

# **DOMINIONS II ADDENDA by Liga (last update 2004–06–11)**

I try to improve the printed manula with some tips/informations I have found on the web. In **blue** there are new chapter/paragraphs not included in the original manual. In **red** chapter/paragraph that I have changed (the name and/or the number).

## **1. Game Basics**

### **1.1 Pretenders**

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

[Norfleet]

### **1.2 Nation**

### **1.3 Provinces**

There are different type 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 terrains (Certain Survivals negate movement penalties in their specified terrain).

[Zen]

### **1.4 Commanders**

### **1.5 Movement**

### **1.6 Battles**

### **1.7 Magic**

### **1.8 Religious Dominance**

### **1.9 Winning**

### **1.10 Loosing**

### **1.11 Turn Sequence**

### **1.12 Time Scale**

A turn is one month not six.

[johan osterman]

### **1.13 Rouding**

## 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

### 2.0.1 Nations

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

#### 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.

Heavy infantry, no missile weapons, Salamanders

Fire (3), Blood (3), Astral (2), Random (1)

Powerful priest (4), can perform blood sacrifices

[ingame description]

#### 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 (3) can heal

Scry (accurate and automatic military reports inside dominion)

[ingame description]

#### 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

[ingame description]

#### **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 (4)

[ingame description]

#### **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

[ingame description]

#### **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

[ingame description]

#### **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

[ingame description]

#### **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 Sorcerors 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

[ingame description]

#### **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

[ingame description]

#### **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

[ingame description]

#### **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

[ingame description]

#### **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

[ingame description]

#### **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

[ingame description]

#### **2.0.1.14 R'lyeh**

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

Atlantian slaves, Hybrids, Illithids

Astral, Water

Average Priests

can summon Void Beasts

[ingame description]

#### **2.0.1.15 Tien Chi**

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 (defence increases in provinces with order)

[ingame description]

#### **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 (2)

[ingame description]

#### **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

[ingame description]

## 2.0.2 Themes

This are the themes available in the game. The ones that haven't the name of a specific race in bracket 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 reconquer 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.

### 2.0.2.2 Barbarian Kings (Tien Chi)

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.

### 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 Blacksteel were forgotten. Magery is still not accepted, but fortune tellers and mages of the Order of the Illuminated Ones secretly ply their trade.

### 2.0.2.4 Blood of Humans (Abysia)

Blood of Human cost 0 design points

(Abysia Blood of Human Theme cannot take Hot 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.

### 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.

#### **2.0.2.6 Cerimonial Faith**

Cerimonial 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.

[ingame 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 shipbuliding and navigation has 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.

#### **2.0.2.8 Desert Sun**

Deesert Sun cost 50 design points and require 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.

[ingame 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.

#### **2.0.2.10 Diabolic Faith (Marignon)**

Diabolic Faith costs 0 design points and requires Turnoil +1 and Heat +!

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.

#### **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.

#### **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 pegas riders are trained.

#### **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.

[ingame description]

#### **2.0.2.14 Herth of Winter**

Hearth of Winter cost 50 design points and require 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.

[ingame description]

#### **2.0.2.15 Helheim (Vanheim)**

Helheim 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.

#### **2.0.2.16 Iron Faith (Ulm)**

Iron Faith costs 0 design points and require 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.

#### **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 fay beings known as Tuatha. Since the arrival of man, 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.

#### **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.

#### **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.

#### **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.

#### **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.

#### **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.  
[ingame 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.

#### **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.

#### **2.0.2.26 Spring and Autumn (Tien Chi)**

Spring and Autumn costs 0 design points and requires Turmol +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.

#### **2.0.2.27 Soul Gate (Ermor)**

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

Ermor 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.

#### **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.

#### **2.0.2.29 Water Cult**

Water Cult costs 50 design points, and require 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**

Mictian (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

### 2.1.1 Physical Form

### 2.1.2 Divine Attributes

### 2.1.3 Magic

The Air Shield increase at a rate of 10% per level for the path of the air

[Void and Saber\_cherry]

## 2.14 Dominion

### 2.1.5 Fortress

Fort Type	Name	Layout	Missiles	Location
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)	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 &
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 teeths (2/3 wide)	0	none
19	Crystal Citadel	double wall & gates (= inner yard, 2 squares wide)	32	from front towers &
20	Living Castle	Stone & Kelp wall, open passage	0	none
21	Obsidian Citadel	long passage with giant rock teeths (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 &

## 2.2 Create a New Game

### 2.2.1 Independent Strenght

The standard set for Independents strenht is 3.

I would admonish all Newbies to play on at least AI 5+ in order to better learn how the AI functions in the Battlefield.

[Zen]

## 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 "Dom211.exe"

Check all your Shortcuts to games and modify their command line from Dom2.exe to Dom211.exe for all games not upgrading.

Patch to 2.12.

Check all your shortcuts to games for 2.12 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 Mose will tell you if/when he updates and for what games.

[Zen]

# 3. Map Screen

## 3.1 Understanding the Map

### 3.2 Statistics

#### 3.2.1 Hall of Fame

## 4. Administrating Your Kingdom

### 4.1 Income and Resources

#### 4.1.1 Income

- 200 population generate one gold
- - - - - Income = gold \* 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 heta/cold scale for that race
- Unrest
- Spells
- Magic sites
- Random events

[Nethog]

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

[Liga]

#### 4.1.2 Resources

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

[Liga]

#### 4.1.3 Population

Upon game creation province terrain type is used to "seed" map with an appropriate level of population

Effects:

- Higher Income
- Higher supplies (see supply section)
- Increased Chance of finding Blood Slaves and increased # of Blood Slaves

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

Ermor (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 effects Morale (-4)
- on second turn or later may get "diseased" affliction – i.e. loose 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 heta/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:

- lower income: unrest of 50 cut income in half
- if greater than 100, can not recruit units

#### 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 (however some pop loss)

[Nethog]

## 4.4 Defence

## 4.5 Magic Sites

For a full list of the magic sites look

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 above 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, the same can be said for sacred or priest units. 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 follow:

- 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)
- Evocation 2: Arcane Probing (Astral 1, reveals all astral sites)
- Evocation 9: Strands of Arcane Power (Astral 7, special)
- Thamaturgy 2: Gnome Lore (Earth 2, reveals all earth sites)
- Thamaturgy 2: Auspex (Air 2, reveals all air sites)
- Thamaturgy 2: Augury (Fire 2, reveals all fire sites)
- Thamaturgy 2: Haruspex (Nature 2, reveals all nature sites)
- Blood 2: Bowl of Blood (Blood 2, reveals all blood sites)

[Zen]

## 4.6 Buildings

### 4.6.1 Temple

Clicking on a temple you got some informations about oyu dominions:

#### **4.6.1.1 Conversion rates**

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 golds (not resources)

Maintenance for non summoned troops is 1/15th the purchase cost, except for sacred troops which are 1/30th

[Kel]

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.

[Norflleet]

If you have not enough gold to pay all your units, units will desert you. Starting with those with the lowest Morale up and until those with the highest.

[Zen]

## **5. Armies**

### **5.1 How to Build an Army**

#### **5.1.1 Recruiting Troops**

#### **5.1.2 Commanding Troops**

#### **5.1.3 Recruiting Mercenaries**

You can get a list of all (almost all) the mercenaries available in the game from

### **5.2 Moving Armies**

#### **5.2.1 Difficult Terrains**

#### **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.

## 6.1 Army Setup

### 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

Remove afflictions with:

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

– So do immortal units, and anybody 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 Tien Chi 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, requires nature).
- Being in the same province with a friendly commander with the Chalice (artifact; requires construction 8, something like astral/nature as well).

[Taqwus]

Fairy Queen can heal units as well.

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

[Daynarr]

The Tien 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.

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 ( $\text{dmg} = \text{size} * 4$ ). 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 shields defence 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:  $2d60e > (2d60e + \text{shielddefense})$  if I remember correctly

... and than ...

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 than ...

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 stil fire underwater, and only aquatic and amphibian flyers can fly under water. Aquatic flyers given an amulet of the fish such as the Nerid 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**

### **6.4.2 Hitting**

### **6.4.3 Damage**

### **6.4.4 Magic Resistance**

### **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 times 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, consider each extra gem gives you 1 extra magic level. Although you can't really get more than 1 extra magic level thru gems wrt spell requirement, range, damage, number of effects, penetration, etc.

[Nagot Gick Fel]

### **6.4.7 Battle Magic and Magic Gems**

### **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 mrl loss IIRC). Perhaps when other squads rout. Not sure about that one.

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

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

Standards reduces mrl 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]

### 6.5.2 Dissolvment of Mindless Beings

### 6.5.3 Mercenary and Rout

If a Mercenary Squad routs it will not scatter into adjacent friendly provinces but it is disbanded. It could be that the squad routs but not the commander; in that case the squad is disbanded but you still are in control of the commander

[Liga]

## 6.6 Army Rout

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

- all your squads (not counting bodyguards) are routing.
- you have only leaders and bodyguards and a 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  $((\text{siegers strength})^2/100)+\text{bonuses}$

Bonus 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 seige 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 dfense 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]

# 7. Units

You could have a list of all the units and theyr stats from

## 7.1 Stats description

### 7.1.1 Garrison

Every unit has a garrison province stat that indicate where the unit was build. In that province the unit also have a +1 morale.

### 7.1.2 Hit pointes

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.

[ingame description]

### 7.1.3 Protections

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.

[ingame 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).

[ingame 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.

[ingame 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.

[ingame 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

[ingame 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

[ingame 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 Defence 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.

[ingame description]

### **7.1.10 Defence skill**

The Defence 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 Defence skill. Defence doesn't protect a unit from missile weapons or spells. A normal soldier without a shield or heavy armor has a Defence value of 10, while a heavily armed soldier might have a Defence value of 5, and an experienced mounted soldier a value of 15. The Defence penalty of armor does not affect mounted troops.

[ingame 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.

[ingame 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.

[ingame 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.

[ingame 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	-

[Johan O., Krisoffer O., Arryn]

## 8. Commanders

### 8.1 Leadership

### 8.2 Magic Items

### 8.3 Heroes

#### 8.3.1 Nationa Heros

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 ]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 commanderless enemy troops hanging around there.
2. You cannot assassinate PD commanders. You can assassinate enemy recruited commanders or Indy 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 gain 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 are 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  $(10 + 40 \times \text{bloodlevel})$  and  $1d5000$  less than population and  $1d400$  less (I think it want to mean more. NDR) than unrest

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

[Kristoffer O.]

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

[Tuna-Fish]

### 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 a 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]

### **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 new generated 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 Fortress of a 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.

[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 all by stealth units the default behaviour is just to stealth (not move)

[Zen]

#### **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 defending 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 Aaysia, 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 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. Only for priests. 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 lvl by one.

Chance of dominion increase:

In friendly dominion: (priest lvl)\*20%

In enemy dominion: (priest lvl)\*20-(enemy dom)\*5%

Inquisitors priest lvl count double in enemy dominion.

So keep your weak sneaking priests in border provinces.

[Kristoffer O.]

#### **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.

[Zen]

#### **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]

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]

### 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

### 9.2 Prophet

Becoming a prophet a commander also get

+2 Att  
+2 Def  
+2 Precision  
30 Morale

[Zen]

### 9.3 Temples

### 9.4 The Capital

### 9.5 Victory Points

### 9.6 Effects

For every level of dominion your Prophet/Pretender gains +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 levels 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]

#### **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**

You could have a list of all the spells and requirements from

#### **10.4.1 Battle Magic**

#### **10.4.2 Battle Enchantments**

#### **10.4.3 Rituals**

You could have a list of all the creatures/units you can summon with rituals from by Zen

#### **10.4.4 Global Enchantments**

#### **10.4.5 Local Enchantments**

#### **10.4.6 Indirect Magic**

### **10.5 Magic Items**

You could have a list of all the magic items and the path/magic resources needed to build from

You could also take a look to the usefull 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 needs 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]

## 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 for Magic/Drain, except Ulm Smiths count Drain +X as zero.

[Nagot Gic 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, 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 God has 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]

## 11. Ascension

## 12. Keyboard Shortcuts

## Appendix A: nations/themes specific tips

### A.2 Arcoscephale

#### 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 Golembatants which fill in nicely with Chariot/Petlast 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 Sceptic, 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 havok.

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 profet 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 warriros 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 the more independents there are. I've mostly used this on strength 5.)

[mr.white]

#### **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]

#### **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 on your side.

Never played DT.

[Kel]

I love Miasma against long life troops, like Ulm or Johnteim. 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. It's 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]

#### **A.4.5 Carrion woods**

Autosummoning:

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

Also:

$10 * (\text{dom} + \text{growth} + 1)$  % chance of carrion beast / pangaeon 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.]

## 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.

### Assasinate

### 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.

### 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.

### **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 Defence 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.

### **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.

### **Gone Berserk (+%d)**

The unit has gone berserk. The unit cannot break from battle. Attack skill, strength and protection are increased and defence 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 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 magics. They lack lifeforce and are unaffected by certain spells such as Drain Life, Sleep and Polymorph.

### **Lightning Reflexes**

A hero with this ability receives increased defence 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.

### **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 hitpoints. Magic never healing beings will regain their hitpoints 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)**

Damages from natural poisons are 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 defence 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.

### **Renvigoration**

### **Ritual of Returning**

This commander will instantly return to the main citadel if he is wounded in combat.

### **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 defence 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.

### **Spikey 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'Iyeh. 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. Undeads 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 armors. All weapons are armor piercing.