 1 Jotun Militia (Jotun Herse) / 0,5 Hurlers (Jotun Jarl) Magic: all sorcery paths, Water 2

Priests: level 3, sacred troops: Woodsman and Herse

Initial site (Iron Woods): +1 Astra pearls & +2 Death & +2 Nature gems, recruit Gygja and Woodsmen

Starting army: 1x Jotun Herse + 8x Jotun Axemen, 1x Jotun Scout

[Sunray]

2.0.1.8 Machaka

A human kingdom ruled by priests. Machaka use great spider mounts and have both light infantry and heavy Hoplites. Witch Doctors and black Sorcerers give Machaka a wide range of magic skills. Machakans dislike cold lands.

Heavy infantry, light infantry, Spider Riders, Assassins

Death, Fire, Nature, Earth

Average Priests

[in-game description]

Race: Humans, prefer **heat +2** (starting spell: Seven Year Fever, Blind)

Provincial Defense: Militia x2 (+ Machaka Chief) / Militia x3 (+ Witch Doctor) Magic: Fire 2, Earth 2, Death 1 Nature 2, random 1

Priests: level 3, sacred troops: Black Hunters

Initial sites (God Forest, God Mountain): +1 Fire gems, +2 Nature, & +2 Earth gems, recruit Hunter Lord, Black

Hunter, Bane Spider, Spider Warrior, Sorceress, & Black Sorcerer

Starting army: 1x Machaka Chief + 15x Machaka Warrior + 10x Machaka Archer, 1x Eye of the Lord + 10x Machaka Warrior

[Sunray]

2.0.1.9 Man

Man is a feudal kingdom of humans. They use Knights and skilled Longbowmen. They have powerful mages of Nature and Air, but their priests are weak. They have powerful special troops of Avalon.

Infantry, Longbowmen, Knights, special troops of Avalon

Nature, Air, Spell Songs

Weak Priests

[in-game description]

Race: No special advantages (starting spell: Sleep)

Provincial Defense: Militia + Slinger (Castellan) / Militia (Monk)

Magic: Nature 3, Air 2, random 1, Spell Songs
Priests: level 2, sacred troops: Wardens, temple cost=100
Initial sites (Forest of Avalon, Tower of Avalon): +2 Air & +3 Nature gems, recruit Lord Warden, Warden/Avalon, Knight/Avalon, Daughter/Avalon, Mother/Avalon, Crone/Avalon
Starting army: 1x Castellan + 10x Axe + 5x Spear1 + 5x Longbow, 1x Forester

[Sunray]

2.0.1.10 Marignon

Marignon is a human kingdom based on religious zeal. Holy knights and Inquisitors ride out to purge the world of enemy faiths. Marignon has powerful Fire mages and powerful priests.

Heavy infantry, crossbows, knights
Fire, Astral
Powerful Priests, Inquisitors

[in-game description]

Race: Humans, no special advantages (starting spell: Holy Pyre) – Initial site kills undead
Provincial Defense: Pikeneer (Friar) / Crossbowman (Friar)
Magic: Fire 3, Astral 2, random 1
Priests: level 4, combined with mages, sacred troops: Knights of the Chalice and Flagellants
Initial site (The House of Fiery Justice): +4 Fire gems & +1 Astral pearl, recruit Knights of the Chalice and Grand Master
Starting army: 1x Friar + 10x Pikeneer + 10x Crossbowman, 1x Spy

[Sunray]

2.0.1.11 Mictlan

Mictlan is an old kingdom ruled by priest kings. Their God hungers and must be sated with blood sacrifices. Mictlan has powerful Blood mages and priests, but their infantry uses archaic weapons.

Light infantry with slings and javelins, tribal kings can levy slaves
Blood, Fire, Astral, Nature, Water
Powerful priests, can perform blood sacrifices
Dominion does not spread unless blood is sacrificed

[in-game description]

Race: human, prefers **heat scale +1** (starting spell: Bind Fiend, Bind Spine Devil)
Provincial Defense: 1 Warrior, 1 Slave (Tribal King) / 1 Warrior, 1 Slave (Mictlan Priest)
Magic: Blood 3, Fire 2, Water 2, Nature 2, Astral 2, no random pick
Priests: level 3, sacred troops: warriors, dominion does not spread unless blood is sacrificed
Initial sites (Temple of the Land/Rain/Moon, High Temple of the Sun): +1 Fire, +1 Water, +1 Astral, +1 Nature gems & +3 Bl. Slaves, recruit Eagle/Sun warrior, Priest King, Rain Pr., Moon Pr., High Pr. Of the Sun
Starting army : 1 Tribal King + 1 Mictlan Priest + 15x Warrior-1 + 15x Warrior-2

[Sunray]

2.0.1.12 Pangea

Pangaea is a woodland realm of wild halfmen. Pangaea has stealthy Satyrs, flying Harpies, strong Centaurs, and raging Minotaur warriors. The Panii are powerful mages of Nature and Earth and are able to lure women into the wild.

Satyr infantry, Minotaur infantry, Centaur cataphracts and archers
Nature, Earth, Spell Songs
Average Priests

[in-game description]

Race: Forest beings, stealthy troops, troops may heal battle afflictions (starting spell: Panic, Spell Songs)
Provincial Defense: 2x Satyr + 1x Harpy (Centaur Commander) / 1 Satyr (War Minotaur)
Magic: Nature 3, Blood 2, Earth 2, random 1
Priests: level 2, sacred troops: White Centaurs, temple cost=100
Initial sites (The Grove of Gaia, Hidden Grove): +5 Nature gems, recruit White Centaur and Pandemoniac (starting army: 1x Hierophant Centaur + 20x Satyr2 + 5x Satyr Hoplite, 1x Black Harpy)

[Sunray]

2.0.1.13 Pythium

Pythium is a splinter empire that broke free from Ermor when it fell. Pythium uses Legionnaires, but also has Serpent Cataphracts and Hydras. The Theurgis of Pythium are powerful priests and Astral mages. Pythium uses Theurgical communion to empower their mages in battles.

Legionnaires, Serpent Cataphracts, Gladiators, Hydras
Astral, Air, Water
Powerful Priests

[in-game description]

Race: human (starting spell: Communion Master/Slave)
Provincial Defense: 2x Militia + Slinger (Centurion) / Velite (Centurion)
Magic: Astral 3, Air 2, Water 1, random 1, Communicants automatically used as Communion Slave
Priests: level 4, sacred troops: Battle Vestals
Initial sites (Cathedral of the Spheres, Swamp of Pythia): +5 Astral pearls & +2 Air & +1 Water gems, recruit Arch Theurg, Battle Vestal, Hydra, Hydra Hatchling & Hydra Tamer
Starting army: 1x Centurion + 10x Velites + 10x Hastatus +1x Standard, 1x Scout

[Sunray]

2.0.1.14 R'lyeh

R'lyeh is an underwater nation. An ancient race of mentally-superior beings from a fallen star has enslaved a colony of Atlantians. R'lyeh has Atlantian Slave Troopers, strange Hybrids, and Illithids using Mind Blasts. The Starspawn of R'lyeh are powerful Astral mages.

Atlantian slaves, Hybrids, Illithids
Astral, Water
Average Priests
can summon Void Beasts

[in-game description]

Race: Underwater (income of sea provinces is not affected by cold/heat scales) (starting spell: Mind Burn)
Provincial Defense: Slave Trooper + Lobo Guard (Illithid Lord) / Slave Guardian (Illithid Lord)
Magic: Astral 3, Water 1, random 2
Priests: level 3, can summon sacred void monsters
Initial site (The Sunken City, The Void Gate): +2 Water gems & +3 Astral pearls
Starting army: 1x IllithidLord + 25x Slave Trooper, 1x Scout

[Sunray]

2.0.1.15 T'ien Ch'i

T'ien Ch'i is a bureaucratic empire. Versatile mages of the Way, Celestial Masters and religious ministers serve the Emperor. The cavalry of the Empire is well known, and sacred celestial beings form the elite core of the armies.

Cavalry, heavy infantry, archers, crossbows
Water, Astral, Air, Fire, Summon Celestial Beings

Average Priests

Conscription (defense increases in provinces with order)

[in-game description]

Race: Human, Conscription (starting spells: Flight, Celestial Soldiers, Celestial Servant)

Provincial Defense: Footman (glaive), Eunuch / Footman (pike), Archer, General

Magic: 2 Water, 1 Astral, 1 Fire, 1 Air + 1 random pick

Priests: level 3, no sacred troops

Initial sites (Heavenly Gate, Celestial City): +2 Air, 2 Astral & +1 Earth gems, recruit Celestial Master, Red Guard, Prince General

Starting army: 1x Eunuch + 8 Footmen w. pike, 12x Archers, 5 Horsemen, 1x Scout

[Sunray]

2.0.1.16 Ulm

Ulm is a human kingdom famous for its steel. They use heavy infantry and heavy knights. Even their crossbowmen use heavy armor. Their smiths, Earth mages of limited skills, are able to forge magic items at reduced cost. The priests of Ulm are weak.

Heavy infantry, crossbows, knights, superior armor

Earth, Fire, superior magic item forging, not affected by Drain scale

Weak Priests

[in-game description]

Race: Stocky Humans, production bonus in all castles (starting spell: Legions of Steel)

Provincial Defense: Crossbowman (Priest) / Infantry of Ulm -3 (Commander of Ulm)

Magic: Earth 2, Fire 1, superior magic item forging, Master Smiths' research not affected by drain scale

Priests: level 2, no sacred troops

Initial sites (The Keep of Ulm, The Forges of Ulm): +5 Earth gems, recruit Lord Guardian & Guardian

Starting army: 1x CmdrUlm + 7x HvyInf3 + 7x HvyInf4, 1x Spy

[Sunray]

2.0.1.17 Vanheim

Vanheim is a human nation ruled by Vanir, ancient enemies of the Jotuns. Vanir can sail across oceans and can hide themselves with illusions. They mostly use infantry, but utilize many unique troops including flying Valkyries, human Berserkers and Skinshifters. Their Dwarven smiths are powerful Earth mages.

Heavy infantry, Skinshifters, Valkyries, Vanir

Earth, Air, Blood

Average Priests

can perform blood sacrifices

[in-game description]

Race: Ocean sailing, flying troops, illusions, prefers cold scale +1 (starting spell: Phantasmal Warrior)

Provincial Defense: Huskarl (Herse) / Hirdman (Vanherse)

Magic: Earth 3, Air 3, Blood 1, random 1

Priests: level 3, blood sacrifice, sacred troops: Valkyrie and Van

Initial site (The Halls of Andvare and Vanhalla): +2 Air & +3 Earth gems, recruit Dwarven Smith, Valkyrie, Vanadrott & Fay Boars (starting army: 1x Vanherse + 10x Huskarl1 + 10x Huskarl2 + 1x Fay Boar, 1x Scout)

[Sunray]

2.0.2 Themes

These are the themes available in the game. The ones that haven't the name of a specific race in parenthesis are available to all the races

2.0.2.1 Ashen Empire (Ermor)

Ashen Empire costs 50 design points and requires Death +2

Ermor did not survive the fall. The Empire is now a cursed land of ashes and darkness where nothing grows. The bones of long dead inhabitants reassemble to form legions of undead under the leadership of the cursed priests of the old Ermorian cult. Undead legions are now marching forth to re-conquer a world once theirs. This Dominion reanimates the dead without the aid of unholy priests. It also destroys the land, turning crops and forests into ashes. Population and Supplies are reduced.

[in-game description]

Race: Undead (starting spell: Raise Skeletons, Revive Lictor, Revive Censor, Revive Acolyte, Revive Bishop, Revive Arch Bishop, Revive Wailing Lady, Revive Spectator, Revive Dusk Elder)
Provincial Defense: Souless (Ghoul) / Longdead (Mound King)
Magic: Death = 3, Random =1
Priests: level 4 Unholy, sacred troops: Knights of the Sepulchre
Initial sites (The Unholy Sepulchre): +10 Death Gem (starting army: x1 Censor, x10 Longdead Velite, x10 Longdead Legionnaire)

[Sunray]

Starting site unholy sepulchre produces 5 gems on poor world / 10 on normal world and 20 on rich world .

[Boron]

2.0.2.2 Barbarian Kings (T'ien Ch'i)

Barbarian Kings cost 0 design points and requires Turmoil +2

The Celestial Empire is crumbling. Constant invasions from the barbaric Khans have all but destroyed the bureaucracy. The Imperial family has been replaced by barbarian kings. The Imperial guard is no more, and the cavalry of old has been replaced by skilled barbarian horsemen. Ancestral worship is popular once again, and the Masters of the Dead are replacing the priests of the bureaucracy.

[in-game description]

Race: Human, Conscription (starting spells: Flight, Celestial Soldiers, Spirit Mastery)
Provincial Defense: Footman (glaive), Eunuch / Footman (pike), Archer, General
Magic: 2 Water, 1 Astral, 1 Fire, 1 Air, 1 Death + 1 random pick
Priests: level 3, no sacred troops

Initial sites (Heavenly Gate, Celestial City): +2 Air, 2 Astral & +1 Death gems, recruit Celestial Master, Khan (starting army: 1x Khan + 8 Footmen w. pike, 8x Archers, 10 Barb. Horsemen)

[Sunray]

2.0.2.3 Black Forest (Ulm)

Black Forest costs 0 design points and requires Death +1, Misfortune +1 and Magic +1

After years of infighting the iron kingdom crumbled. During the Night of the Treason a great Malediction was placed upon the kingdom. The forests became dark and hostile. Wolves and creatures even worse stalked the land. Slowly the kingdom recovered, but it was not what it once was. The knightly order was destroyed and the smiths had disappeared. The secrets of Black Steel were forgotten. Magery is still not accepted, but fortune tellers and mages of the Order of the Illuminated Ones secretly ply their trade.

[in-game description]

Race: Stocky Humans, production bonus in all castles (starting spell: Sanguine Heritage)
Provincial Defense: Infantry of Ulm (Priest) / Halberdiers (Commander of Ulm)
Magic: Astral 2, Blood 1, random (sorcery) = 1
Priests: level 2, no sacred troops
Initial sites (The Ruined Keep): +1 Nature, +1 Astral & + 3 Death gems, recruit Wolfherd, Fortune Teller, Ghoul
Guardian (starting army: 1x CmdrUlm + 16x Pikeneer, 1x Wolfherd)
[Sunray]

2.0.2.4 Blood of Humans (Abysia)

Blood of Human cost 0 design points

(Abysia Blood of Human Theme cannot take Heat 3 scale, and cannot take positive magic at all. [Cohen])

When the Warlocks begun their horrible breeding experiments, they unknowingly spelled the doom of Abysia. But it was not the Demonbreds that posed a threat; it was the Humanbreds, multiplying and swarming the kingdom like vermin. Now the heat of the Smouldercone is faltering with the declining number of pure Abysians, and magic is seeping from the land. Other sources of magic are needed and the blood cult of ancient times is renewed. Pure-blooded Abysians, now rare, serve as priests and sacred warriors.

Race: Fire Resistance, Wasteland Survival (starting spell: Flares)
Provincial Defense: Abysian Light Infantries / Warlord
Magic: Astral 2, Blood 3, Fire 3, Random 1
Priests: Level 4, sacred troops: Guardian of the Pyre, Newt, Anathemant Salamander, Anathemant Dragon
Initial sites (Temple of the Everburning Pyre, Temple Sanguine, The Smouldercone): +4 Fire Gems, recruit Anathemant Salamander, Anathemant Dragon, Slayer, Guardian of the Pyre, Warlock Apprentice, Warlock and Sanguine Anathemant. Increases heat.

Starting army: 1 Slayer, 1 Abysian Commander:10 Abysian Light Infantries with Spears, 10 Abysian Light Infantries with Axes

[Sunray]

2.0.2.5 Carrion Woods (Pangaea)

Carrion woods costs 0 points and requires Growth +1 and Magic +1

The wild is not what it once was. Forests were decimated to make way for farmlands and fields, trees were uprooted and replaced with crops, and wild beasts were slaughtered, their pelts used to clothe wealthy men. This had to end. In furious rage, a group of Panii revolted and called upon greater powers to avenge the destruction of their lands. Their call was answered by a dark and vengeful God. Now carcasses reanimated by living plants haunt the forests. The Panic Apostates are unable to attract Maenads, but are able to summon unholy Carrion Lords.

[in-game description]

Race: Forest beings, stealthy troops, troops may heal battle afflictions (starting spell: Carrion Centaur/Lady/Lord + unholy special spells) + free manikins in dominion but pop loss (1% pop / each white candle)
Provincial Defense: 2x Satyr + 1x Harpy (Centaur Commander) / 1 Satyr (War Minotaur)
Magic: Nature 3, Death 2, random =0
Priests: holy 2, unholy 3, sacred troops: Black Centaurs, temple cost=100, unholy prophet
Initial sites (The Grove of Gaia): +7 Nature gems +1 Death gem (default setting), recruit Black Centaur (starting army: 1x Centaur Commander + 5x Satyr Hoplite + 10x Satyr2 + 10x Satyr3, 1x Black Harpy)
Free carrions, manikins and mandragoras, depending on dominion strength plus magic and growth scales

[Sunray]

2.0.2.6 Ceremonial Faith

Ceremonial Faith costs 25 design points and require Order +1

Any rightful religious ceremonies held within this Dominion will have their effect greatly increased. Preaching will thus be much more effective in increasing the Dominion of the Pretender God. All priests will have their priest skill increased by two for this purpose. (Example: a level 3 priest can preach a province up to dominion level 5, or 6 if a temple is present.) [Arryn]

[in-game description]

2.0.2.7 Conquerors of the Sea (Marignon)

Conqueror of the Sea costs 25 design points

With the recapturing of the Chalice the threat of heretics has diminished. Marignon is slowly turning its interests outwards. Recent developments in shipbuilding and navigation have allowed priests and nobles of Marignon to expand the influence of God to distant shores. To bring the true faith to the heathens has become more important than hunting heretics. Witch Hunters have been replaced by Navigators and Chartmakers and with the Chalice secured there is no longer need for the holy lances of the Chalice Knights.

[in-game description]

Race: Humans, no special advantages (starting spell: Holy Pyre) – Initial site destroys undead

Provincial Defense: Pikeneer (Friar) / Crossbowman (Friar)

Magic: Air 2, Astral 2, random 1

Priests: level 2, sacred troops: Flagellants

Initial site (The House of Justice & Naval Academy): +1 Fire gems +2 Air gems & +2 Astral pearl, recruit Admiral (starting army: 1x Friar + 10x Pikeneer + 10x Crossbowman, 1x Spy)

[Sunray]

2.0.2.8 Desert Sun

Desert Sun cost 50 design points and requires Heat +2

The heat of this Dominion is so powerful that it will spread into neighboring provinces. However, this extra heat may be countered to some extent by strong opposing Dominions and cold climate.

[in-game description]

2.0.2.9 Desert Tombs (C'tis)

Desert Tombs costs 150 design points and requires Heat +2 and Death +2

In ancient times, the high priests of C'tis mastered the craft of embalming to preserve the remains of their kings. Since the dawn of the kingdom, tombs have been constructed in the desert to contain the mummified kings and priests. With the coming of God, the Sauromancers have perfected dark rituals that awaken the kings of old to lead the stirring dead as the Lizard Kings lead the kingdom of the living. The Tomb Kings and Tomb Priests are unholy and able to reanimate the dead.

[in-game description]

Race: Lizardmen. Thick hides, cold-blood, prefers heat scale +1 (starting spell: Terror, Summon Grave Consort, Summon Tomb Priest, and Summon Tomb King)

Provincial Defense: 2x Militia (Commander of C'tis) / Slave Warrior (Taskmaster)

Magic: Death 3, Nature 1, Fire 1, random 1

Priests: level 4, standard-bearing sacred Serpents, + Unholy 4

Initial site (The Tombs, Empoisoners' Guild): +4 Death & +1 Fire gems, recruit Poison Slinger, Empoisoner, Keeper of the Tomb, Desert Ranger, Tomb Guard (starting army: 1x Tomb Priest, 1x CmdrCtis + 10x CityGuard + 15x LtInf, NO scout)

[Sunray]

Sauromancers are able to summon all of the national summons.

[Scott Hebert]

Tomb Wyrms are Sacred as well as Sacred Serpents.

[Zen]

2.0.2.10 Diabolic Faith (Marignon)

Diabolic Faith costs 0 design points and requires Turmoil +1 and Heat +1

When Ermor fell, the priests of Marignon attempted to avoid the influence of the dark forces through religious austerity, but the dead started to overcome the living, and Cults of Death infiltrated society. Finally, the Inquisitors despaired and sealed a pact with the only force stronger than Death, and enlisted the aid of devils. The heretics, along with numerous innocents, were slain in the bloodiest time in the history of the kingdom. Now devils play an integral part of the Marignon faith.

[in-game description]

Race: Humans, no special advantages (starting spell: Bind Harlequin) – Initial site does not kill undead

Provincial Defense: Pikeneer (Friar) / Crossbowman (Friar)

Magic: Fire 2, Blood 2, random 1

Priests: level 4, combined with mages, sacred troops: Knights of the Chalice

Initial site (The House of Fiery Justice): +4 Fire gems & +1 Astral pearl, recruit Knights of the Chalice (starting army: 1x Friar + 10x Pikeneer + 10x Crossbowman, 1x Spy)

[Sunray]

2.0.2.11 Fires of the Faith (Marignon)

Fires of the Faith costs 50 design points and requires Heat +1

All priests of the nation are enrolled in the Inquisition, and the Holy Office is present in every province of the kingdom. Every province has a constant preaching equivalent of a first level priest and increased power against enemy faiths.

[in-game description]

Race: Humans, no special advantages (starting spell: Holy Pyre) – Initial site destroys undead

Provincial Defense: Pikeneer (Friar) / Crossbowman (Friar)

Magic: Fire 3, Astral 2, random 1

Priests: level 4, combined with mages, sacred troops: Flagellants and Knights of the Chalice -- automatic level 1 free preaching in every province (x2 if enemy dominion)

Initial site (The House of Fiery Justice): +4 Fire gems & +1 Astral pearl, recruit Knights of the Chalice and Grand Master (starting army: 1x Friar + 10x Pikeneer + 10x Crossbowman, 1x Spy)

[Sunray]

2.0.2.12 Golden Era (Arcoscephale)

Golden Era costs 0 design points and requires Sloth +1

The Arcoscephalian kingdom is yet to be founded. Iron is not yet commonly used and hoplites have yet to see the dawn of day. Instead myrmidons and chariots compose the core of the armies. In these times slaves were commonly used and most free men had plenty of time to spend on fine arts and good living. Philosophers gather in the cities to discuss esoteric truths. At Mount Cephalos sacred pegasus riders are trained.

[in-game description]

Race: Humans. No special advantages (starting spell: Astral Window)
Provincial Defense: 1 Cardaces + 1 Slinger (Hoplite Commander) / Light Cavalry (Mounted Commander)
Magic: Astral 2, Nature 1, random 3 (elemental), lab cost=100
Priests: level 2, Healing, Scrying within dominion, sacred troops: Wind Riders
Initial site (Mount Cephalos, Lykeion, Akademia): +1 Astral pearl, +2 Earth gems, + 2 Air gems, recruit Icarid, Icarid Champ., Engineer, Wind Lord, Wind Rider, Philosopher, Sceptic (starting army: 1x Mounted Commander + 12x Cardaces +12x Peltasts, 1x Scout)

[Sunray]

2.0.2.13 Golem Cult

Golem Cult costs 50 design points and requires Productivity +1 and Magic +1

Golems and automatons are central in this religion. All Golems and other mindless constructs will receive an increased number of hit points when created inside a friendly Dominion.

[in-game description]

It raises the hit points of constructs by 10% per level of dominion.

[Sunray Be]

2.0.2.14 Heart of Winter

Heart of Winter costs 50 design points and requires Cold +2

The cold of this Dominion is so powerful that it will spread into neighboring provinces. However, this extra cold may be countered to some extent by strong opposing Dominions and hot climate.

[in-game description]

2.0.2.15 Hellheim (Vanheim)

Elemi costs 0 design points and requires Death +1

In ancient times, some Vanir hanged themselves to learn the secrets of death. They called themselves Hangadrotts, the 'hanged kings', and withdrew to Helhalla where the dead pass by on their way to Hel. The Valkyries who once led the dead to the Underworld now serve the Hangadrotts. In the dark hills surrounding Helhalla live the Svartalfs, sinister dwarves who fled from the advance of man.

[in-game description]

Race: Ocean sailing, flying troops, illusions, prefers cold scale +1 (starting spell: Phantasmal Warrior, Reanimation)
Provincial Defense: Huskarl (Herse) / Hirdman (Vanherse)
Magic: Earth 2, Air 2, Death 3, Blood 1, random 1
Priests: level 3, blood sacrifice, sacred troops: Valkyrie and Van
Initial site (Helhalla): +2 Air & +3 Death gems, recruit Valkyrie, Hangadrott & Svartald (starting army: 1x Vanherse + 10x Huskarl1 + 10x Huskarl2 + 1x Fay Boar, 1x Scout)

[Sunray]

2.0.2.16 Iron Faith (Ulm)

Iron Faith costs 0 design points and requires Order +1 and Drain +1

By faith in Iron shall Ulm survive. When Marignon formed their creed and installed the Inquisition, an order of Black Priests emerged in Ulm. They formed an Iron Cult and forbade the use of magic. Magic outside religion was announced to be sacrilegious, and even the master smiths were robbed of their status. A new Inquisition was installed and the Black Priests became Inquisitors. A new knightly order was formed to serve the Inquisition.

[in-game description]

Race: Stocky Humans, production bonus in all castles (starting spell: Legions of Steel)
Provincial Defense: Crossbowman (Priest) / Infantry of Ulm -3 (Commander of Ulm)
Magic: Earth 1, random =1, superior magic item forging
Priests: level 3, sacred troops: Templars, bonus when preaching
Initial sites (The Keep of Ulm, The Forges of Ulm, The Black Temple): +5 Earth gems, +40 resources, recruit Lord Guardian, Guardian & Black Templars (starting army: 1x Commander of Ulm + 7x HvyInf3 + 7x HvyInf4, 1x Spy)

[Sunray]

2.0.2.17 Iron Woods (Jotunheim default)

Iron Woods costs 0 design points

The default theme of Jotunheim. In the farthest reaches of Jotunheim lies an ancient wood of iron and ice. This is the home of the Gygjas, ancient Jotun hags. It is also the home of Angerboda, the oldest and most wicked of all Gygjas.

2.0.2.18 Last of the Tuatha (Man)

Last of the Tuatha cost 0 design points and require Fortune +1 and Magic +1

In the lands of Avalon once lived an ancient race of powerful fey beings known as Tuatha. Since the arrival of men, the Tuatha have retreated into strange, magical lands. A few of the Tuatha and their Sidhe descendants still live in mounds and hidden towers in the depths of Avalon. The Tuatha now rule a kingdom of Sidhe and men.

[in-game description]

Race: No special advantages (starting spell: Sleep)
Provincial Defense: Militia + Slinger (Castellan) / Militia (Monk)
Magic: Air 3, Nature 2, random 1, Spell Songs
Priests: level 3, sacred troops: Sidhe units, temple cost=100
Initial sites (Forest of Avalon, Avalon): +3 Air & +2 Nature gems, recruit Cu Sidhe, Daoine, Sidhe Cham./Lord/
Tuathas (starting army: 1x Castellan + 10x Axe + 5x Spear1 + 5x Longbow, 1x Forester)

[Sunray]

2.0.2.19 Miasma (C'tis)

Miasma costs 50 design points and requires Heat +2

With the coming of the new God, the swamps of C'tis have begun to spread. Dense rains and oppressive heat turn the land into unhealthy marshlands thick with the stench of rotting vegetation. In this land, the lizards prosper. Within provinces influenced by this Dominion, income is increased by 1 percent per level of Dominion, and the income of enemy provinces is reduced by 5 percent per level of Dominion. Unless cold blooded, soldiers inside the Dominion will suffer from disease.

[in-game description]

Race: Lizardmen. Thick hides, cold-blood, prefers heat scale +1 (starting spells: Decay, Terror & Summon Bog Beast)
Provincial Defense: 2x Militia (Commander of C'tis) / Slave Warrior (Taskmaster)

Magic: Death 2, Nature 2, Astral 1, random 1

Priests: level 4, standard-bearing sacred Serpents
Initial sites (The Temple Marsh, Empoisoners' Guild): +1 Water +2 Death & +2 Nature gems, recruit Poison Slinger, Empoisoner (starting army: 1x CmdrCtis + 10x CityGuard + 15x LtInf, NO scout)
(Miasma does not disease units with swamp survival)

[Sunray]

2.0.2.20 Midgard (Vanheim)

Midgard costs 0 design points

Since the coming of man, the Vanir have dwindled in numbers. At first, the Vanir were the undisputed rulers of Vanheim, but times have changed. The growing human population has taken over the lands of Midgard. Only a few Vanir survive, but their magic has not yet departed the land. The humans themselves have become altered, and Skinshifters are more common than before.

[in-game description]

Race: Ocean sailing, flying troops, illusions, prefers cold scale +1 (starting spell: Ghost Wolves)

Provincial Defense: Huskarl (Herse) / Hirdman (Vanherse)

Magic: Air 2, Astral 2, Blood 1, random 2

Priests: level 3, blood sacrifice, sacred troops: Van

Initial site (Vanhalla): +4 Air & +1 Earth gems, recruit Van, Vanherse & Vanjarl (starting army: 1x Vanherse + 10x Huskarl1 + 10x Huskarl2 + 1x Fay Boar, 1x Scout)

[Sunray]

2.0.2.21 New Era (Pangaea)

New Era costs 0 design points and requires Order +1 and Productivity +1

Civilization has finally reached the forests of Pangaea. The old ways give way to new traditions. Archaic weapons are replaced by new ones of tempered steel. Ancient cultic practices have all but disappeared, and human females once attracted to the wild dances and songs no longer seek the revelry of the Panic tunes.

[in-game description]

Race: Forest beings, stealthy troops, troops may heal battle afflictions (starting spell: Panic, Spell Songs)

Provincial Defense: 2x Satyr (Centaur Commander) / Satyr (War Minotaur)

Magic: Nature 3, Earth 1, random =1

Priests: level 2, sacred troops: Dryad Hoplite, temple cost=100

Initial sites (The Grove of Gaia): +5 Nature gems, recruit Dryad Hoplite (starting army: 1x Cataphract Commander + 15x Satyr3 + 10x Satyr Hoplite)

[Sunray]

2.0.2.22 Niefelheim (Jotunheim)

Niefelheim costs 50 design points and requires Cold +3

Niefelheim, the Land of Eternal Frost, was once the home of the frost giants. The Rimtursar, ancient giants who possessed godlike powers, were the undisputed rulers of the world. The giants of Jotunheim are the descendants of the Rimtursar. From the cold glaciers in Niefelheim, frost giants have emerged anew. These Niefel Giants are not nearly as powerful as their ancestors, but they are stronger by far than the giants of Jotunheim. The icy winds of Niefelheim cause the cold climate to expand beyond the Dominion of the Pretender God.

[in-game description]

Race: cold resistant, giants need triple supplies, prefers cold scale +3 (starting spell: Illwinter) — All Niefel Giants/Jarl have an extra powerful chill effect (base area of ca 15 instead of ca 5)

Provincial Defense: 1 Jotun Militia (Jotun Herse) / 0,5 Hurlers (Jotun Jarl)

Magic: all sorcery paths, Water 3

Priests: level 3, sacred troops: Woodsman and Herse and Niefel Giant and Niefel Jarl.

Initial site (Niefelheim): +2 Death & +3 Water gems, recruit Woodsmen, Niefel Giant and Niefel Jarl (starting army: 1x Jotun Herse + 8x Jotun Axemen, 1x Jotun Scout)

[Sunray]

2.0.2.23 Restless Worshippers

Restless worshippers cost 50 design points and requires Turmoil +1

The most devout worshippers of this religion will go on a mission to spread the word of the true Faith and suppress enemy faiths. This makes the Dominion of the Pretender God spread quickly into enemy territories.

[in-game description]

2.0.2.24 Return of the Raptors (Caelum)

Return of the Raptors costs 0 design points

In ancient times, there were three Caelian clans, but when the Harab Seraphim of the Raptor Clan began to study the dark ways, the High Caelians condemned them, and civil war broke out. The Raptor Clan was banished and scattered across the world. But now a new God has risen and gathered the scattered tribes. The Raptors returned to Caelum under the leadership of this new God and overthrew the magocracy. Now the Raptors have cast their eyes upon other nations.

[in-game description]

Race: flying, cold resistant, prefers cold scale +3 (starting spell: Wind Guide) – Ice armor (+ = +1 prot/cold or –1 prot/heat, ++ = +2 prot/cold or –2 prot/heat)

Provincial Defense: Spire Horn Warrior (Seraphine) / Caelian Archer (none)

Magic: Air 3, Earth 1, Water 1, Death 2, random 0

Priests: level 2, no sacred units

Initial sites (The Citadel of Frozen Crystal, Ravens Vale): +2 Air +1 Water +1 Death & +1 Earth gems, recruit

Wingless, Harab Elder and Seraph (starting army: 1x Storm General + 15x Caelian Archers + 10x Spire Horns, 1x Scout)

[Sunray]

2.0.2.25 Serpent Cult (Pythium)

Serpent Cult cost 0 design points

When Ermor fell, the Theurgs of Pythium tried their best to keep the shadow at bay, but they couldn't do it alone. Only with the aid of lizard Sauromancers was the threat overcome. The lizards brought with them strange new cults from their homeland, and when the lizards departed from Pythium, many temples and cultic items were left behind. One Serpent Cult rose to replace the strict liturgy of the Theurgs.

[in-game description]

Race: human (starting spell: Horned Serpents)

Provincial Defense: 2x Militia + Slinger (Centurion) / Velite (Centurion)

Magic: Nature 2, Water 1, random 1

Priests: level 3, sacred troops: Serpents and Cataphracts and Hydras

Initial sites (Sacred Swamp): +3 Nature gems & +2 Water gems, recruit Serpent Cataphract, Hydra, Hatchling (starting army: 1x Centurion + 10x Velites + 10x Hastatus +1x Standard, 1x Scout)

[sunray]

2.0.2.26 Spring and Autumn (T'ien Ch'i)

Spring and Autumn costs 0 design points and requires Turmoil +1 and Magic +1

The Celestial Empire has not yet been founded. The magic of the Way permeates the realm, and reclusive mages conjure demons to do their bidding. Nobles wage war upon each other for honor and glory. The deceased are worshipped, and village priests conjure the dead to ask for guidance and aid. It is a time of legends.

[in-game description]

Race: Human, Conscription (starting spell: Flight, Spirit Mastery, Demon of Heavely Rivers, Demon of Heavely Fires)
Provincial Defense: Footman (glaive), Eunuch / Footman (pike), Archer, General
Magic: 2 Water, 1 Astral, 1 Fire, 1 Air, 1 Earth, 1 Nature, 1 Death + 2 random picks !
Priests: level 2, no sacred units
Initial sites (Bamboo Grove, Gate of Spring and Autumn) : 2 Water, 2 Astral, 1 Death & 1 Fire gems, recruit Master of the 5 Elements (starting army: 1x Noble + 8 Footmen w. pike, 12x Archers)

[Sunray]

2.0.2.27 Soul Gate (Erмор)

Soul Gate costs 50 design points and requires Death +1 and Magic +2

Erмор did not survive the fall. The final and fatal mistake of the Dusk Elders responsible for the fall was their opening of the Soul Gates. The Gates consumed the souls of the living and spewed forth legions of spectral soldiers together with a God most unholy. Under the leadership of ancient spectral generals, the dead are now trying to reenact the conquests of the Empire they once knew. This Dominion summons spirits of the dead without the aid of unholy priests. It also destroys the land, but at a slower rate than the Ashen Empire Dominion.

[in-game description]

Race: Spirits (starting spell: Dark Knowledge, Revive Wraith Centurion, Revive Wraith Senator, Revive Wailing Lady, Revive Shadow Tribune, Revive Wraith Consul, Revive Spectator, Revive Dusk Elder)
Provincial Defense: Dispossessed Spirit (Shade) / Shade (Shadow Tribune)
Magic: Death 3, Random 1
Priests: level 4 Unholy
Initial sites (The Unholy Sepulchre): +10 Death Gem (starting army: x1 Wraith Centurion, x20 Spectral Legionnaire)

[Sunray]

Starting site unholy sepulchre produces 5 gems on poor world / 10 on normal world and 20 on rich world .

[Boron]

2.0.2.28 Utgard (Jotunheim)

Utgard costs 25 design points and requires Order +1

After man ventured to the icy lands of Jotun, the giants of Jotun discovered the humans to be resourceful allies. With the coming of God, all grudges have been cast aside, and men and giants fight side by side. In the heart of Utgard lies the Well of Urd where the Norns gather. The alliance with the humans has estranged the Vaettir, who no longer aid the giants.

[in-game description]

Race: cold resistant, giants need triple supplies, prefers cold scale +2 (starting spells: Curse, Luck)
Provincial Defense: 1 Jotun Militia (Jotun Herse) / 0,5 Hurlers (Jotun Jarl)
Magic: all sorcery paths, Water 2
Priests: level 3, sacred troops: Woodsman and Herse
Initial site (Well of Urd): +3 Astra pearls & +1 Death & +1 Nature gems, recruit Norna and Woodsmen (starting army: 1x Jotun Herse + 8x Jotun Axemen, 1x Jotun Scout)

[Sunray]

2.0.2.29 Water Cult

Water Cult costs 50 design points, and requires Magic +1.

It allows all sacred troops to enter Water within your own dominion (they will need a sacred commander or one that can go underwater, of course). If they are underwater in a province and your dominion there goes down to 0 or less, they drown instantly (so you had better take a strong dominion).

IIRC, missile troops lose their missile attack while underwater, and flyer may not fly underwater.

[General Tacticus]

2.0.3 Starting Spells

Mictlan (Base) – Bind Fiend (2 Blood), Bind Spine Devil (2 Blood)

Abysia (Base and Blood of Humans) – Flare (3 Fire)

Atlantian (Base) – Friendly Currents (2 Water)

Pythium (Base) – Communion Master (1 Astral), Communion Slave (1 Astral)

Pythium (Serpent Cult) – Horned Serpents (1 Nature)

Arcoscephale (Base) – Astral Window (2 Astral)

Machaka (Base) – Seven Year Fever (1 Nature, 1 Fire), Blindness (1 Fire)

R'lyeh (Base) – Mind Burn (2 Astral)

Man (Base and Last of the Tuatha) – Soothing Song (All "Song" 1 Nature), Healing Song, Song of Bravery, Sleep (2 Nature)

Pangaea (Base and New Era) – Tune of Fear (All "Tune" 1 Nature), Tune of Growth, Tune of Dancing Death, Panic (2 Nature)

Pangaea (Carrion Woods) – Carrion Lord (3 Nature, 2 Death), Carrion Lady (2 Nature, 1 Death), Carrion Centaur (1 Nature, 1 Death)

Ulm (Base and Iron Faith) – Legions of Steel (3 Earth)

Ulm (Black Forest) – Sanguine Heritage (3 Death, 3 Blood)

C'tis (Base) – Terror (3 Death)

C'tis (Desert Tombs) – Revive Tomb Consort (1 Death), Revive Tomb Priest (2 Death), Revive Tomb King (3 Death), Terror (3 Death), Terror (3 Death)

C'tis (Miasma) – Summon Bog Beast (2 Nature, 2 Water), Terror (3 Death)

Caelum (Base and Return of the Raptors) – Wind Guide (2 Air)

Marignon (Base, Fires of the Faith, Conquerors of the Sea) – Holy Pyre (2 Fire)

Marignon (Diabolical Faith) – Bind Harlequin (1 Blood)

Vanheim (Base) – Phantasmal Warrior (1 Air)

Vanheim (Midgard) – Ghost Wolves (3 Air)

Vanheim (Helheim) – Phantasmal Warrior (1 Air), Reanimation (1 Death)

Jotunheim (Base) – Reanimation (1 Death), Curse (1 Astral, 1 Nature)

Jotunheim (Niefelheim) – Illwinter (5 Blood, 2 Water), Breath of Winter (2 Water)

Jotunheim (Utgard) – Luck (1 Astral), Curse (1 Astral, 1 Nature)

Ermor (Base) – Body Ethereal (1 Astral)

Ermor (Ashen Empire) – Revive Lictor, Censar, Bishop, Acolyte, Wailing Lady, Spectator (2 Death), Revive Arch Bishop, Dusk Elder (3 Death), Raise Skeletons (2 Death)

Ermor (Soul Gate) – Dark Knowledge (1 Death), Revive Wailing Lady, Spectator, Shadow Tribune (2 Death), Revive Dusk Elder, Wraith Centurion (3 Death), Revive Wraith Senator (4 Death), Revive Wraith Consul (5 Death)

T'ien Ch'i (Base) – Celestial Soldiers (2 Air, 1 Astral), Celestial Servant (1 Earth, 1 Astral), Flight (2 Air)

T'ien Ch'i (Spring and Autumn) – Demon of Heavenly Rivers (1 Water, 1 Astral), Demon of Heavenly Fires (1 Fire, 1 Astral), Spirit Mastery (1 Death), Flight (2 Air)

T'ien Ch'i (Barbarian Kings) – Celestial Soldiers (2 Air, 1 Astral), Celestial Servant (1 Earth, 1 Astral), Spirit Mastery (1 Death), Flight (2 Air)

[Zen]

2.1 Create a New God

When you create a new god you also create a .2h file in the newlords directory in your dominions2 folder. The name of the file is set by the nation you have chosen so you will delete any existing god for that nation (ex. if you create a god for Ulm the file will be ulm.2h)

[Liga]

2.1.1 Physical Form

2.1.2 Divine Attributes

2.1.3 Magic

The Air Shield bonus increases at a rate of 10% per level of the pretender in the path of air.

[Void and Saber Cherry]

Cost of increasing magical level path

| | | To level | | | | | | | | | |
|------|---|----------|-----|-----|-----|------|------|------|------|------|------|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| From | 0 | 0* | 16* | 40* | 72* | 112* | 160* | 216* | 280* | 352* | 432* |
| | 1 | | 8 | 24 | 48 | 80 | 120 | 168 | 224 | 288 | 360 |
| | 2 | | | 8 | 24 | 48 | 80 | 120 | 168 | 224 | 288 |
| | 3 | | | | 8 | 24 | 48 | 80 | 120 | 168 | 224 |
| | 4 | | | | | 8 | 24 | 48 | 80 | 120 | 168 |
| | 5 | | | | | | 8 | 24 | 48 | 80 | 120 |
| | 6 | | | | | | | 8 | 24 | 48 | 80 |
| | 7 | | | | | | | | 8 | 24 | 48 |
| | 8 | | | | | | | | | 8 | 24 |
| | 9 | | | | | | | | | | 8 |

* to this you have to add the cost of starting a new path

[Liga]

2.14 Dominion

To raise (shift to the left) one level in any scale you have to pay 40 design points, while you receive an extra 40 design points for every scale you lower (shift to the right).

[Liga]

Raising a level in dominion costs you 7 times the old level. Thus going from 3 to 4 in dominion you have to pay 21 design points. To quickly compute how many design points it will cost you to raise your dominion from one number to another you just have to add all the levels (not counting the target level) and multiply by 7 (ex.: to go from dominion 1 to dominion 5 you have to pay $1 + 2 + 3 + 4 = 10$, times $7 = 70$ design points).

[Liga]

Cost of raising dominion level

| | | To level | | | | | | | | |
|------|---|----------|----|----|----|-----|-----|-----|-----|-----|
| | | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| From | 1 | 7 | 21 | 42 | 70 | 105 | 147 | 196 | 252 | 315 |
| | 2 | | 7 | 21 | 42 | 70 | 105 | 147 | 196 | 252 |
| | 3 | | | 7 | 21 | 42 | 70 | 105 | 147 | 196 |
| | 4 | | | | 7 | 21 | 42 | 70 | 105 | 147 |
| | 5 | | | | | 7 | 21 | 42 | 70 | 105 |
| | 6 | | | | | | 7 | 21 | 42 | 70 |
| | 7 | | | | | | | 7 | 21 | 42 |
| | 8 | | | | | | | | 7 | 21 |
| | 9 | | | | | | | | | 7 |

[Liga]

2.1.5 Fortress

| Fort Type | Name | Layout | Missiles and Locations | |
|-----------|-------------------|---|------------------------|---------------------------------|
| 1 | Mausoleum | wall and open gate | 0 | none |
| 2 | Watch Tower | no wall | 8 | from rear tower |
| 3 | Wizard's Tower | trench with passage 3 squares wide, then wall and open gate | 12 | from central tower |
| 4 | Fortress | wall and open gate | 8 | from front tower |
| 5 | Hill Castle | wall and 2 gates: inner yard (3 squares wide)(3 squares wide) | 32 | from front towers |
| 6 | Castle | wall and open gate | 8 | from front tower |
| 7 | Fortified City | wall and open gate | 8 | from front tower |
| 8 | Citadel | double wall & gates (= inner yard, 2 squares wide) | 32 | from front towers & side towers |
| 9 | Dark Citadel | long passage with giant rock teeth (2/3 wide) | 0 | none |
| 10 | River Fortress | wall and open gate | 8 | from front tower |
| 11 | Jervellan Wall | wall and open gate | 8 | from front tower |
| 12 | Archaic Fortress | wall and open gate | 8 | from front tower |
| 13 | Firbolg Fortress | wall and open gate | 8 | from front tower |
| 14 | Ermorian Citadel | Deprecated | 8 | from front tower |
| 15 | Ermorian Fortress | Deprecated | 8 | from front tower |
| 16 | Kelp Fortress | Kelp wall, open passage | 0 | none |
| 17 | Kelp Citadel | Stone & Kelp wall, open passage | 0 | none |
| 18 | Dark Citadel | long passage with giant rock teeth (2/3 wide) | 0 | none |
| 19 | Crystal Citadel | double wall & gates (= inner yard, 2 squares wide) | 32 | from front towers & side towers |
| 20 | Living Castle | Stone & Kelp wall, open passage | 0 | none |
| 21 | Obsidian Citadel | long passage with giant rock teeth (2/3 Wide) | 0 | none |
| 22 | Ermorian Castle | Deprecated | – | – |
| 23 | Ermorian Citadel | Deprecated | – | – |
| 24 | Mountain Citadel | double wall & gates (= inner yard, 2 squares wide) | 32 | from front towers & side towers |

R'lyeh Coastal Forts (forts built by R'lyeh in coastal provinces) spawn free hybrids, but they can also recruit hybrid soldiers, troopers and lords. And star children. But their other national troops are unavailable.

[Lexer]

R'lyeh gets the Castle on land if it takes the 80-pt. Fortification

[Scott Hebert]

If you chose the 0-pt kelp fort, you'll get the 40-pt Mausoleum when you build a fort on land. Pretty neat, getting what amounts to a free 40 design points.

[Norfleet]

2.2 Create a New Game

2.2.1 Choosing the Nations in play and the AI settings

First you have to decide which nations are in play, which ones are human controlled and which ones are AI controlled. To set a nation human controlled you need to have the proper .2h file in the newlords directory.

[Liga]

The difficulty setting only affects the amount of design points the AI gets at pretender creation.

[Graeme Dice]

The AI gets discounts on spells and troops as well at higher AI difficulties. The AI is handicapped on easy and gets design points and resource advantages at higher difficulties. The decision process of the AI is always the same, regardless of the difficulty setting. At higher difficulty the AI gets more gold, resources, and gems (on top of the snowball effect of the initial design point bonus).

[johan osterman]

2.2.2 Game Settings

2.2.2.1 Starting Provinces

This is the number of provinces controlled by every nation at the beginning of the game.

[Liga]

2.2.2.2 Independents

The standard setting for Independents strength is 3.

I would admonish all new players to play at strength 5+ in order to better learn how the AI functions in the battlefield.

[Zen]

2.2.2.3 Special site frequencies

Every province has 4 slots available for special sites: this value gives the probability (modified by terrain type) for each slot to be "occupied" by a special site.

[Liga]

2.2.2.4 World Richness

2.2.2.5 Random Events

2.2.2.6 Score Graphs

2.2.2.7 Hall of Fame

2.2.2.8 Research

2.2.2.9 Victory Conditions

Your dominion score is determined by the number of provinces that have your positive dominion in them, and the strength of that dominion. Every province with positive dominion counts as ten points, plus the dominion score in that province. So a province with 1 dominion in it counts for 11 points, while one with a dominion of 10 counts for 20 points.

[Graeme Dice]

2.2.2.10 Master Password

2.2.2.11 Renaming

2.2.2.12 Cheat Prevention

2.3 Play an Existing Game

2.4 Multiplayer Game

2.4.1 TCP/IP

2.4.2 Play by Email

2.5 Patches

How to Play with Multiple Versions:

Copy your Dom2.exe.

Rename second copy to "Dom212.exe"

Check all your shortcuts to games and modify their command line from Dom2.exe to Dom212.exe for all games not being upgraded.

Patch to 2.13.

Check all your shortcuts to games for 2.13 and make sure the command line is Dom2.exe.

Remember which version you are playing for what games.

Games are only compatible if they are the same version. I hope that Esben Mose Hansen will tell you if/when he updates and for what games on his web server.

[Zen]

Information on patching a running game:

The correct order to patch is:

- * patch the host
- * host the turn
- * sent trn to players
- * patch the players
- * players make and send the 2h

or:

- * sent trn to players
- * patch the players
- * players make and send the 2h
- * patch the host
- * host the turn

[Beorne]

3. Map Screen

3.1 Understanding the Map

3.2 Statistics

3.2.1 Hall of Fame

4. Administering Your Kingdom

4.1 Income and Resources

4.1.1 Income

- * Each 200 population generates one gold in base income

* Income = (base gold) x (tax rate %)

Income modifiers

* fortresses: add (admin/2) % extra gold

* scales

Order/Turmoil: +/-7% per scale level

Productivity/Sloth: +/- 2% per scale level

Heat/Cold: -5% per scale level of difference to the optimal heat/cold scale for that race

* Unrest

* Spells

* Magic sites

* Random events

[Nethog]

Unrest of 50 cuts income in half ... so I suppose that unrest of 75 nets only one quarter of income and so on.
This value could be altered in mods/maps

[Liga]

4.1.2 Resources

Unrest of 100 cuts resources in half. So high values of unrest also affect resources in a significant way.
This value could be altered in mods/maps

[Liga]

Resources modifiers

* fortresses: add admin% extra res. from adjacent friendly provinces
(exception : sea/dry land)

* scales

Productivity/Sloth: +/- 10% per scale level

* Unrest

* Spells

* Magic sites

* Random events

* Ulm fort bonus

[Sunray]

4.1.3 Population

Upon game creation province terrain types are used to "seed" the map with appropriate levels of population.

Effects:

* Higher Income

* Higher supplies (see supply section)

* Pop under 5.000 = reduced chance to find slaves. Higher pop has no effect.

* Pop size has no effect on the # of slaves found.

Population increased by:

* Positive growth scale (+0.2%/level)

* Random Events

Population decreased by:

* high taxes (0.3% pop lost for every 10% tax above 100 %?)

* Pillaging

* Patrolling to reduce unrest reduces population (10 per 1 successful unrest reduction)

* Negative growth scale (-0.2%/level)

* Random events

* Spells

[Nethog]

Some nations kill population with their Domain:

Erмор (Ashen Empire) –5% Per point of Domain
Erмор (Soul Gate) –4% Per point of Domain
Pangaea (Carrion Woods) –1% Per point of Domain

[Zen]

4.2 Supplies

Supplies seem to have two components. Dominion affects only those supplies created by population. The first 10,000 population produces 1 supply per 100 population (this can be changed by modding), and any population over 10,000 seems to be discounted by half. So a home province with 30,000 population will produce 200, not 300, base supplies. Growth/Death and Heat/Cold effects are applied separately and multiplicatively. The above province, if it has Growth +2 and is 1 away from its heat preference, should have $200 * 1.4$ (for Growth) * 0.9 (for heat) = 252 base supplies.

Added to base supplies are fortress supplies. Each fortress provides supplies by the following formula:

$(\text{Administration} * 4) / (\text{Distance} + 1)$.

So it is admin*4 for the province itself, admin*2 for adjacent provinces, admin*1.33 for two distance, admin*1 for three distance, admin*0.8 for four distance. The effect seems to stop at four provinces distant. A province only uses the best value from a fortress, and supplies generated by magic sites like White Man Hill are treated like fortress supply and are not cumulative with it. Fortress supplies are unaffected by Growth / Death & Heat scale.

The overall formula:

St = total supply, Sp = population supply, Sb = building supply, GD = Growth/Death multiplier, HC = heat/cold multiplier

$St = Sp * GD * HC + Sb$

$Sp = \text{Pop}/100 - [(\text{Pop}-10,000)/200] * [\text{Pop}>10,000]$

$Sb = \text{BEST of } (\text{Admin} * 4) / (\text{Distance} + 1)$

Please offer any corroboration or corrections, if you have any. Also, I'm curious if all dominion modifiers are multiplicative (there are four sliders that affect income, for example).

[Simmy Sims]

Effect of no supplies:

- * unsupplied units "starve" which affects Morale (-4)
- * on the second turn or later may get "diseased" affliction – i.e. lose 1HP per turn until dead

Supplies increased by:

- * increasing population
- * fortress in and within 4 provinces
- * Growth Scale: +20% supplies per level
- * Nature Mage: +5 supplies per level of Nature magic
- * Pillage
- * Magic Items (e.g. Cauldron of Broth, Bag of Wine)

Supplies decreased by:

- * Heat/Cold Scale: –10% supplies per level of difference to the optimal heat/cold scale for that race
- * Growth Scale: –20% supplies per level

[Nethog]

4.3 Tax and Unrest

4.3.1 Tax

4.3.2 Unrest

Effects:

- * proportionately lower income: an unrest of 50 cuts income in half
- * units cannot be recruited at an unrest of 100

Unrest increased by:

- * taxes over 100%
- * battles
- * enemy spies
- * enemy dominion
- * Blood Hunting
- * Enemy spells
- * Random Events

Unrest decreased by:

- * taxes less than 100%
- * Patrolling (incurs some population loss)

[Nethog]

The tax rate will affect unrest as follow:

| tax | pop loss | % unrest |
|-----|----------|------------|
| 200 | 3,0 | +18 to +20 |
| 190 | 2,7 | +16 to +18 |
| 180 | 2,4 | +14 to +16 |
| 170 | 2,1 | +12 to +14 |
| 160 | 1,8 | +10 to +12 |
| 150 | 1,5 | +8 to +10 |
| 140 | 1,2 | +6 to +8 |
| 130 | 0,9 | +4 to +6 |
| 120 | 0,6 | +2 to +4 |
| 110 | 0,3 | 0 to +2 |
| 100 | 0 | 0 |
| 90 | 0 | -3 to -5 |
| 80 | 0 | -6 to -8 |
| 70 | 0 | -9 to -11 |
| 60 | 0 | -12 to -15 |
| 50 | 0 | -16 to -19 |
| 40 | 0 | -20 to -22 |
| 30 | 0 | -23 to -26 |
| 20 | 0 | -27 to -29 |
| 10 | 0 | -30 to -32 |
| 0 | 0 | -33 to -35 |

[Sunray Be]

4.4 Defense

At 20 and above, you still get the original 1–19 PD based troops in addition to the 20+ troops. Thus, in the above example, you would have 25 humanbred with the 6 abysian infantry and 2 warlords at Abysia PD level 25.

Unfortunately, the commanders/priests/mages do not stack. You never get more than the two you get at 20.

This makes each point you go above 20 quite valuable, but expensive, of course.

[The Panther]

You can have no more than 125 PD points in a single province.

[Cohen]

Because empirical testing hints that when enemy AIs look at what provinces are strong or weak, a PD value of 11 or 21 gets interpreted as 20 or 30 (respectively), and thus that extra +1 gets rounded up to the next "breakpoint" of 10 when the AI decides if it has enough strength to take on the defenses. I've tested this a bit. I had the AI attacking a province with PD of 20. I reloaded the game, upped the PD to 21, and then ran the turn again and the AI chose somewhere else to attack. Consistently over more than a dozen repetitions of 20 vs. 21, and ditto for 10 vs. 11, etc. Other people have observed similar behavior. Either that's the way the game is coded, or we're having a mass delusion.

[Arryn]

4.5 Magic Sites

There are magic sites in all magic paths, plus holy and unholy. Magic sites primarily give a certain number of gems depending on the path and type of site. These are usually hidden, and each has a level of magic that must be met in order to be found. So, any mage or priest can search, and if a site can be seen by the commander, it will be revealed on the first try. Some players make a "Rainbow Mage" pretender with level 2 or 3 in every path (except holy and unholy) and use him just for searching to find the most sites for the least amount of time. Magical Site frequency is based off of the setting at the creation of the game and the map played on as well as terrain.

Once a site is found, it is found forever, and if the province is captured, the site will be usable by the enemy without having to search. As far as anyone knows, there is a limit of 4 magic sites per province, and it is never necessary to search in the capitol.

Around 95% of the sites are level 3 or lower, but every path has at least one level 4 site. There are no sites that require searching with more than level 4. Magic sites that produce gems send them straight to your lab (you do not need to build a lab in these provinces). Sites that let you recruit special mages require a lab for the mage to be recruited; sacred or priest units require temples be built. Sites can also give forge bonuses, summoning bonuses, and other lab-related actions. Several spells allow site-searching in a remote friendly province, and can be very efficient. These are as follows:

Conjuration 2: Dark Knowledge (Death 1, reveals all death sites)
Conjuration 3: Voice of Aspu (Water 2, reveals all water sites)
Conjuration 3: Voice of Tiamat (Water 2, reveals all elemental sites in an underwater province)
Conjuration 5: Acashic Record (Astral 3, reveals ALL sites, including holy/unholy)
Evocation 2: Arcane Probing (Astral 1, reveals all astral sites)
Evocation 9: Strands of Arcane Power (Astral 7, special)
Thaumaturgy 2: Gnome Lore (Earth 2, reveals all earth sites)
Thaumaturgy 2: Auspex (Air 2, reveals all air sites)
Thaumaturgy 2: Augury (Fire 2, reveals all fire sites)
Thaumaturgy 2: Haruspex (Nature 2, reveals all nature sites)
Blood 2: Bowl of Blood (Blood 2, reveals all blood sites)

[Zen]

The number of sites in a given province depends of the game setup: a site frequency of 50% means that for each of the 4 site slots per province there is a 50% chance to see it filled.

Each site is keyed to a certain type of magic and has a discovery rating from 0 – 4, where 0 means that a site is found automatically by anyone entering the province and a number greater than 0 indicates that you need to search with a commander of that rating for that Magic Path to unveil that particular site (then the discovery is automatic). There are very few level 4 sites, but at least one for each type of magic.

Each site corresponds to only one path, although the gems found in a site need not correlate with the path required to find it.

The power of the site is not directly tied to the difficulty of finding it, for example there is one level 2 site of each of the eight magic types that will give you 3 gems (the Cave of Ghouls and the Firbolg Fortress are two sites of this category). Sites also have a separate frequency value which determines how often they occur. The most powerful sites such as those giving access to unique and powerful troops or sites that halve your summoning costs are usually difficult to find and rare/unique as well. Blood is the path with the least number of sites.

Note that several sites also have an effect on at least one of the scales of the province they're in, or on local unrest, even if still undiscovered (such as those in which demons may be summoned).

Some sites are restricted to a terrain type (for example, a Shambler Reef can only be seen on a coast, and several common Nature sites can only appear in forests).

There are several unique sites (of all levels). Examples are the Inkpot End, the Prison of the Desert Sun, The Ferry and the Skull Temple. They do not appear more than once in a given game (unless scripted in the map file).

Once a site is found it is found for everyone though. Discoveries made by enemy players are automatically unveiled when you capture the province. Sites cannot be destroyed.

[Sunray Be]

mountain = good for resources and magic sites (probably +10%), bad for money.

forest = same as mountain, but less so.

farmlands = good for money, bad for resources and sites (probably -20%).

swamp = just plain bad, except for sites (probably +20%).

Waste = same as swamp.

Magic (terrain) = site freq + 30%.

Plains = no modifiers.

(For magic sites, only the most beneficial terrain counts).

[Sunray Be]

Not sure of the exact numbers. I guess it works like this:

Magic: (site freq) + 30

Waste: (site freq) + 20

Swamp: (site freq) + 20

Mountain: (site freq) + 10

Forest: (site freq) + 10

Farm: (site freq) - 20

Only the most beneficial counts.

If site: Check what site. Random.

If site not possible: Reroll.

If site unique and already in the game: Reroll.

If site possible and rare: Reroll once.

Many nature sites are common but restricted to forests etc.

Unique sites are also rare or common. Inkpot end is unique and common. Crown of Darkness is rare.

No blood under water IIRC. Not sure about unholy.

[Kristoffer O.]

4.6 Buildings

4.6.1 Temple

Clicking on a temple (or pressing the letter 'o' key) will give you some information about your dominion:

[Arryn]

4.6.1.1 Conversion rates

Except for Mictlan, the conversion rate for prophet and home province is simply equal to your maximum dominion rating. The "temple conversion rate" is simply the max dominion level times the number of temples you have. Your god is worth the equivalent of 3 temples or prophets.

[Arryn]

4.7 Keeping Track of your Enemies

4.8 Defending Against Enemy Spies

4.9 Support cost for individual troops

Support units (and leaders) cost gold (not resources)

Maintenance for non-summoned troops is $1/15^{\text{th}}$ the purchase cost, except for sacred troops which are $1/30^{\text{th}}$.

[Ke]

It should be noted that some summoned troops have a purchase cost, and therefore also have upkeep despite being summoned. If a summoned troop can be produced at provinces that have a specific site, then it also has upkeep which is based on this purchase cost.

[Norfleet]

If you do not have enough gold to pay all your units, units will desert you, starting with those with the lowest Morale.

[Zen]

4.10 Random Events

As for the probabilities, the chance of events is evaluated on a province by province basis. That means that your scale only directly correlates with the probability of events if you have the same "luck" scale in all your provinces and they have positive dominion.

[Stormbinder]

The three event limit is per province. I've had as many as a dozen events happening all at once, but no more than three per province.

[Edi]

5. Armies

5.1 How to Build an Army

5.1.1 Recruiting Troops

You can only recruit one commander per province per turn. The limit on the number of recruitable sacred troops (of all kinds combined, including sacred commanders) per province per turn is equal to the current maximum dominion strength of your nation.

[Arryn]

5.1.2 Commanding Troops

5.1.3 Recruiting Mercenaries

5.2 Moving Armies

5.2.1 Difficult Terrain

5.2.2 Stealth

5.2.3 Flight

5.2.4 Ocean Sailing

5.2. Underwater Movement

6. Battles

You can speed up the combat pressing the 'f' key; also pressing 'w' to eliminate the background may help.

The red line is for hit point loss (when it is all the way to the right, the unit has lost all hit points and dies). The blue line is for fatigue (at 100 fatigue the troop is unconscious, and at 200 it begins to lose hit points). The green line is for poison (it's the hit points that will be lost to poison in the following turns).

[Sunray Be]

All actions except "Patrol" and "Hide" will be inside the castle when an attacker strikes.

Patrollers will fight outside the castle should an enemy attack, alongside the PD.

Hidden units will not fight at all.

[Norfleet]

6.1 Army Setup

You can store a command-queue by selecting the commander (in the tactical set-up screen) pressing "Ctrl-#" where # is a number from 1 through 0.

You can load a stored command-queue by selecting the commander (in tactical set-up) and pressing 1 through 0.

[Leif_]

Every square can contain (6 / size) units ... so 2 size-3 units (2 Knights for example) can fit in a square, or 1 size-4 Jotun (plus 2 size-1 Vaetti).

Every square is surrounded by 8 squares, so no more than 16 Knights (or 8 Jotuns) can attack the same square.

[Arryn]

The Battlefield is 58 squares long and 28 squares wide. The deployment area of each army is 24 squares long and 28 squares wide. At the beginning of the battle there are at least 10 squares of distance between the 2 armies.

[Liga]

6.1.1 Cast a Specific Spell

6.2 Melee

6.2.1 Determining a Hit

6.2.2 Repel

6.2.3 Defending Against Multiple Attacks

6.2.4 Units and Weapons with Multiple Attacks

6.2.4.1 Two Weapons Penalty and Ambidextrous

The attack penalty of wielding two weapons is equal to the sum of the lengths of both weapons.

So you lose $2+2 = 4$ attack for two length-2 weapons.

That means *EACH* attack is at -4 , base.

Ambidexterity reduces the penalty arising from the length of the weapons (not the weapons' effective length) so ambidexterity 3 can wield 2 length 3 weapons at -3 rather than -6 .

[Norfleet and Pickles]

6.2.5 Damage

6.2.5.1 Poison Damage

Weak poison: damage value 5, Strong: 15, Death 35. Poison damage is calculated as other damage, $2d6 + \text{strength}$ vs. $2d6$ (+no armor allowed). One tenth of this rounded up is dealt to the target each turn.

[Kristoffer O.]

Poison resistance blocks any poison unless it specifically says it ignores resistance: "The Sharpest Tooth", "Astral Fires", "Banefire", "Bane Poison".

[Saber Cherry]

6.2.5.2 Fire Damage

Fire resistance blocks any fire damage unless it specifically says it ignores resistance: "The Sharpest Tooth", "Astral Fires", "Banefire", "Bane Poison".

[Saber Cherry]

6.2.6 Death

6.2.7 Battle Afflictions

The chance of getting a nasty wound depends on the hit point loss, compared to the total hp. So if a terrible blow takes 50% of the hp, this unit has 50% chance of getting a nasty wound. This probability is greatly increased for cursed units (+25%), and greatly decreased for regenerating units (-10%).

Note that regeneration does not heal afflictions; it only reduces the risk of getting afflictions (so a Ring of Regeneration, for example, will not heal a lost eye). Regeneration prevents the hp loss of diseased units though.

[Sunray Be]

All units with recuperation heal battle afflictions over time . so do all units with immortality .

[Boron]

going in details ...

Remove afflictions with:

– Being a Pangaea national unit, or certain Pangaeon-type pretenders. They heal afflictions over time.

– So do immortal units, and anyone riding a unicorn. No, you can't switch mounts, and at least in Dom I it was impossible to gain immortality.

- Being healed by an Arcosephale priestess, or anybody with similar powers (there's a T'ien Ch'i national heroine with this power, if memory serves). Takes an action by the healer.
- If you're a pretender, dying and being called back can heal some afflictions. Of course, dying also costs magic if you have any, and in the process you might have gained more afflictions.
- Being within your own dominion, and under your own Gift of Health global enchantment (Enchantment 5, Nature 5).
- Being in the same province with a friendly commander with the Chalice (artifact; requires construction 8, Astral 2, Nature 3).

[Taqwus]

The Fairy Queen can heal units as well.

She is a level 8 summon, and requires level 5 in nature and 40 nature gems, but she's the only healer available to all races.

[Daynarr]

The T'ien Ch'i hero Ho Hsien-Ku can also heal afflictions. And she's immortal to boot! That certainly makes her the most valuable hero in the game.

[Nagot Gick Fel]

6.2.8 Fatigue

6.2.9 Encumbrance Values of Zero

6.2.10 Special Ability and things that alter the normal combat rules

6.2.10.1 Trample

Trample uses a lot of fatigue, and can only be used by a larger unit against a smaller unit (right-click on HP to find the unit's size). There is no weapon-repel attempt versus a trample. Also, in one combat round, a unit can trample and then make an action – for example, an Earth Mother can trample until her move points are gone, then cast "Flying Shards" or attack. (*Currently this is bugged, and units with trample will not use any other attacks. - editor*)

Trampling always succeeds. Troops with high defense (not counting shields) can avoid damage, but always take at least one point of damage. Trample damage is armor-piercing and size dependant ($dmg=size*4$). High size difference allows several trappings in one turn. Strength and Attack are not relevant when trampling. Trampling units rout through their own ranks – so morale is very important for trampers!

[Zen]

6.2.12 Morning Star

It ignores the shield's defense when rolling to hit

[Zen]

6.3 Missile Attacks

6.3.1 Range

6.3.2 Hitting Targets

6.3.2.1 Shield Protection from Missiles

Shield benefit against missile weapons: It's based on the shield's defense stat. It works like: $2d6oe > (2d6oe + shield\ defense)$ if I remember correctly

... and then ...

A unit's defense does not matter when being attacked by an arrow. The attack roll on the projectile is $10+2d6$, while the victim's roll is $10+\text{shield defense modifier}+2d6$. A tower shield for example has a defense modifier of 4.

... and then ...

Precision just determines which square the projectile will hit.

[Graeme Dice]

6.3.3 Ammunition

6.3.4 Firing underwater

Is not possible to fire missile weapons underwater.

Piercer and the ethereal crossbow can still fire underwater, and only aquatic and amphibian flyers can fly under water. Aquatic flyers given an amulet of the fish such as the Nereid retain their ability to fly when on dry land.

[Graeme Dice]

6.3.5 Area Effects

The area is area like in spells. 15 area affects 15 squares and potentially 45 size 2 units. It spreads somewhat erratically from the center so the area might 'lean' in one direction, once again much like with the spells. The area can, as HJ suggested, 'hit' empty squares.

[Johan Osterman]

6.4 Magic

6.4.1 Targets

The spell casting AI takes numbers, HP, protection, resistances, distance, precision of caster and other factors into account. Offensive spells are targeted where the most probable damage will occur, defensive spells where the most number of strong units will be buffed. I'm not sure how numbers and strength of troops compare in this case.

[Kristoffer O.]

6.4.2 Hitting

Precision for area effect spells determines which square is targeted as 'ground zero' for that spell. Area effect spells always hit ALL units in the squares the spell covers. So a spell like Acid Rain might miss the intended square with the enemy dragon and wipe out an entire squad of enemy archers standing nearby. A spell with a sufficiently large area of effect might miss the target square and still manage to harm that target if said target is still in the spell's 'blast radius'.

[Arryn]

6.4.3 Damage

6.4.4 Magic Resistance

Penetration is calculated by the requirements of the spell.

For every 2 levels above the spell's path requirement you are given 1 MR of extra penetration. This also applies for priest spells.

[Zen]

6.4.5 Duration

6.4.6 Battle Magic and Fatigue

No mage will ever cast a spell that will bring them above 200 fatigue. The only time that they will cast these spells is when they have enough gems and skill to bring the fatigue down to 200 or lower.

[Graeme Dice]

For fatigue reduction *only*, each extra gem gives you 1 extra magic level. Although you can't really get more than 1 extra magic level through gems with respect to spell requirements, range, damage, number of effects, penetration, etc.

[Nagot Gick Fel]

6.4.7 Battle Magic and Magic Gems

In actuality, the gems required by a spell count against the gems that can be used for raising skill level and/or reducing spell fatigue.

For instance – a D1 mage can not cast Summon Lammashatas by carrying two gems. Reading the manual, you would think that 1 gem would go for the spell's innate requirement, and 1 would raise the mage's level to cast it.

But no, the D1 mage carrying 2 death gems will cast a random spell, because as the manual states on page 17, "A mage may not use more gems than his skill level in the path of the gem being used."

Of course, the next sentence says "If a spell requires magic gems to be cast, the mage must pay that amount of gems in addition to the gems used to raise his skill level", which implies that the D1 mage could use 1 to raise her skill level, in addition to the spell's requirement.

But no – a D1 mage can use 1 gem, period, and a F3 mage can use 3, period – if the spell requires 3, he can't raise the skill level or reduce the fatigue at all.

[Cainehill]

Please note that the example on page 17 of the manual uses Fireball, a L2 Evocation spell that uses NO gems. Hence a L1 caster can use a single gem (his limit as a L1 caster) to boost his casting ability to L2. If Fireball needed any gems whatsoever, the L1 caster could not cast the L2 spell at all (unless via Communion).

A L2 caster could use 2 gems to boost his ability to L4, but only with zero-cost spells such as Fireball. If the L2 caster was casting a spell that normally needs 1 gem, then his limit would be only 1 extra gem (for L3 effect). And, as Cainehill points out, if a spell needed 2 gems, a L2 caster cannot apply any extra gems at all.

[Arryn]

6.4.8 Communion/Sabbath Master/Slave

The benefits of Communion/Sabbath for Masters are:

2 Slaves +1 to all Magic Paths, Including Holy/Unholy
4 Slaves +2 to all Magic Paths, Including Holy/Unholy
8 Slaves +3 to all Magic Paths, Including Holy/Unholy
16 Slaves +4 to all Magic Paths, Including Holy/Unholy

And so on and so on. Then of course fatigue is distributed among the slaves by the masters of the Sabbath/communion.

You can only have a Crystal item work on someone who has at least 1 path in magic.

There is no benefit of having odd numbers of slaves except for Fatigue distribution.

If one slave passes out and the other does not, nothing happens. The point at which something does happen with the distribution is one dies. (At 200 Fatigue, a unit will start to take damage and afflictions, too much fatigue after 200 that unit will die). When one dies, all the fatigue would then be distributed between just the Master and 1 Slave, though the exact #'s are hard to say right now when I can't do a test run.

Slaves that are passed out, still apply their Empowerment bonus. Slaves that die, do not.

[Zen]

6.5 Rout and Morale Checks

6.5.1 Morale Check

A unit is called to make a "morale check" when wounded, when a squad member dies, when hit by fear inducing weapons, spells and fear auras, when repelled (but this will not induce morale loss IIRC). And perhaps when other squads rout. Not sure about the last one.

When a unit is called to make a "morale check" most often it means: $2d6 + \text{morale} - \text{morale loss}$ vs. $(2d6 + 10)$ IIRC

A squad starts to rout when the sum of the morale loss is higher than the squad size (or something like that) and fails a squad morale check (average morale of squad members + some kind of bonus for squad size).

Standards reduce morale losses in an area equal to the standard effect by one each turn. Leadership has no effect on morale.

Sermon of Courage and Fanaticism both reset the morale status to the default level of any unit that has suffered a failure on its morale check.

[Kristoffer O. and Graeme Dice]

The morale check is harder for terror than panic. Panic is made at -3 , while terror is made at -5 if I remember correctly.

[Graeme Dice]

Again IIRC, mindless units (morale 50) do not figure into the morale equations

[HJ]

For units having Cause Fear, every full five points makes the morale roll of opponents 1 more difficult.

[Sunray Be]

Fear causes morale checks to units that are within the area of effect of the fearsome unit. The area of effect is equal to the level of the fear.

[Graeme Dice]

6.5.2 Dissolution of Mindless Beings

6.5.3 Mercenaries and Rout

If a mercenary squad routs it will not scatter into adjacent friendly provinces but is disbanded instead. If the squad routs, but not the commander, the squad is disbanded and you remain in control of the commander.

[Liga]

6.6 Army Rout

Army rout is automatic when one of these conditions is met:

* all of your squads (not counting bodyguards) are routing.

* you have only leaders and bodyguards and any leader is slain.

To prevent the kind of early rout you describe, put a crippled or limp militiaman in a separate squad in the rear with 'hold and attack' orders. Or better, you can use a single archer to the same effect.

[Nagot Gick Fel]

6.6.1 Loot

6.7 Special Battles

6.8 Movement

Each square of forward, backward, or lateral movement takes 2 AP. Diagonal moves take 3. Attacks and spellcasting take all AP for the round.

[Duncanish]

6.9 Siege

Siege ability is something like $((\text{besieger's strength})^2 / 100) + \text{bonuses}$

Bonuses are +1 for flying units, +1 for city guards

[Johan O]

Where the walls of a castle are broken down is determined by adding up the siege and defense factors of the attackers and defenders, respectively.

The base formula for that is the strength of the unit squared, divided by 100. Thus, a unit with 10 strength counts as 1.0, while a unit with 20 strength counts as 4.0. Some units get bonuses and minuses in the final score. For example, flying units get an automatic +1. Sappers get +5 (IIRC). Mindless units get their final score divided by 10 if defending. And some units (like the Man heavy infantry) get a castle defense bonus of +1.

Once the total scores for all the defending and attacking units are calculated, the difference (if the attackers get a higher number) is subtracted from the defense value of the castle. Once that number gets below 0, then the attackers can storm.

[Master Shake]

6.10 Retreating after a Battle

Things can get complicated, if the battle happens in the "magic" phase, due to teleportation or summoning for example. In certain situations the retreating units may fight a second time in the same turn, after they retreat. But as long as your movement happens during the normal movement phase, no matter if you have flying armies or not, they will just retreat to provinces that you control after all battles are resolved.

[Stormbinder]

7. Units

7.1 Stats description

7.1.1 Garrison

Every unit has a garrison province stat that indicates where the unit was built. While in its home (garrison) province the unit has +1 to its morale.

7.1.2 Hit points

Hit Points (HP) represents the amount of damage that a unit can withstand before dying. An ordinary human soldier has about 10 HP, a giant has about 30 HP, and a dragon typically has over 100 HP.

[in-game description]

7.1.3 Protection

Protection indicates the thickness of any armor worn by the unit, including natural armor such as scaly skin. The Protection value is subtracted from the attacker's Strength and weapon damage when calculating the total effective damage on a target. Light Infantry units have Protection values ranging from 3 to 10, while Knights might have a Protection of 20 or more.

[in-game description]

If a unit has both natural protection and armor, to calculate the protection values you have to:

Pb = base protection, intrinsic, from stone skin etc. Pa = protection from armor. Pt = total protection. Pb and Pa are always restricted to 40 or less.

$$Pt = Pb + Pa - (Pa * Pb) / 40$$

So a unit with 10 intrinsic protection and a total of 18 in equipment armor would have an effective armor of:
 $10 + 18 - (10 * 18) / 40 = 28 - 4.5 = 23.5$, rounded up to 24.

[Zen]

7.1.4 Morale

A unit's Morale value represents the courage and valor of the unit. Every time something demoralizing happens to a unit, its Morale is checked. A unit checks its Morale every time it receives damage or if a member of its squad dies. Each individually failed Morale check results in a Morale reduction of the entire squad. The probability that a squad will rout is based on the total squad Morale reduction relative to the size of the squad. At the beginning of a battle turn, all squads with a squad Morale reduction make a rout check based on the average Morale of the squad. Failure results in the squad routing from the battlefield. A normal human soldier has a Morale value of 10, an untrained human militia has a Morale value of 8, and an elite unit may have a Morale value as high as 15. Special monsters such as the Walking Dead have Morale values of 50; this is a symbolic number that means they never flee, but will dissolve if left with no commander. All units that have not gone berserk will rout automatically when all commanders are dead or have left the battlefield. Undead and magical beings will also rout if they are left without a proper commander (i.e., a necromancer for undead and a mage for magical beings).

[in-game description]

7.1.5 Magic resistance

Some spells can be resisted and avoided by targets with an iron will. A unit's Magic Resistance value indicates how well the unit can resist such spells. Most mind-affecting spells can be resisted with a high Magic Resistance, whereas destructive spells like Fireball cannot be resisted at all. A normal human soldier has a Magic Resistance value of 10, and a powerful mage can have a value of 15 or more. Spells cast by powerful mages are more difficult to resist than spells cast by weaker ones.

[in-game description]

7.1.6 Encumbrance

The Encumbrance value indicates how Fatigued a unit will get from one round of melee combat. The Encumbrance value is strongly affected by the amount and weight of the armor that a unit is wearing. Spell casting in armor is very demanding, and the caster suffers from twice the normal armor Encumbrance. Some magically animated units have an Encumbrance value of zero; this means that the unit will never get exhausted from melee combat, but spell casting will result in the normal amount of Fatigue.

[in-game description]

7.1.7 Fatigue

Melee combat is physically demanding. Every turn a unit is involved in melee, it becomes more Fatigued. As a unit's Fatigue increases, the unit becomes easier to hit in battle. An attacker has a greater chance of hitting a weak spot in the armor of a tired combatant. If the Fatigue exceeds 100, the unit falls dazed or unconscious to the ground and is unable to move, attack, or defend. Strikes are certain to hit, and armor provides little protection. Fatigue can be the death of even the bravest of warriors. Flying causes additional Fatigue.

[in-game description]

7.1.8 Strength

Strength represents the physical might of a unit. A high value indicates that the unit can damage even heavily protected troops. The Strength is added to the weapon damage when total damage is calculated. A normal human soldier has a Strength value of 10.

[in-game description]

7.1.9 Attack skill

The Attack skill indicates a unit's ability to hit an enemy in melee combat. The weapon attack bonus is added to this value when attacking. If the Attack value is above the defending unit's Defense value, the strike will most likely hit the defender. A normal soldier has an Attack skill of 10, and an elite soldier with much battle experience might have an Attack skill of 15. The Attack skill of a unit with one weapon in each hand will be reduced by the sum of the weapon lengths, so it is much more effective to fight with two daggers than with two long swords.

[in-game description]

7.1.10 Defense skill

The Defense skill indicates a unit's ability to avoid getting hit in melee combat. Attacks will generally miss a target unless the attacker's Attack skill is greater than the target's Defense skill. Defense doesn't protect a unit from missile weapons or spells. A normal soldier without a shield or heavy armor has a Defense value of 10, while a heavily armed soldier might have a Defense value of 5, and an experienced mounted soldier a value of 15. The Defense penalty of armor does not affect mounted troops.

[in-game description]

7.1.11 Precision

Precision represents the targeting skill of the unit. Precision is only used when firing missile weapons or casting spells. The higher the value, the more likely the projectile or spell will hit the intended target. A normal human soldier has a Precision value of 10. Units rarely have values above 15.

[in-game description]

7.1.12 Move

Each unit has a certain number of Action Points (AP) that limits the extent a unit can move and attack each turn. When a unit's AP reaches zero, it can no longer act during that turn. Moving around uses a portion of the unit's allotted AP, while a melee attack, missile attack, or spell casting consumes all AP for that turn. An ordinary human soldier has 12 AP, while a mounted unit might have 25 AP.

[in-game description]

7.1.13 Leadership

The Leadership value indicates the maximum number of troops that a commander can lead. Undead or magical beings do not count toward the normal Leadership value and can be commanded in addition to normal units. Only undead commanders and commanders with skill in Death or Blood magic can command undead beings, and only mages and certain powerful monsters can command magical beings.

[in-game description]

7.1.14 Items Slots

7.1.15 Magic Level and Research

7.1.16 Ability Icons

7.1.17 Description

7.1.18 Weapons and Armors

7.2 Experience

All units, except mindless ones, get:

- 1 exp per turn
- +1 exp for participating in a battle
- +3 exp for winning a battle
- +1 exp for hitting enemy

[Saber Cherry]

Here is a list of effects of increased experience.

| | XP 1 | XP2 | XP3 | XP4 | XP5 |
|------------|------|-----|-----|-----|-----|
| EXP needed | 15 | 50 | 100 | 200 | 400 |
| Att | +1 | +1 | +1 | +1 | +1 |
| Def | +1 | +1 | +1 | +1 | +1 |
| Prec | +1 | +1 | +1 | +1 | +1 |
| Mrl | +1 | +1 | +1 | +1 | +1 |
| Str | - | - | +1 | - | +1 |
| Enc | - | - | - | -1 | - |
| HP | - | - | - | +2 | - |
| RP (mages) | +1 | +1 | +1 | +1 | +1 |

[Johan O., Kristoffer O., Arryn, Sunray]

8. Commanders

8.1 Leadership

8.2 Magic Items

8.3 Heroes

8.3.1 National Heroes

The chance of a national hero showing up in any turn is 3% + luck. So with a luck scale of -3 they will never show up and with luck 3 they have a 6% chance of showing up every turn.

[Graeme Dice]

8.4 Turn Orders

8.4.1 Alchemy

Converts magic gems to other gems, or gold. Only Earth and Fire gems may be alchemized to gold (Fire = 15 Gold, Earth = 10 Gold). Blood slaves are not considered gems for purposes of Alchemy. This may only be done by a mage in a Lab, and happens instantly. Some mages (particularly the Alchemist pretender) perform alchemy more efficiently and receive a bonus.

[Zen]

8.4.2 Assassinate Commander

Attacks a random commander in the current (enemy) province. The assassin fights only the commander and his bodyguards to the death. There is no retreat from these battles and if there are no commanders left there will be no assassination attempt. Provincial Defense commanders cannot be targeted for Assassination.

[Zen]

1. If your Slayer failed to assassinate anyone in a province although you told him to, it means that there was NO (valid) COMMANDER for him to assassinate. In other words, there are just leaderless enemy troops hanging around there.

2. You cannot assassinate PD commanders. You can assassinate enemy recruited commanders or independent commanders.

[Tinkthank]

8.4.3 Become Prophet

Makes the commander your Prophet. You can only have one Prophet at a time, and if he dies you have to wait 6 months in order to appoint another. The Prophet becomes Sacred and permanently Blessed, +1 Holy/Unholy if he already possesses Priestly Magic or if the appointed does not gains 3 Holy/Unholy. The Prophet also gains +2 Attack, +2 Defense, +2 Precision, and 30 Morale as well as an HP bonus or penalty dependant on local dominion strength. Prophets spread Dominion and like a Pretender God automatically increase dominion in their current province, regardless of their orders.

[Zen]

8.4.4 Blood Hunt

The commander tries to find Blood Slaves each turn. This increases unrest. Any commander may blood hunt, but those with skill in blood magic will have much better success than those without. Blood slaves are used like magic gems (by mages, to cast spells), but only for Blood Magic. Troops under the commander do not increase the probability of success or the yield; the factors that increase yield are low unrest, high population, high skill in blood magic, and holding a Sanguine Dousing Rod.

[Zen]

If $1d100$ less than $(10 + 40 \times \text{blood level})$ and $1d5000$ less than population and $1d400$ less (I think it want to mean more. NDR) than unrest

effect is $d6(\text{oe}) + \text{blood level}$

[Kristoffer O.]

The "Blood Fountain" pretender gets +4 to blood magic level when bloodhunting.

[Tuna-Fish]

You can't blood hunt in sea provinces.

[MCArt]

The Sanguine Dousing Rod counts as +1 blood level for blood hunting purposes since patch 2.12.

[Boron]

8.4.5 Break Siege

Used only by defenders under siege. Charge out of the gates and hope you defeat your besiegers. The castle defenses will not help you in this fight and if you lose your troops will not return to the safety of the castle – they will either retreat to a nearby province or die if all adjacent provinces are hostile.

[Zen]

8.4.6 Call God

If your god dies, priests gain this command. Setting priests to "Call God" pools their holy points – 1 point per holy (white) or unholy (black-purple) magic candle symbol. A normal independent priest (2-holy) contributes 2 points per turn. When the pool reaches 40 points, the god is reincarnated at the capitol (even if the capitol is under enemy control).

[Zen]

8.4.7 Capture Slaves

Used only by Mictlan Tribal Kings and Priest Kings, it's used to press people into your army. Such troops have poor training, morale and equipment, but have excellent potential as cheap fodder for arrows, blade winds and the once-per-battle lance attacks of Knights. Please don't confuse this with Blood Hunt (above).

[Zen]

8.4.8 Cast Monthly Ritual

This does not appear on the orders list (bug). But pressing shift-m while highlighting a mage casting a ritual will make him recast it each month.

[Zen]

8.4.9 Cast Ritual Spell

The mage casts a ritual spell, such as summoning a magic creature. This can only be done in a lab, and requires gems or slaves.

[Zen]

8.4.10 Change Shape

Some commanders, particularly Dragons, have the shape-shifting ability. This instantly changes them back and forth, so that you can control which form they are in on the strategic map. Dragons can fly, for example, but their human forms cannot. Shape shifters start a battle in the form they were in on the strategic map (though they can also change form in battle).

[Zen]

8.4.11 Compete in Arena Deathmatch

The commander fights champions from each nation to the death in an arena, for a prize. Only one commander may be sent per nation, and he must be sent the same turn that the arena contest is announced.

[Zen]

8.4.12 Construct Building

Builds a laboratory, temple, or fortress in the province. Any commander can build a fort (which takes several turns), but only priests or the prophet can build temples (1 turn), and only mages can build labs (1 turn). Forts and labs can be captured, but captured temples are burnt to the ground.

[Zen]

8.4.13 Continue Fort Construction

Forts generally take multiple turns to build. If interrupted, you can resume construction with this option from the Construct Building menu. It costs you nothing but the commander's action since you've already paid upfront.

[Zen]

You can change the commander that is assigned to the construction of a building at any time (without penalty) by issuing this order to another commander, even after construction has been going on. Nor do you need to assign the construction order to a new commander before you remove the construction order from the first commander. (The only thing that happens is that if, at the beginning of construction, you de-assign a commander before assigning a new one, the gold cost for that building will be refunded into your treasury, and then subtracted again when you finally get around to issuing the order to someone else.) Also, assigning more than one commander to a building (which the game allows you to do) will not speed up the construction.

[Arryn]

8.4.14 Corrupt Commander

This functions the same way as Seduce Commander (probably with a better success rate), but is only available to one Demon Lord, Belial. If the corruption succeeds, Belial and the corrupted commander will appear in the owning player's capital province. If it fails, he will attack the commander as if it were an assassination attempt.

[Zen]

8.4.15 Defend Castle / Defend Province

Defends the province against attacking armies. This is the default order for newly-recruited commanders.

[Zen]

8.4.16 Demolish Building

This only takes 1 turn and any commander can demolish any building, except structures that are part of a magic site (like the Firbolg Fortress).

[Zen]

8.4.17 Empowerment

Makes any commander more skilled in a magic path, by infusing him with the power of many gems (or slaves). This can only be done in a lab, and requires gems or slaves, as appropriate.

[Zen]

8.4.18 Enter Magic Site

Some magic sites can be entered by one or more commanders in that province. Often they require skill in a Magic Path. The effects vary, from free units each turn to bonus experience for units. The commander brings his troops with him, when appropriate.

[Zen]

8.4.19 Forge Magic Item

The mage forges a magic item, and places it in the lab. The item may then be given to any commander at a lab. This can only be done in a lab, and requires gems or slaves.

[Zen]

8.4.20 Heal Troops

Some commanders, for example Arco priestesses, can heal battle afflictions of troops in their province. Only a limited number of afflictions can be healed per turn by a given commander.

[Zen]

8.4.21 Hide

For stealthy units, stay in the current province and do nothing except gather information. If the province is attacked, the stealthy unit will stay hidden and not participate, though you will be able to view the battle.

[Zen]

8.4.22 Instill Uprising

A spy ability. Gradually increases unrest in the province. This can effectively cripple rich enemy territories, as unrest decreases gold and resource production. If you suspect an enemy is doing this to you, patrol the province to catch the enemy spy.

[Zen]

8.4.23 Move

Move to the province indicated (bringing units assigned to that commander).

If the army is composed of all stealth units the default behavior is to sneak (a stealth move which ends in hiding).

[Zen, Arryn]

8.4.24 Move and Patrol

Combination order; it automatically sets troops to patrol on arrival. Useful when you want the troops to defend outside the castle instead of remaining inside it. Since the default order is "Defend", if you "Move" reinforcements to a castle, and an enemy attacks the same turn, the reinforcements will hide inside the castle rather than fighting. "Move and Patrol" forces them to engage.

[Zen]

8.4.25 Patrol Province

Patrols the province, reducing unrest, and defends the province itself. Unrest reduction is proportional to the size of the patrolling army. Patrols can also catch enemy stealth units. Note that reducing unrest with patrols kills about 10 population per unit of unrest reduction.

[Zen]

8.4.26 Perform Blood Sacrifice

Sacrifices blood slaves in order to increase your local Dominion; each slave sacrificed increases dominion as much as one temple for one turn. Only priests of Abysia, Vanheim, and Mictlan can perform blood sacrifices, only at a temple, and only with the blood slaves in their personal inventory. Note that Mictlan MUST do this to increase their dominion.

[Zen]

8.4.27 Pillage

Kills population to gain gold and (temporarily) supplies. The bigger the army, the more population is killed and the more gold is generated. This increases unrest. Physically larger units and units that cause fear are more effective.

[Zen]

8.4.28 Preach the Teachings of God

Gradually increases your Dominion in the province. This is more effective in provinces with temples, and for priests with a higher holy level. Multiple priests can preach in the same province for cumulative effect.

[Zen]

Temples increase priest level by one.

Chance of dominion increase:

In friendly dominion: (priest level)*20%

In enemy dominion: (priest level)*20–(enemy dom)*5%

Inquisitors priest level counts double in enemy dominion.

So keep your weak sneaking priests in border provinces.

[Kristoffer O.]

Living unholy priests can preach. Undead ones can't.

[Graeme Dice]

8.4.29 Research

The mage contributes his research points to the research pool each turn. This can only be done in a province with a lab. The research pool may be adjusted from the Magic screen (or directly reached via the F5 hotkey).

[Zen, Arryn]

8.4.30 Reanimate

Unholy priests can freely raise the dead. To reanimate soulless (from the strategic map or in battle), there must be unburied corpses in the province. Other reanimations will kill population in order to reanimate (ghouls, apparitions). Others have no other requirements (longdead). The more powerful the Unholy power of the priest more animations and options for reanimations exist.

[Zen]

For Pangaea Carrion Woods:

Number: Priestlvl/2+(1D2–1)

Quality 10%

[Kristoffer O.]

8.4.31 Search for Magic Sites

Magic sites are hidden in some provinces, and can only be used once discovered. Only mages and priests can find magic sites, and only sites up to the level of their abilities. If a site is present, and within the power of a mage/priest to find, it will be found 100% of the time, so you never need to search the same province twice with the same mage. The province info window records which level the province has been searched in which magic fields.

[Zen]

8.4.32 Seduce Commander

When in the same province as enemies, a succubus can attempt to seduce an enemy commander. Just as with assassination attempts, the player cannot choose which commander will be seduced. If the seduction succeeds, the succubus and the seduced commander will appear in the owning player's capital province. If it fails, she will attack the commander as if it were an assassination attempt.

[Zen]

8.4.33 Siege Castle

Tear down the castle walls. You get this option when occupying a province with an enemy castle. You cannot Storm the castle until the fortress defenses have been destroyed.

[Zen]

8.4.34 Sneak

Move to the province indicated, stealthily (bringing units assigned to that commander). This will not cause combat, and the stealth army will not participate if a fight occurs in the province where he is sneaking.

[Zen]

Stealth units are immune to any spell or remote summons or assassination attempts, if they are "hidden" or "sneaking". Any other command (such as preaching) will "unhide" the stealthy unit, and he can be targeted.

[Stormbringer]

8.4.35 Summon Allies

Some commanders, like werewolves, can freely summon units (like wolves) every turn. Sometimes there are certain conditions in order to summon greater or lesser numbers (Like summoning double the # of wolves if in a Forest Province)

[Zen]

9. Religious Dominance

For all the information concerning how dominions works I suggest to read the doc mad by Ceremony

9.1 Priests

These are the spells available to priests:

Holy:

lvl 2: Banishment, Blessing

lvl 3: Sermon of Courage, Smite demon

lvl 4: Divine Blessing, Fanaticism, Holy Avenger

lvl 5: Smite

Unholy:

lvl 1: Unholy Protection, Unholy Blessing
lvl 2: Unholy Power, Unholy Command
lvl 3: Anathema, Unholy Blessing
lvl 4: Unholy Blessing, Protection of the Sepulchre, Apostacy
lvl 5: Power of the Sepulchre

Carrion Wood:

lvl 1: Wrath of Gaia, Quick Roots
lvl 2: Wrath of Gaia, Regrowth
lvl 3: Mend the Death, Puppet Mastery
lvl 4: Wrath of Gaia, Carrion Growth

[Liga]

9.2 Prophet

Becoming a prophet a commander also gets

+2 Att
+2 Def
+2 Precision
30 Morale

[Zen]

The prophets are always blessed (effects depend on the pretender's magic power)

[Sunray]

9.3 Temples

9.4 The Capital

9.5 Victory Points

9.6 Effects

For every level of Dominion, your Prophet/Pretender gains an extra +20% of the base HP of the unit.

As far as the other stats a pretender/prophet gets?

+1 Str for every level of Dominion
+1 MR for every 2 level s of Dominion

[Zen]

10. Magic

10.1 Paths

10.1.1 Fire

10.1.2 Air

10.1.3 Water

The first path in water gives you water breathing for your pretender, and an additional 1 troop, then scales up from there.

One interesting note is that the water path water breathing doesn't seem to follow any standard water breathing breakdown (3 Human sized, 1.5 Cavalry, 1 Giant). It just takes 1 no matter what type it is. So you can drag down 1 of whatever you want as a troop type.

[Zen]

10.1.4 Earth

10.1.5 Astral

10.1.6 Death

10.1.7 Nature

10.1.8 Blood

It seems to be possible that a blood mage uses slaves that are not with him in the beginning of the battle.

I've seen blood mages sacrifice slaves who were in the opposite corner of their rear area.

[Nagot Gick Fel]

Also, no spell that requires a blood slave sacrifice can be cast underwater. Underwater blood mages can still forge blood items, most likely.

[Taqwus]

10.1.9 Combined Paths

10.2 Magic Resources

Gems are used to:

- Conjure summons
- Make magic items (research Construction for items)
- Cast some battlefield spells
- Cast Rituals spells
- Aid mages when casting battlefield spells
- Raise the magic level of a commander/god
- Fire and Earth gems can be traded for gold

10.2.1 Combined Paths and Magic Resources

10.2.2 Transfer Magic Resources

10.3 Schools

10.4 Spells

10.4.1 Battle Magic

The chance of success of a spell that can be negate by MR is

$(10 + P + 2D6_{oe})$ vs. $(R + \text{magic bonus} + 2D6_{oe})$.

2D6_{oe} = two six-sided dice, open-ended.

P = attacker's penetration, includes bonuses from items + (extra magic skill / 2)

R = defender's MR, includes bonuses from items or spells like Iron Will.

Magic bonus: you get half your magic score rounded down as an MR boost towards spells of the same path, e.g., a nature mage will resist Charm better, an astral mage will resist Soul Slay better, etc.

[Sunray Be]

10.4.2 Battle Enchantments

10.4.3 Rituals

You can obtain a list of all the creatures/units you can summon with rituals from Zen's *Summoned Creature Quick Reference*.

10.4.4 Global Enchantments

10.4.5 Local Enchantments

10.4.6 Indirect Magic

10.5 Magic Items

You can obtain a list of all the magic items and the path/magic resources needed to build them from Zen's *Magic Item Quick Reference*.

You could also take a look to the useful list of magic boosting magic items by

Magic items are classified according to level:

Trinkets – Construction Level 0

Lesser Items – Construction Level 2

Greater Items – Construction Level 4

Very Powerful Items – Construction Level 6

Unique Artifacts – Construction Level 8

You have to research the appropriate level of Construction before you can forge those items. Also, items have requisite magic path levels. More powerful items require more gems, higher magic path level, and sometimes even multiple paths.

The gem price is always $5 \cdot 2^{(\text{path level} - 1)}$ for each required path. Example: 20 Earth gems and 10 Blood Slaves requires an Earth 3 Blood 2 mage. Some items (like the Dwarven Hammer), units and magic sites give a "forge bonus", which reduces forging cost by that percent of the bonus (final cost rounded down).

[Zen]

Unique artifacts lost in battles are available for reconstruction on the next turn.

[Graeme Dice]

10.6 Research

I always assumed the RP of a mage was the sum of its Magic paths, plus a fixed amount (assumed to be 3), with a few having a special bonus:

Add:

+4 for Sages and Adepts of the Metal Orders (except the Iron ones who get no bonus – bug?).

+5 for Wizards.

+6 for Lore Masters.

+8 for the Great Sage pretender.

-2 for Witch Doctors

Adjust by +/-1 per Magic/Drain scale notch, except Ulm Smiths ignore Drain scales (treat as zero).

[Nagot Gick Fel]

Spell focus and similar items only affect spells. Innate abilities like mind blast or magic items like trident from beyond (kills one person with MR save) do not gain any benefit from a spell focus.

[Johan K.]

In Dominions 2, you just command them to research, and their research points go to a research pool... from the Laboratory screen (L) you can allocate this research pool. Note that when you gain a research level (for example, going from evocation 0 to evocation 1) you learn all the spells in the new level. But you can only cast the spells for which your mages or pretender possesses the requisite magic levels – for example, learning Fireball (an Evocation spell requiring 3 Fire Path) will not allow you to cast it, if you have no 3 Fire Path mages.

[Zen]

Magic Research cost

| Level | Cost | ("easy" research setup) | progressive (normal) cost |
|-------|------|-------------------------|---------------------------|
| 1 | 20 | 15 | 20 |
| 2 | 40 | 20 | 60 |
| 3 | 60 | 40 | 120 |
| 4 | 100 | 60 | 220 |
| 5 | 160 | 100 | 380 |
| 6 | 260 | 160 | 640 |
| 7 | 420 | 260 | 1060 |
| 8 | 680 | 420 | 1740 |
| 9 | 1100 | 680. | 2840 |

[Sunray Be]

11. Ascension

12. Keyboard Shortcuts

Appendix A: nation/theme-specific tips

A.2 Arcoscephale

Arco generally does well with a variety of strategies, most centered on their excellent mages. They also can use SCs better than most because of their healing priestesses.

The general consensus here is that LI (light infantry) is worthless, though I believe the Peltast is one that is sometimes used. Stick with Hypaspists, though. Faster and better morale than Hoplites. That's the common wisdom.

[Scott Hebert]

Reasonably big groups of hoplites with some heart companions make for a very solid front line, which you can back with some peltasts and lots of slingers. Plus a few preistesses in the back casting Sermon of Courage (SoC) as needed. Mages are a plus, but not critical. You will take some attrition, but this combo held up well against almost everything I came across early-mid game. Unfortunately, this makes for a slow 1-province-move army

Better, though, is the tip I got from that thread I mentioned:

Build elephants and hypaspists, and group them together in 1:4 ratio (ie: 1 elephant per 4 hypaspists). 4 elephants/16 hypaspists makes for a pretty solid group. Late game, I've done 10/40 or even 12/48 groups. I always use one or more Strategos commanders to lead, for their Standard bonus. The elephants generally race ahead of the hypaspists, trampling everything, and leaving the stragglers and flankers for the hyps to mop up. The elephants take to brunt of the damage, but you can even lose all your ele's and the group *still* doesn't route.

With this plan, you don't build any peltasts or slingers, and ideally equip someone with a Staff of Storms to give you some missile defense (especially your low-prot elephants). Bring some priestesses for SoC and healing. Bringing some mages is bonus, but you can live without them (depending on what you're fighting, of course!)

A hyaspist/elephant army also has 2–province move, which is nice. The downside is that those elephants are expensive! (The same plan should work with the much–cheaper chariots, but in my experience the chariots die too quickly to really be worth it.) Another thing to watch out for is that elephants have pretty low MR and seem pretty vulnerable to stuff like paralyzation. Having 3–4 paralyzed elephants in a battle is a sad thing. I think there’s an astral spell than can give some MR boost, though.

Other tips:

- If you give your Strategos’ some items, they can be pretty survivable (and even make their way into the HoF) even if you put them on "attack closest". When I could afford it, I tended to give them stuff like luck pendants, shields of valor, Dragon/Spirit helm, and/or a decent magic sword.
- For battle–mages, I tended to have them concentrate on the 100–precision Frozen Heart, and Incinerate (for those that were capable of such), and I avoid the low–precision area affect spells after the first 1–2 rounds to avoid zapping my elephants with them.
- Arco has lots of flexibility for creating SC’s. The Bane Lord with some items is a great choice. I also like the trampling golem–with–stygian–armor SC.

[Lint Man]

A.2.1 Golden Era

Golden Era is a harder nut to crack than most.

It has the best commanders available to Arco (The Priestess and the Mystic) but also has some other useful niche commanders.

The Skeptic falls into this category. You need to have 3 or 4 in one place to really see the Dominion drop consistently.

Another perhaps overlooked unit is the Engineer. Once you have a secondary fortress I usually build 5–10 of these for take and hold measures.

Golden Era is only really very usable with a Pretender that plays into the Mystic strengths. Since you can equip a Mystic fairly easily with Earth Boots and a Starshine Cap, you can make Golem combatants which fill in nicely with Chariot/Peltast armies.

Edit: As BT said, I did a comparison of the Pegi’s vs. others and found that they are just too prohibitively expensive for my particular taste. That doesn’t mean you can’t equip just the Commanders and use them as flying hammers, though they don’t do as well as Vanjarls or other comparable troops for other nations. It’s a semi–meeting of the minds of flying troops along with the strengths of Arco.

With the ability to communion up Mystics to cast whatever Battlefield buffs you need, I feel it’s important to use the large armies of chariots to hammer into enemy territory based on the survivability of such large armies with support Mystics.

[Zen]

Golden Era is one of my favorite themes, actually. My first inclination is to recruit a Skeptic, make him my Prophet, and send him out to find annoying/weak Dominions. When you combine his innate Dominion–reducing ability, his innate Dominion–growing ability (as your Prophet), AND his activated ability of preaching to reduce Dominion, he’s VERY effective at tearing down enemy Dominions. If you can get him into Mictlan’s capital early, e.g., you can really wreak some havoc.

Also of note is that Golden Era has perhaps the easiest time making Stone Idols, considering their innate Earth/Astral income, and their Mystics.

Oh, and the Wind Riders are really good sacred troop. I recall Zen making comparisons to other sacred troops, and not seeing them stack up, but that lance of theirs is really quite deadly.

[Bayushi Tasogare]

A.4 C’tis

The slave troopers are good warriors.

Make a priest king your prophet and have him smite from the back.

[Molog]

C'tis has the best death magic in the game besides Ermor, so use it. The spell "Raise Skeletons" is your friend early on. 2 or 3 sauromancers with some bodyguards in the front to soak up arrows can take nearly any province with almost no losses by just casting that. Bane Lords with boots of flying, jade armor, and wraith swords are great raiders.

Your best infantry are elite warriors and falchioniers. Swamp guards aren't bad just to tank. Poison Slingers are decent in certain situations. The assassins are pretty good if you give them some nature gems to cast swarm. They're in trouble if they get into melee, though.

[Yossar]

Don't forget that you get terror as your starting spell...That's extremely effective for taking independent provinces fast. Just give the sauromancer (one or two tends to be enough against weaker indeps; this doesn't work well on knights) some cover with swamp guards or HI.

If your pretender is good at death magic he can join in too, right from the start.

(note: that this is harder with stronger independents settings. I've mostly used this on strength 5.)

[Mr.White]

What are Shaman usefull for:

Researchers – assuming a magic scale

Site searchers – Arcane probing, Haruspex with a Mace

Curse – the bane of most SCs

Behemoth enhancers – etherealize them first, can also cast Luck on them, and keep them healthy with Healing Light

Communion – using shamen as both slaves and masters, gives access to many useful level 3+ astral and nature spells (see LIZARDS GONE WILD in Alex's thread)

Protection vs. hostile rituals like Mind Hunt or scrying spells

Forging – many useful items available at astral-1 & nature 1-2 (again, the Mace)

Cheap enough to be worth risking even if the opposition can field better (but more expensive) mind duellists – eg, vs Mystics, out of 36 tries you win 10, draw 5, and lose 21. Weighted results: $(15 * 180 - 26 * 110) / 36 = 4.44$ gold – that's your expected relative loss to Arco in mage value, so it's insignificant enough to take the risk. Don't forget to use Light of the Northern Stars in these situations though.

That's all I can think of just now, but I'm sure I'm missing lots of other things shamen are good for

[Nagot Gick Fel]

A.4.1 Desert Tomb

Take tomb-dominion, mass sauromancers, research conj 9, search lots of magic death sites, cast well of misery, mass skull staffs and finally cast 10 (cost is $10 \times 5 = 50$ death gems/turn) wight riders/turn with your 4D sauromancers into enemy provinces...

[Azhur]

My vote for early Research with Desert Tombs is Enchantment. As an added bonus, if you take a Nature pretender, Gift of Health is Enchantment-5. The other school you really do want to research is Construction, for what I think should be obvious reasons.

[Scott Herbert]

A.4.2 Miasma

Well, I am not particularly skilled or knowledgeable...and I tend to play Miasma C'tis more than regular C'tis...but I pretty much work under the assumption that C'tis national troops are weak and they make up for it with strong, if specialized, mages. They aren't useless (why do I know someone will point that out?) but I find that I need heavy priest support to keep them from routing.

When I play C'tis, I always take some kind of SC to make up for the poor national troops, early on, and then, by mid game, I rely heavily on mages and summoned troops in the mid game (earlier than I do with other nations that might have strong nationals).

I particularly like the Miasma Marshmasters, who, can, with a cheap path enhancer or a lucky random pick, quicken themselves and cast relief/mass protection/charm and then the variety of combat death spells.

Oh, and Empoisoners (can't remember if regular C'tis has them) are excellent assassins. Early on, an Empoisoner with a skull staff set to raise dead can take indie provinces by himself (albeit slowly). Particularly good against barbarian provinces, where your lack of missile troops might otherwise result in heavy casualties for your side.

Never played DT.

[Kel]

I love Miasma against long life troops, like Ulm or Jotunheim. Lift up your dominion and make your neighbors suffer. Boost a sorcerer with the Thistle Mace and get Gift of Health to avoid diseasing your own troops, notably sages if you get a good sage province.

The undead are the way to go. For undead archers, there is a good spell that summons a troop of undead with flaming arrows: Animate Archers. It is a level 6 enchantment that requires two death and one fire to cast. Its gem cost is 5 death and it summons 10 skeleton archers that shoot Banefire arrows that are armor piercing and can cause decay in troops they hit. Sauromancers have 3 death, one fire, and one random for the relatively cheap price of 180 gold and are perfectly suited for raising these archers. A 10 troop for 5 death gem ritual is a bargain just on pure numbers but add in the power of the weapon they use and you have a very powerful spell for C'tis tomb theme with sauromancers.

If memory serves (I am in the office) it is a death and nature magic spell, so it is a good secondary use for the mage who casts Gift of Health. Similarly, mass protection is very useful generally, but I found it particularly useful for C'tis.

For your god, consider the undead sauromancer. Besides just being fun to have an undead lizard god, an immortal with high death magic can summon a lot of troops to trash independents or AI. If you are using Miasma and working to push your dominion, it also means the immortal can be used more offensively.

[Saxon and Anglachel]

With Miasma Domain everything will be diseased including Demons/Undead (which are not affected by Disease).

So if you see Disease on a Undead or Demon, just know that it's not actually doing anything, other than making you look at it and wonder.

[Zen]

A.4.5 Carrion Woods

Auto summoning:

10*(dom+growth+1) % chance (actually a d10 is used) of manikin reanimation if there are unburied corpses.
1+growth+magic% chance of mandragora – else manikin.

Also:

$10 * (\text{dom} + \text{growth} + 1)$ % chance of carrion beast / pangaeian manikin reanimation if the province is a forest.
 $1 + \text{growth} + \text{magic}$ % chance of powerful stuff.

There might be some stuff prohibiting human manikin in forests (making them beasts instead)

Reanimation:

Number: $\text{Priestlv} / 2 + (1D2 - 1)$

Quality 10%

So, if you have ten provinces with $\text{dom}5$ ($\text{growth}2 + \text{magic}2$) of which 5 are forests you would get about 9 manikin and 4 beasts each turn. Of these one or two would be powerful.

[Kristoffer O.]

creatures per reanimation: equals the unholy priest's level

$1 \times [10(\text{dominionstrenghts} + \text{growth} + 1)]$ % chance for 1 freespawn because of forest

$1 \times [10(\text{dominionstrenghts} + \text{growth} + 1)]$ % chance for 1 freespawn because of unburied corpses

[Boron]

Don't know how useful this is, but I like to research enchantment with carrion woods.

Gives you mound kings to round up and lead undead.

Create revenant for research. I usually take magic 3 as it's supposed to increase the chance of getting the more powerfull carrion beasts.

Twiceborn to turn pans into wight mages, saves you around 20 gold a turn for each pan and there is a chance that they'll receive an extra level in death magic. Have them cast Personal Regeneration to reduce the possibility of getting afflictions.

Gift of health can be cast early by carrion woods. If you get taurotyrannus, he can forge a Thistle Mace and Armor of Thorns with construction 4 to become a level 5 nature mage.

Foul Vapors can be fun too.

Thaumaturgy 3 for Haruspex and Panic.

I don't bother much with the mass regrowth spell. I just have dryads cast the area 1 regrowth spell, covers units with more hp first. I also have a dryad follow around my undead pretender and have them cast regrowth for extra regeneration.

I like carrion dragon and ghost king more than the vampire queen.

Also temples in forests have an increased chance to reanimate sanguine carcasses since the latest patch.

[Molog]

A.9 Man

Wardens and those green guys make a fairly powerful sneak-army. Add a sneak priest. And a bard for magic.

You will notice in the standard Man theme that the magic and the gem income almost screams for using "Call of the Wild" and "Call of the Wind". So you move your army to a decent province, use CotW to air-drop troops on top of the province to soften it up, then have the army hit it. I could go a lot deeper into the use of sneak armies with Man but if you aren't the type to play in that mode then it wouldn't do much good.

Let me add something on slingers. They are cheap, make decent patrollers, and in large numbers can often cause rout. I've seen many a nasty combat god, super-combatant troop, or just big thing like elephants or hydras run away when a large army of slingers have fired at them. I guess it doesn't have to hurt much to be scary.

[Gandalf Parker]

Appendix B: Skills and Abilities

Adept Researcher

This mage has an extraordinary understanding of magic and will research at an increased speed.

Air Shield (%d)

The unit is protected by a shield of winds that prevents most missiles from hitting.

Ambidextrous

Amphibian

Amphibious creatures can enter the sea as well as dry lands. They do not suffer movement reductions while fighting under water.

Animal

This is an animal.

Aquatic

Aquatic beings are unable to leave the sea.

Assassinate

Astral Shield

The unit is surrounded by powerful arcane energies that paralyzes anyone that attacks.

Astral Weapon

All weapons wielded by this unit are glowing with astral flames. No armor will protect those hit by the astral weapon.

Awe (+%d)

This being is truly magnificent and no one would dare to strike at this beauty and power. The chance of being affected by the awe is determined by the attacker's morale, a unit with high morale is likely to ignore the awe effect.

[in-game description]

What happens is a unit decides to attack a unit with Awe, the Awe check is rolled, if Awe wins, then the unit turns yellow for a second and doesn't attack the unit (or anyone else since it already tried to attack).

[Zen]

Awesome Presence

A hero with this ability can lead a tremendous number of troops and enemies dare not strike him.

Banefire Shield (%d ap damage)

The unit is surrounded by a shield of deadly bane fire striking anyone that attacks.

Battle Bellow

Enemies fighting with this hero will soon flee when they hear %s fearsome shout.

Berserker (+%d)

The unit is capable of going berserk if wounded.

They gain +%d attack, strength and protection, but –%d defense. They cannot rout, but they attack the closest enemy and ignore all orders like cast spell, fire, hold, or attack rear. Some items (like the Berserker Pelt and the Flesh Eater) and spells (like Touch of Madness and Berserkers) make their holder or target automatically berserk even if not wounded.

[Sunray Be]

Blessed

Blessed troops get increased morale and other abilities depending on the magic skills of the Pretender God. Only sacred troops can be blessed.

Blood Vengeance (+%d)

Anyone harming this being will risk having the damage inflicted upon himself instead. Magic resistance negates the effect of blood vengeance. A positive value on the blood vengeance effect means it will be harder to negate with magic resistance. The blood vengeance works regardless of distance, be it a few meters or the entire world.

Broken Armor

All armor parts of this unit are destroyed. The armor will be repaired when the unit is located in a province with enough spare production resources.

Castle Defense Bonus (%d)

The unit is very effective at defending castles.

Causes Fear (+%d)

The creature is so horrific to behold that nearby enemies turn to flee unless brave beyond belief. Creatures that cause fear are exceptionally good at pillaging provinces.

The fear value increases the area of effect for fear. Every full five points makes the morale roll of opponents 1 more difficult. Fear 0 is area 5 no morale modifier, but a critter with fear 15 has area 20 and –3 fear mod. A death mage with 1 death (so, fear –4) has area 1 morale mod –1.

The fear roll works like morale in battles, squad size average morale etc will factor in if squad flees or not. The fear effect is an area, not a range or radius. So a Prince of Death with fear +19 affects 24 squares, and potentially 72 (size 2) human soldiers if the fearsome being is in the middle of a large flock of opponents.

[Sunray Be]

Causes Lesser Fear (%d)

The creature is so horrific to behold that nearby enemies turn to flee unless they are brave. Creatures that cause fear are exceptionally good at pillaging provinces.

Charge Body

When this unit is struck a powerful electric discharge is unleashed. The discharge will strike both attacker and defender and it will only work once.

Chill

The creature is surrounded by unnatural cold. The cold is most intense during snowy weather and in cold provinces.

Cold Blooded

Cold blooded creatures get exhausted very quickly when fighting in cold provinces.

Cold Resistant (%d)

Damages from cold and frost are reduced by this number of percent.

Communion/Sabbath Master

Communion/Sabbath Slave

Corrupt Commander

It is only usable by Belial (Demon Lord) it works exactly like Seduce Commander. I imagine it has a better chance; though it hasn't in my experience. If successful; Belial and the Corrupted Commander will return to the Capital, if he fails, he will engage in an assassination attempt. [Zen]

Curse of Stones

The unit is extra burdened and will tire very quickly when moving or fighting.

Cursed

A cursed unit is very unlucky during battle. This increases the chance of getting permanent battle afflictions.

Demon

Demons can be banished by priests. They are not affected by spells that only target undead such as Wither Bones.

Divine Armaments

All weapons wielded by the unit are blazing with holy fire. Those hit will take additional fire damage and undead will burn to cinders.

Ethereal

Ethereal units are very hard to hit with non magical weapons.

Experience

The number of stars indicates how experienced the unit is. The unit will get more morale, attack skill, etc. as it gets more experienced.

Faithful Mount

Fire Resistant (%d)

Damages from heat and fire are reduced by this number of percent.

Fire Shield (%d ap damage)

The unit is surrounded by a powerful shield of flames striking anyone that attacks.

Flaming Missiles (8 ap damage)

All missiles fired by this unit are set ablaze. The flaming missiles are magical and can hurt ethereal beings.

Flaming Weapons (8 ap damage)

All enemies hit by a melee weapon will suffer from extra fire damage as well. The fire is magical and will be effective versus ethereal beings.

Flying

Flying units may move far distances and may cross enemy lands without restrictions. They are also able to launch quick attacks on archers and commanders in battles. Flying units are very good at patrolling your lands. They are also difficult to besiege and will have an advantage when besieging others.

Forest Survival

This creature can move through forest provinces without any penalty and is less likely to starve when the army runs out of supplies in these provinces.

Forge Bonus (%d)

The mage is very efficient when forging magic items. The bonus is the gem cost reduction.

Glamour

Units with this ability are able to cast illusions to alter their appearance. In battle they mirror their own image, while moving they take on the appearance of common men. These units cannot be detected by enemies while moving in their own lands and are very difficult to spot when hiding in enemy territories.

[in-game description]

Glamour gives a stealth rating as well as a modification of stealth that has slightly different effects when you are in your own provinces as opposed to other player provinces. The difference isn't huge but there are minor ones between stealth/glamour in your own provinces. Also Glamour during combat acts as Mirror Image.

[Zen]

Gone Berserk (+%d)

The unit has gone berserk. The unit cannot break from battle. Attack skill, strength and protection are increased and defense reduced.

Healing

Heat

The creature radiates heat. The heat is more intense in hot lands and weaker in cold ones.

Heroic Battle Prowess

A hero with this ability receives increased attack skill.

Heroic Endurance

A hero with this ability recovers from fatigue at an unbelievable rate.

Heroic Precision

A hero with this ability gets a higher precision stat.

Heroic Quickness

A hero with this ability receives an increased number of action points and actions in battle.

Heroic Strength

A hero with this ability receives increased physical strength.

Heroic Toughness

A hero with this ability receives an increased number of hit points.

Holy Avenger

Horror Mark

This unit is marked by a horror or a mage. The mark is an astral beacon attracting horrors and making the victim the primary target of attacking horrors. A marked person might get attacked by a horror at any time.

Immortal

If an immortal being dies within its own Dominion it will swiftly rise from the dead and return to the capital of the kingdom. The immortal one will stay dead (requiring summoning via priestly Call God — *editor*) if it is slain outside its dominion or the capital is conquered. Time will heal the immortal body and eventually it will be rid of all afflictions suffered in battle.

Increase Dominion (%d)

Inner Sun

This commander will explode in a shower of holy light if he is slain in combat. The light will burn undead beings to cinders.

Inquisitor

The priest is very efficient when preaching against other faiths. The priest level is doubled for this purpose

Iron Will

A hero with this ability receives increased magic resistance.

Lifeless

Lifeless beings are dead things animated by strong magic. They lack life-force and are unaffected by certain spells such as Drain Life, Sleep and Polymorph.

Lightning Reflexes

A hero with this ability receives increased defense skill.

Lucky

Lucky units are protected by fate. While lucky there is a fifty percent chance of not being harmed by an otherwise successful attack. The lucky one is protected from magical as well as normal attacks.

Magic Being

Magic beings do not usually communicate in any normal language and can only be commanded by mages or some innately magic commanders.

Magical Quickness

Mindless

Mindless beings are unaffected by some spells such as charm and mind burn.

Mistform

The unit has been physically altered into a being of mists and vapors. While in this state the being is very difficult to harm. All attacks made against it will only do one point of damage. The enchantment ends if the being is struck by an exceptionally hard blow.

[in-game description]

Mistform lowers damage to 1 from whatever its damage count. This can be broken with a magic weapon or high strength attack

[Zen]

Mountain Survival

This creature can move through mountain provinces without any penalty and is less likely to starve when the army runs out of supplies in these provinces.

Need not Eat

This unit does not eat human food. Trolls eat stones and magical beings are animated by magic energies. These units can't starve and will not consume any supplies.

Never Heals

The unit will not regain lost hit points. Magic never healing beings will regain their hit points when they have access to a lab.

Paralyzed (%d)

The unit is paralyzed and cannot move or defend itself.

Patrol Bonus (%d)

The unit is very efficient at patrolling provinces.

Pillage Bonus (%d)

The unit is very effective at pillaging.

Poison Resistant (%d)

Damage from natural poisons is reduced by this number of percent.

Poor Amphibian

Poor amphibians can enter the sea as well as dry lands. They are somewhat hampered while fighting under water: Move -4, Att -3, Def -3, Enc +1

Pretender God

This is one of the contending Pretender Gods. The last Pretender God still standing will become a real God. A Pretender God gets an increase in strength, hit points and magic resistance when inside his own dominion.

Prophet

A prophet gets increased attack and defense skill in addition to the dominion related bonuses of a Pretender God. There can only be one prophet at a time.

Recuperation

The unit heals battle afflictions.

Reduce Dominion (%d)

Regenerates (%d hp per turn)

Regenerative creatures heal some of their wounds after every combat round and they have a reduced risk of getting permanent battle afflictions. Lifeless beings are usually not affected by regeneration.

[in-game description]

Undead can't be affected by items giving regeneration (hydra armor, ring of regeneration) or by the normal spells for giving it (personal regeneration, regeneration, Strength of Gaijai), but if it's inherent to the undead, it'll regenerate. Similarly, Carrion Woods Pangaea can make undead regenerate (at least their own, haven't tried with a PoD or whatnot) with one of their unholy spells (Regrowth).

Regeneration doesn't do anything for fatigue.

[Cainehill]

Reinvigoration

Ritual of Returning

This commander will instantly return to the capital if he is wounded in combat (takes 1+ points of damage). Does not protect against attacks which inflict enough damage to be instantly fatal, nor attacks causing afflictions (such as Feeble-mindedness).

[Arryn]

Rusty Armor

All armor parts of this unit are thoroughly rusty and will break if struck by a hard blow.

Sacred

Sacred troops are extremely devoted to the god's cause. They can be blessed and only require half the usual cost to maintain.

Sailing

This commander can bring his men with him across the sea.

Seduce

When in the same province as enemies, a succubus can attempt to seduce an enemy commander. Just as with assassination attempts, the player cannot choose which commander will be seduced. If the seduction succeeds, the succubus and the seduced commander will appear in the owning player's capital province. If it fails, she will attack the commander as if it were an assassination attempt. [Taqwus]

Shapechanger

Shock Resistant (%d)

Damages from lightning and electrical shocks are reduced by this number of percent.

Siege Bonus (%d)

The unit reduces the defense of besieged castles by an additional amount.

Skin Shifter

When enraged this unit will transform into a fierce werewolf. The skin shifter will usually become enraged if it is wounded during battle.

Spiky Poison Armor

Spy

Standard(+%d)

Units with the standard effect inspire courage in battle. All nearby friendly units will be less likely to break in combat.

Starving

Starving units will get diseases and other afflictions unless they get more supplies.

Stealthy (+%d)

Stealthy troops can pass undetected through enemy territory.

Storm Bonus

Strengthened Armor

Summoning Skill (%d)

A high summoning skill increases the chance of summoning powerful monsters from the Void Gate in R'lyeh. A summoner will get about one skill point per successful summoning.

Supply Bonus (%d)

The unit produces supplies.

Supply Malus (%d)

The unit consumes more supplies than an ordinary monster of this size.

Susceptible to Cold (%d)

All cold attacks on this creature will have their damage increased by a number of percent equal to this value.

Susceptible to Fire (%d)

All fire attacks on this creature will have their damage increased by a number of percent equal to this value. If set on fire, the creature will most likely die as it will be very hard to quench the flames.

Swamp Survival

This creature can move through swamp provinces without any penalty and is less likely to starve when the army runs out of supplies in these provinces.

Temporarily for Hire

Tough Skin

A hero with this ability receives increased protection.

Trample

Instead of attacking with a weapon this unit will charge straight into the enemy ranks and trample any one who is not quick enough to move aside. Trample can only be used against smaller targets e.g. elephants can trample horses and humans but they can not trample dragons or other elephants.

Twiceborn Enchantment

This commander will return as a wight if he dies within a friendly dominion.

Twist Fate

The first successful attack against this unit will be negated.

Undead

Undead creatures can be banished by priests. Undead do not require any supplies and they are not affected by disease or old age. Undead units can only be commanded by undead commanders, unholy priests or mages skilled in death or blood magic.

Undead General

This hero has an extraordinary ability to command undead beings.

Unholy

Unholy troops are extremely devoted to the unholy cause. They can be affected by special prayers chanted by unholy priests.

Use Extra Supply (%d)

Valor

A hero with this ability receives increased morale and leadership. All troops close to this hero will also be less likely to break in combat.

Wasteland Survival

This creature is better at surviving without supplies in deserts and wastelands.

Water Breathing

Weapon of Sharpness

All weapons wielded by the unit are incredibly sharp and can cut through most armor. Such weapons are armor piercing.