



The Manual

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1 Game Basics

1.1 Provinces

The world of Dominions is composed of a number of provinces. Each province has two primary statistics called income and resources. Every province can produce an amount of troops each season that depends on the number of resources in that province. Different provinces can produce different units and some provinces might be populated by strange societies that allows the recruitment of unique or superior troops. By conquering provinces your empire grows in power. Some provinces are seas, these cannot be entered unless you have amphibian or aquatic troops.

There are several maps in the game and additional maps can easily be made with a simple paint program if you wish to make your own. The largest map in the original game has several hundred provinces and the smallest has about fifty.

1.2 Commanders

Almost all active control of your empire is performed through the orders given to characters known as commanders. All commanders have a name. Commanders are the units who lead armies from one province to the next. They also perform religious services and magic research. The more commanders you control the more flexible you are. On the other hand, if you have too many commanders you will pay more gold as commanders have a high maintenance cost.

1.3 Movement

Armies can only move if led by a commander, but commanders may move without armies. A commander can enter a neighboring province that is not controlled by the player, this will result in a battle. All battles are performed during the hosting, which occurs after all players have played their turns. If you move within your own empire you can move farther. However, if you want to attack an enemy province you must be adjacent to the target province when you begin your turn.

1.4 Battles

All battles are resolved during the hosting. This means you have no means to change the outcome of the battles once begun. Instead you have the possibility of giving basic battle orders before the battle when you make your turn. You can for example tell your archers to fire at the enemy's archers. When the host is run you will receive replays of all battles you participate in.

1.5 Magic

The world of Dominions is filled with magic and mysteries. By mastering the arcane you can greatly aid your cause and harm your enemies. Magic can be used to create artifacts for commanders. You can research spells for use in combat to heal or destroy. You can use magic to protect your provinces from magic or you can enchant your provinces to make them richer. Magic is a great aid but not necessary to win. Magic resources are somewhat limited so it is not possible to give all commanders magic armors, weapons and trinkets.

1.6 Religious Dominance

As the game is all about becoming the One and Only God it is important to understand the workings of the *Dominion* of a pretending God. The Dominion is the presence or influence of a pretender. The higher Dominion a pretender has got in a province the more fanatical his followers are and the more the denizens of the land trust their Lord. If your Dominion is reduced to zero in all provinces you lose the game as you do not have any religious authority left. You are considered a god no more.

1.7 Winning

You win the game if you are the sole pretender left.

1.8 Losing

You lose the game when all your provinces have been conquered or you do not have any dominion left.

1.9 Leaving the Game

If you ever want to leave the game just press shift-Q or escape.

1.10 Turn Sequence

After all players have played their turns, the computer will take this information and use it to calculate all movements, battles, etc. and update the world. This process is called the *hosting* of the game. The hosting consists of many small parts that are executed in the order below:

Recruit All new units and commanders are recruited.

Research All mages do their research.

Empowerment People doing empowerment become more powerful now.

Forge Magic items are forged and put in the laboratory.

Rituals All mages perform their rituals in a random order.

Magic Battles All battles caused by magic are resolved.

Search Searching for magic sites.

Prayers Prophets are made and Gods are reborn.

Blood Hunt Hunting for blood slaves.

Luck Random Events may appear here.

Assassinations All assassinations are made and the battles are resolved immediately.

Friendly Movement All moves within friendly provinces take place.

Movement All other movement including *break siege* take place.

Move Battles Battles are resolved.

Storm Castle Castles are stormed and battles resolved.

Enchantments Global enchantments affects the world.

Magic Items Special effects in magic items take effect.

Sneak Sneaking units may be discovered and attacked. All battles are resolved immediately.

Build Castles, temples and labs are built or demolished.

Special Orders Special orders like *reanimate* and *heal* are performed.

Income All nations get income from their provinces.

Starvation Units without supplies starve.

Upkeep Units are paid for.

Dominion The dominion spreads and affects the world.

Site Effects Magic sites spread diseases among other things.

Heal All units regain their lost Hit Points, unless they are diseased and get more wounds instead.

Mercs Mercenaries are bought or maintained.

Scouting New scout reports are sent home.

1.11 Play by E-Mail

Dominions is very suitable as a play by e-mail game, because the game turns will soon require a lot of time to be played optimally.

In a play by e-mail game each player makes his or her moves and returns a file to the host of the game. The host then runs a host command that compiles all actions and battles and returns the results to all players in a special file. The players are now free to do his or her moves at any time (deadlines recommended) and return them to the host for another hosting.

2 Setup Game

Before it is possible to create a new game, all players must choose one of the fourteen possible

nations and create a God for that nation. See section 3.1 for information on how to create a God.

When all players have designed their Gods a new game must be created before you can start playing, see section create a new game for information on how to create a new game.

Once the game has been created you are ready to play by choosing *Play an Existing Game* on the main menu.

3 Main Menu



Figure 1: This is the first menu you will see when starting the game.

3.1 Create a new God

To begin a new game you need to create a new god. When you click on this button you will find a box with fourteen banners at the top. Each banner represents one nation. If you click on one of the banners a description of the nation is shown in the box below. Following the description is a summary of strengths and weaknesses of the nation. The nation summaries are organized in the following categories:

Race The nature of the denizens and cultural advancements.

Military Favored troops and special units.

Priests The religious authority (power) of the priests of the nation.



Figure 2: There are fourteen different nations to choose from.

Magic What magic paths the mages of the nation follows.

Dominion Special effects of the nations dominion.

IMPORTANT: Each nation may only have one player. If you design the pretender of a previously designed nation the previous god is lost, unless that game is already in progress.

3.1.1 Design Pretender



Figure 3: There are several godly forms to choose from.

When you design your pretender god you choose a physical body and appearance of the god to be. The different physical forms are quite different in strength, magic aptitude and divine presence. Carefully study the weaknesses and



Figure 4: This god has a broad base of magic skills.



Figure 5: What will your dominion do to your people?

strengths of the different appearances available. Some of the divinities are restricted to one or two nations (only the underwater nations may have an aquatic pretender for example).

3.1.2 Divine Attributes

When you have chosen a body for your pretender god it is time to choose magic skills, dominion and fortress. You have a number of points to split between the different areas. The number of points available depends on what physical form you chose. You do not have to assign your design points in any special order. You might want to start lowering your scales of dominion as to get more points. It's up to you.

3.1.3 Magic

When you choose your pretenders magic skills you will find eight symbols corresponding to the eighth paths of magic. If you right-click on a symbol you will find information on the path in question. Left- or right-click on the horizontal bars to increase or decrease your skill level in a path of magic. The maximum value you can start with is 10. You do not need to have magic skills but it would make you less able to deal with your opponents' whims.

It is quite expensive to raise a magic path above five. The cost to increase a path is eight times the new level. To get a new path is more expensive. The opening cost of a new path varies with the physical form of the god. Dragons have

very high opening costs. They are attuned to the path they choose and have a hard time learning new ones. Few dragons follow more than one or two magic paths. Arch mages on the other hand are masters of magic and sometimes follow all the magic paths, but their bodies are not attuned to the raw arcane force and will find it difficult to get high values in the paths. Arch mages seldom have skill levels above five or six.

It is possible to learn new paths or raise your magic skills during the game but it is expensive, see chapter 8.6 for more information. It might be advisable to choose magic skills that correspond at least somewhat to those of your nation. For more information on the magic paths, their weaknesses and strengths, see Magic in chapter 1.5.

3.1.4 Dominion

The second area on which you spend your design point is your Dominion. The dominion is what makes your pretender a god. It is the divine presence that feeds on the religious devotion and fills the hearts of followers with righteous fury. The dominion is a manifestation of the divine might of the god and it influences the moods of denizens and changes the very lands they live in. When you enter the dominion menu you will find six set of scales and a niche with some candles in it. The

scales represent the character of your dominion and the candles represent the strength of your dominion. If you right-click on the symbol next to a scale you will get an info on what the scale measures. If you click on a scale it starts to tip. Use left or right button to change the scales as you see fit. The right side of each scale is bad and gives you design points. The left side is, with the exception of the temperature scale, good and costs you design points. All scales have three steps in either direction from the basic balanced state. Be careful with the strength of your dominion if you choose bad scales. The advantage of having many design points might well be countered by several destructive scale settings (for more info on the scales see chapter 11.1).

3.1.5 Fortress



Figure 6: Choose whether your home province is defended by a mighty citadel or a simple watch tower.

The last area on which you can spend your design points is your fortress. This is the standard fortress type of your nation. All fortresses built are of the same kind so don't take too lightly on this choice. A good fortress is useful when you have large armies or are under attack. If you conquer other pretenders you may demolish their fortresses or keep them, but you will never be able to build other fortresses than the one you chose when you designed your pretender.

3.1.6 View Magic Schools

This button allows you to familiarize yourself with the spells and rituals of the game. This might be useful to do before choosing the magic abilities of your god.

3.2 Create a new Game

When all players have designed their pretenders it is time to create a game. If the hosting is run on another computer you must copy the pretender god file to that computer. Otherwise continue as follows.

3.2.1 Choose Participants

Click on the banner of a given nation. Seven buttons will now appear: a red cross for nations not in the game, a face for human player and a number of computers for computer players of different levels. When enough nations have been given players click on the right arrow.

3.2.2 Choose Map or Scenario

Now you choose the map of the game. The host should have decided which map will be used before as there are several maps to choose from. Some are quite large and some do not have much water. By clicking on one of the map names you can get a picture of the map and some map statistics such as number of provinces and number of sea provinces.

Apart from the basic maps there are also some scenario games. These games feature background histories as well as special sites, events and victory conditions. The scenarios are listed among the maps and are marked by a small burning star.

3.2.3 Game Type

Choose game type. The two options are: HOT SEAT / SINGLE PLAYER / NETWORK and PLAY BY E-MAIL.

3.2.4 Hot Seat, Single Player

Hot Seat or Single Player should be selected if the entire game is to be played on the same com-

puter. Up to 14 players can participate in a hot seat game, but with that many players a network or PbEM game is strongly recommended. After the game has been created select *Play an Existing Game* to play the game.

3.2.5 Play by E-Mail

To set up a PbEM-game you need to decide who will host the game. The host has to choose what map and what nations will be used in the game. Specific scenarios can be designed by the host but it is also possible to run a random game without any preparations. The normal game is just hosted on the host's computer, no further privileges are given the host. It is recommended that the host have room for backups of the current game as mistakes in any of the players' turns cannot be repaired once the host is run. It is the responsibility of the host to keep the game from harm. Democracy might be the best way to decide which nations will be played. Two of the nations are dependent on the amount of sea provinces on the map. If anyone wishes to play one of these the host should make clear how many sea provinces the map contains. When the choice of nations has been made you can start the design of a game.

When all human players have designed their Gods they must send their initial 2h-files to the host. In the folder named *Newlords* a number of files with the extension .2h (short for *to host*) will be found. All 2h-files are to be put in the *Newlords* folder on the host computer. When this is done the host can proceed with *Create a New Game*.

When the new game is ready you may begin playing. In the folder named after the game there is a number of turn-files (extension .trn). Send those to the participants of the game. The players creates a folder with the same name as the current game and places the turn-files in that specific folder and proceed with *Play an Existing Game*.

When your first turn has been played send your 2h-files to the host and wait for a reply. The host should put the 2h-files in the game folder, host the game and finally return the new turn-files.

3.2.6 Game Settings

There are some settings you may want to change before starting a game.

3.2.7 Strength of Independents

The relative army strength of independent provinces. Default strength is 3. With a lower strength it will be easy to conquer new provinces early in the game. With a higher value you need to build an army before you try to expand your kingdom. Richer provinces have stronger defenses than poor ones.

3.2.8 Special Site Frequency

The frequency of magical sites. Default is 50%. Max is 75%. The frequency is the chance that there is at least one site in the province. If there is one there is an equal chance of a second site and so forth. There may not be more than four sites in a single province.

3.2.9 World Richness

If you want a quicker game you may want to increase the world richness. Income and resources are the factors affected by this setting.

3.2.10 Random Event Frequency

The chance of random events in your kingdom. Events can be disruptive or very good. Most are just annoying or fun.

3.3 Play an Existing Game

Choose a game to play from the list. You may play several games on the same computer. When you click on a game you will find a list of all nations in this game available for play. Choose the one to play (preferably your nation) and you will enter your home province.

3.4 Network

There are many options for network play. Those who have access to Internet might want to participate in an on-line game (check the Dominions home page for more info). If you prefer to have

control of whoever participates in the game, you can set up your own Dominions Server with only a few mouse clicks. This can also be done on a local network.

3.4.1 Connect to a Dominions Server

You have to know the IP address and the port number of the Dominions Server you want to connect to. Also you must create a god before you can participate in a game.

It is perfectly possible to connect to a server to get the new game data, play the game off line and the reconnect to upload the new game data. That way it is possible to play without using permanent Internet connections and without getting sky high phone bills. To play the downloaded game data, select *Play an Existing Game* from the main menu and choose the newly created game.

3.4.2 Setup a Dominions Server

Setting up a Dominions Server is really easy. First you have to make up a suitable port number for your Server. This number can be anything from 1024 to 65535 but two Dominions Servers on the same computer mustn't use the same port number.

You will also be required to enter a name for the game. A new game will be created if you enter a new name, if you enter an old name that game will be continued from where stopped.

When starting a server you might want to run Dominions without sound, otherwise other applications might be unable to play any sounds. To start Dominions without sound use the `—nosound` switch or the `—tcpserver` switch which starts a Dominions Server without sound as default.

If you are using Linux you might want to use the `—esd` switch to rout all sounds through the Sound Daemon which enables multiple programs to use sound effects at once. If you are using Windows you might want to run the server in a window by using the `—window` switch.

IMPORTANT: Shutting down a Dominions Server will most likely make all connected Dominions Clients crash. Only shut down the server when no one is connected.

3.5 Battle Sim

With the Battle Simulator you can easily test how well different units perform in battle. With a few clicks you can change the opposition or the climate and terrain and see how it affects the outcome.

Every time you press add units a new squad will be created under the newly created leader. If no leader is chosen the units will be placed in the same squad as all other leaderless units.

If you want to use archers then give them a leader of their own. This way they won't get confused and engage in melee together with their non-archer buddies.

3.6 Quit

Exit the game.

4 Provinces

The world is made up of provinces. Each province can recruit troops and collect taxes. By conquering new provinces your tax base increases and you get a broader recruitment base. Some provinces are seas. Those can only be conquered by special troops able to enter the sea.

4.1 Province Features

There are several boxes with pictures in the province menu. They represent different places and activities of military, organizational or magical nature. Some of the places represented can be entered by commanders. This is done by marking the commander in question and clicking on the place to enter. The boxes are fortress, laboratory, temple, smithy, niche of candles, special sites, message board and world.

Keyboard shortcuts in the province menu can be found in table 1.

4.2 Map

When you enter a province you will find a map to the right. This map is centered on the province you have entered. The map displays the current terrain of the area as well as borders.

Key	Event
a	Select all commanders
b	Minimal battle menu
d	Dominion info
f	Unit transfer screen
h	View hall of fame
n	Next unordered commander
m	View messages
w	Message Screen
r	Recruit menu
t	Temple info
x	Change tax
e	End Turn
Esc	Allows you to quit
s	Toggle army size bars
+, -	Scroll commander list
l-mouse	Select commander
Ctrl + l-mouse	Select one more commander
Shift + l-mouse	Select range of commanders
m-mouse	Scroll commander list

Table 1: Keyboard shortcuts for province menu (main screen).

There are some buttons below the map. These allows you to change which information is displayed on the map. Keyboard shortcuts that can be used with the map are listed in table 2.

4.2.1 Dominion Button

This button toggles dominion on/off. A thin yellow film covers the provinces of your dominion. The stronger the dominion the more yellow the province. Neighboring dominions are shown with a blue film.

4.2.2 Terrain Button

This button toggles terrain on/off.

4.2.3 Banner Button

This button toggles ownership banners and castles on/off.

Key	Event
Arrow keys	Scroll map
8, 4, 6, 2	Scroll map
5	Resets map
y	Toggle dominion
u	Toggle map colors
i	Toggle flags
o	Toggle army size boxes
p	Fullscreen map
Shift + n	Toggle neighbor display
l-mouse	Move commanders
Ctrl + l-mouse	Move and don't sneak
r-mouse	Goto province

Table 2: Keyboard shortcuts for map (main screen).

4.2.4 Army Button

This button toggles armies and movement on/off. The area of the purple army squares are proportionate to the size of the armies in the province. Army squares with a cross inside indicate the presence of a commander.

4.2.5 Full Map

Click on the last button at the bottom to get a full screen view of the map.

4.2.6 Map Navigation

Use the arrow keys to scroll up and down. Use the 5 num-pad key to enter your home province.

Right-click on another province to enter it. The information of the new province is dependent on if it is one of yours (all features shown), one under your dominion (name, owner, income and resources), a neighboring province (name and owner), a distant province neighboring your dominion (name) or a distant one (no info at all).

4.3 Ownership and Banners

Every province controlled by you is marked with the banner of your nation. Neighboring provinces controlled by other pretenders will have a similar banner. If you employ a scout and sent him into



Figure 7: The five buttons below the map can be toggled on/off. The first shows dominion, the second terrain, the third banners and castles, the fourth armies and the final button shows a full screen map.

enemy territories he will reveal the ownership of the province as well as neighboring provinces. Ownership is also revealed in provinces where your dominion holds sway.

4.4 Terrain

The terrain of a province influences several things including supplies, population and resources. The different terrains are the following:

Plains Not so fertile plains suited for cattle herding. Normal population base.

Farmlands Fertile plains where crops can be grown and people live in plenty. High population base and lots of food.

Forests Forests and woodlands. Wood, food and other resources are common, but few actually live here. Low population base, high resource value possible.

Mountains Hills, peaks and mountain passes. A poor land with riches in the ground. Lots of resources but hardly any inhabitants or farms. Very low population base, very high resource value possible.

Swamps Marches, fens and rain forests. Plenty of game and wood but no one lives here to collect it. Very low population base.

Tundras A harsh and cold land where no one lives. Cultivation is impossible and few have ever tried to mine or cut wood here. Very low population base.

Wastelands Deserts and badlands. A dry and desolate land where no one lives. Cultivation is impossible and there are few resources to be found. Very low population base.

Water Rivers, lakes and seas. Waterways promote trade and food production. A province made up entirely by water is a sea. The sea is a rich place if you can swim but large scale food production is difficult. Cultivation of algae or clams can increase output, but most food is gathered personally. Iron is almost impossible to find, let alone shape, but corals are used in most underwater cultures. Generally low income and resources, often compensated for by the size of the province.

4.5 Dominion and Terrain

When your dominion spreads you will start to notice a change in the provinces around you. Your presence changes the very land you tread. The impression of your dominion will affect the lands, slowly at first but faster with time. The scales of growth-death and heat-cold are the ones that have visible effects on the map.

5 Province Attributes

There are several attributes that describe a province. Size and terrain determines some of these attributes. If you are not sure if you want to conquer a small inland province with lots of tundra or a large woodland province with farming areas around a large river you should choose the latter. Small provinces are not very rich. The density of special sites (see chapter 12) however is not dependent on the size or terrain of the country. This means even the smallest and most insignificant of provinces might be of great value.

5.1 Population

All provinces have a population. The denizens of the province are what produces food and revenue. With a large population the tax base is high. The population might decrease if a plague or famine strikes your kingdom. Evil tyrants sometimes plunder newly conquered lands to get quick spoils slaying thousands in the process. The population of a province may also increase or decrease depending on your scale of growth/death.

The most drastic changes in the population are migrations. If you mistreat your population they might flee your lands in search of better treatment. To keep your denizens in place you must lower your taxes or let armies patrol the borders (for more info on patrol see chapter 16.4.6). The population determines the tax base of a province. Two hundred denizens generate one gold in taxes. This value can change with unrest, dominion effects and spells.

5.2 Unrest

The inhabitants of every province have opinions on the rulership. Some provinces rebels due to heavy taxes while others enjoy the stability of the rulership. The unrest of a province is measured with a value ranging from zero up to five hundred. An unrest rate of twenty is bothersome and an unrest of fifty is serious. When the unrest has reached one hundred it is impossible to recruit new units in the province.

Unrest is a combination of dissatisfied peasants, brigand activity and poor leadership. If you patrol the province with your armies you may end the bandit plague, peasants feel secure and dissidents are imprisoned and unrest decreases (for more info on patrol see chapter 16.4.6).

5.2.1 Migrations

When the unrest of a province is high there is a chance that the denizens leave in hope of finding gentler masters. If the you let your armies patrol the province the numbers of emigrants will decrease. You might find yourself prospering from immigration if you treat your subjects well.

5.2.2 Dominion and Unrest

A strong dominion will affect the unrest. If your dominion is one of turmoil you will experience a gradual increase in unrest, unless you lower your taxes. A peaceful dominion will lower the unrest and allow you to set high tax rates.

5.3 Income

Income is a measure of the revenues collected in a province. Income is measured in gold. Food production, trade and the occasional gold mine are what makes a province rich. The tax base is generated from the population and decreases when the population decreases. All revenues are transferred to the treasury.

5.3.1 Tax

The tax rate is a measure of the tax level in a province. All taxes are local and doesn't affect the income or unrest of adjacent provinces. A tax rate of 100 is 100% of the generally accepted tax in that province. A tax of 120 is 20% more than the people in that country are accustomed to. A high tax rate increases the unrest in the province.

5.4 Resources

Resources is a measure of the productivity and natural resources in the province. A high value means that you can recruit more troops during one season in the province. Every unit recruited has a resource cost depending on the armaments of the unit. The making of plate armors is time consuming and lots of iron will be needed. Several spears and leather cuirasses can be made in less time than a plate armor. Resources are normally not transferable. If a province has a high resource value it cannot transfer unused resources to other countries.

IMPORTANT: The effective resource value of a province is halved unless it contains a Fortress.

IMPORTANT: The construction of a fortress will allow the recruitment in a province to benefit from the resources in surrounding provinces as well as allowing you to use the full resource value of the province itself.

Nation	Commander	Units
Abysia	Warlord	Humanbred
Arco.	Hoplite	Cardaces
Atlantis	Initiate	Spearman
Caelum	Seraphine	Warrior
C'tis	Commander	2 Militia
Ermor	Ghoul	Soulless
Jotun.	Jotun Herse	Militia
Man	Castellan	Militia, Sling
Marignon	Friar	Pikeneer
Pangaea	Centaur	2 Satyrs
Pythium	Centurion	2 Militia, Sling
R'lyeh	Lord	Trooper, Lobo
Ulm	Priest	Crossbowman
Vanheim	Herse	Huskarl

Table 3: The local defense for provinces with defense 1+

Nation	Commander	Units
Abysia	Warlord	Infantry
Arco.	Mounted	Light Cavalry
Atl.	Initiate	Shambler
		Reef Warrior
Caelum	- None -	Archer
C'tis	Task Master	Slave Warriors
Ermor	Mound King	Longdead
Jotun.	Wolf Chief	Wolf Rider
Man	Monk	Militia
Marig.	Friar	Crossbowman
Pan.	White Centaur	Satyr
Pyth.	Centurion	Velite
R'lyeh	Lord	Slave Guardian
Ulm	Commander	Heavy Infantry
Van.	Vanherse	Hirdman

Table 4: Additional local defense for provinces with defense 20+

5.5 Defense

Defense is a measure of how well the local militia is organized. The militia defends the province if it is attacked. The home defense militia doesn't cost any maintenance. The cost in gold of increasing the defense is equal to the next level of the defense.

A local defense value above ten enables the local militia to track and attack enemy troops hiding in the province (for more info on stealthy troops see chapter 16.4.7).

Each nation has its own local defense. Some are better organized than others.

5.6 Supplies

Armies consume lots of food and other commodities. If a large army enters a desolate province it might find itself starving. Every province generates a certain amount of supplies able to support a certain amount of troops. If the supply limit is exceeded the army starves. Starvation is however not a quick process and not everyone are affected if the limit is exceeded by a small amount. When supplies are up and starvation sets in you will be notified. The starving troops will suffer from low morale, but unless they stay in the province they will not suffer permanent harm.

5.6.1 Supply Use

This is the amount of supplies currently being used in the province. Larger units consume more supplies than small ones.

5.6.2 Supply Lines

Fortresses send out supplies to armies. Farther from the fortress fewer supplies arrive to armies. The supply line is the amount of supplies currently available in the province including supplies from fortresses. The supply line cannot be traced through enemy provinces.

5.6.3 Starvation

When troops don't get enough supplies they starve. Starving troops have their morale reduced by -4. Starvation is shown with a symbol of clean picked pork ribs. When an army begins to starve only some of the units will suffer from starvation each turn. The available supplies are shared among the units and those who doesn't get any starts to starve. Each turn some additional soldiers will begin to starve. If you can't move your army into a richer province the starving troops will start to get diseases. Diseased troops are doomed. Each game turn

they lose one HP and get additional afflictions (for more info on afflictions see chapter 17.6.34). Diseased troops never regain lost HP unless they regenerate.

5.6.4 Supplies during Sieges

If you are besieged your defending units will consume the supplies of the fortress. The supply value in a besieged fortress is reduced by a fraction each turn. The number of supplies is calculated by dividing the basic supply value by the number of turns the siege has lasted.

Example: A Dark Citadel starts with 150 supplies. Turn two it will have $150/2=75$ supplies. The third turn it will have $150/3=50$ supplies. Turn four the basic value is divided by four etc.

5.7 Unowned Provinces

You can only see the name of an unowned province if you own a neighboring province or have dominion there. You will not get information on income or resources in an unowned province unless you have dominion there.

5.8 Military Report

In an unowned province in which you have a scout you will find a military report. Left-click to read the report. The report is inaccurate at best but gives you some hints of the army size and troops present. Spies are more accurate than scouts. Neighboring provinces also have military reports, but they are less accurate than reports from scouts and spies.

6 Kingdom Attributes

6.1 Treasury

The treasury is the amount of gold present in your entire empire. The gold in your treasury is transferable and can be used in any province for any purpose without delay or cost.

6.2 Income

The total income of all provinces in the kingdom.

6.3 Upkeep

The cost to maintain the army. The maintenance cost of a soldier is one fifteenth of its recruitment cost in gold. Sacred troops count half.

7 Fortress

The first box in a province is the fortress. This box will contain an army camp if there is no fortress in the province. All homelands have a fortress, but the type varies depending on your initial choices.

In the fortress or army camp you will find all units present in the province. Here you can transfer troops to your commanders and give them battle orders.

Commanders can build new fortresses in distant provinces. The fortress has several uses:

- It serves as a supply depot. Food is collected from the countryside and transported from the fortress to nearby armies.
- It serves as an administrative center. Resources and armorers are gathered in the fortress to produce weapons for the garrison. Resources of neighboring provinces under same pretender's control can be used for producing more troops in the province of the fortress. There is also an increase in commerce in a province with a fortress and tax collectors have an easier time collecting taxes when the threat of the armed might of the nation is near.
- It serves as a production center of the nation and allows you to recruit troops types of your own culture in the province.
- It serves as a fortress. Inside the safety of the walls the brave will defend the heart of the province.

Nation	Tower Volleys
Abysia	2 Ballistas
Arcoscephale	8 Shortbows
Atlantis	8 Shortbows
Caelum	8 Shortbows
C'tis	3 Slings, 1 Poison Sling
Ermor	2 Ballistas
Jotunheim	16 Shortbows
Man	8 Longbows
Marignon	6 Crossbows
Pangaea	8 Shortbows
Pythium	2 Ballistas
R'lyeh	4 Shortbows, 1 Mindblast
Ulm	4 Arbalests
Vanheim	8 Shortbows

Table 5: The amount of firepower in the towers of different nations.

7.1 Towers

If the gate of your fortress is destroyed and you are attacked by the besieging force, the towers of the fort will fire missile volleys against your enemies. Each nation has its own defenses. The number of towers depends on the fortress.

Towers never run out of ammo and have unlimited range. These are exceptions to the normal missile rules.

No towers are ever built underneath the sea.

7.2 Transfer Troops

In the fortress you can transfer troops to and from your commanders. In the box at the top are all units available in the province. They guard the fortress unless led by a commander. In a number of boxes below are the commanders presently visiting the province. A commander's troops are organized in squads to the right of each commander. If you left-click on a unit it becomes bright. If you left-click on a commander the chosen unit is transferred to a new squad controlled by that particular commander, unless that commander commands as many units as he is able to do (for more info on leadership see chapter 16.1).

If you right-click on either a commander or another unit you will enter the view troop menu.



Figure 8: Here troops are transferred between commanders and battle orders are given.

IMPORTANT: If you double-click on a unit all units of the same type in that squad will be selected. If you click on a unit and then press *shift* and click on another unit, every unit in between will be marked.

7.3 Battle Position

The colored box next to every squad and commander represents its battle position. Battle positions are very important. Unless careful you might find your archers in front of your heavy cavalry or your hero at the very end of the battlefield. When choosing positions you use the num-pad keys to place the squad or commander in question where you would like to have him in the battlefield. The right side of the box is closest to the enemy. It is not possible to begin with your troops on your opponents side of the battlefield.

7.4 Basic Battle Orders

This box displays the current battle orders given to your troops and commanders. It says *Click here to set battle orders* when you first enter the fortress. If you do not chose battle orders the host will give orders of its own volition, this is not always bad but you might want to avoid it.

7.4.1 Attack

The squad is ordered to move towards and attack the enemies in melee. The attack order is fol-

lowed by a specification where you can chose primary targets. The available targets are: no special target, closest enemy, archers, commanders, cavalry, flying troops and magic users. Flying units will fly across the battlefield in an instant and attack the enemies regardless of distance.

7.4.2 Fire

The squad is ordered to target the enemies with their missile weapons. If there are no enemies within range they will advance until there are. The fire order is followed by a specification where you can chose primary targets. The available targets are as for the attack order: no special target, closest enemy, archers, commanders, cavalry, flying troops and magic users.

7.4.3 Guard Commander

The squad is assigned to guard their commander from enemy troops. They also serve as bodyguards in assassination attempts (see Assassination chapter 16.4.10). The guards move towards the commander and doesn't leave his side. They will follow him if he moves.

7.4.4 Hold and Attack

The squad is ordered to hold for a while before it attacks. The squad remains inactive for two or three turns.

7.4.5 Fire and Flee

The squad fires at the enemies and retreats after two volleys.

7.4.6 Retreat

This order makes the unit retreat from battle. Useful for protecting vulnerable troops from unexpected attacks.

7.4.7 Stay behind Troops

The commander stays behind his troops and uses missile weapons and casts spells. This basic order is only available to commanders.

7.4.8 Cast Spells

This order allows a commander to try to cast spells at his disposal. The computer chooses spells and targets automatically but you can also instruct your mage to cast some specific spells with the special order *Cast Specific Spell*. If there are no available targets for any spells the mage will advance to fight or enter range. This order is only available to commanders.

7.5 Special Battle Orders

There are some special orders that only are available to commanders. Each commander can only have five special orders. After all special orders are performed the commander will act on a basic battle order. If a special order cannot be performed the computer chooses another action that turn. No more attempts will be made on that special order.

7.5.1 Hold a Turn

This order allows a commander to stay still for one turn. If you want him to wait several turns chose hold several times.

7.5.2 Hold or Cast a Spell

This order allows a mage to hold or cast a suitable spell. The computer decides which spell to cast.

7.5.3 Cast Specific Spell

This order allows a commander to try to cast a specific spell. There is no need for the commander to previously be able to cast the spell, as there are some spells that increase mages' spell casting powers. The order is also used to cast spells from magic items. If the spell has insufficient range, if there is no one that isn't already affected, or if the caster doesn't have enough magic gems the computer will choose another spell to cast.

7.5.4 Attack one Turn

This spell lets the commander attack one turn and then continue with other orders. Useful for flying battle mages.

7.5.5 Change Shape

This order allows dragons to take dragonform before he is wounded. Dragons cannot cast magic while in dragon shape.

7.6 View Troops

If you right-click on any unit in the game, even in a paused battle, you will enter the view troop menu. The chosen unit is presented with attributes, resistances, armaments and description. Commanders are also presented with name, magic skills and magic items.

8 Laboratory

The laboratory is where mages work magic, be it forging, researching or enchanting. All home lands begin with a lab and some can be found in special sites. Otherwise the lab must be built by a mage. The mage does not actually build the lab but supervises the construction. If the province contains a lab a picture is shown in the second box. If you click on the picture you will enter the lab. If you previously had activated a commander he will have “entered” the lab. If a commander enters the lab he can perform magical activities there. If you enter the lab without an acting commander you may only look at spells and magic resources. All research, spell casting and forging requires an acting commander in the lab. When a commander enters the lab the acting commander is visible in the large box to the right.

The six large buttons at the top are the magic activity buttons. By clicking on those you chose the acting commander’s magic activity. The six activity buttons are: Research, Grimoire, Forge, Global Enchantments, Empowerment and Alchemy.

The eight small buttons and boxes in the middle of the lab menu measure the income and current level of magical resources.

The larger boxes at the bottom are magic items in stock. Every time a magic item is forged it can be found here. If you want to give it to a commander click on the item in question. You now have the opportunity to give it to any commander in the current province.

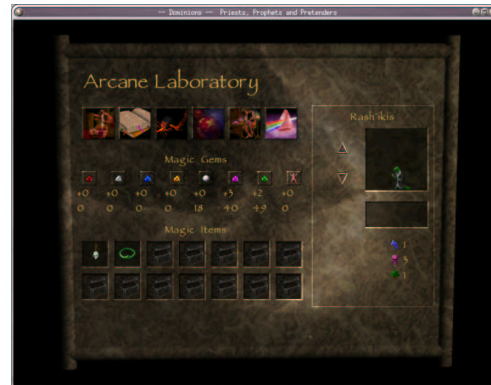


Figure 9: The Laboratory

8.1 Magic Resources

Raw magic can be found in two kinds, gems and blood slaves. There are seven kinds of magical gems fueling magic of the seven paths. Blood magic is fueled by blood taken from special slaves.

In the lab you can transfer those gems and slaves from and to your mage and the lab. All labs are interconnected and the magic resources can be transferred to mages far away if he can enter a lab at his current position. By clicking on the buttons with right or left mouse button you transfer gems or slaves to or from a mage.

The magic gems are commonly called fire gems, air gems, water gems, earth gems, astral gems or astral pearls, death gems and finally nature gems. Blood doesn’t have any particular gem to fuel its rituals instead the blood of sacrificial victims is used. Those are referred to as blood slaves.

Commanders carrying magic gems may transfer those to another commander. Inspect your commander and left- click on the magic gem box below the picture to transfer gems outside of the lab.

8.2 Research

If you want to research magic you must enter the lab with a commander. The acting commander must be trained in magic for any research to bear fruit. Some mages are better at research than others. When a commander has entered the lab click

Level	Cost
1	20
2	40
3	60
4	100
5	160
6	260
7	420
8	680
9	1100

Table 6: Research cost

on the research button. Here you will find seven categories or schools to choose from as well as a picture of the active commander with his magic skills and research ability. Below the commander picture are also two arrow buttons that will activate the next or previous commander. It is possible to research several schools at the same time with different mages, or many mages on the same school.

Each school includes a set of spells and rituals that will be available to your mages when you have learned it. What spells are gained with each level can be viewed if you right-click on the button of a particular school. The schools are described under 22.3.

Mages generate a number of research points equal to the sum of their magic skills +2 modified by the scale of magic/drain. The research ability may never be lower than one. The research cost increases with research levels as follows:

When you leave the lab the commanders order box will contain the message: researching. Be sure to deselect him unless you wish him to do something else than research.

8.2.1 View Spells

Right clicking on a spell will display detailed information about the spell. Here is a description of some of the statistics that can be seen.

Number of Effects How many times the spell takes effect.

Range How long range a battle magic spell has. A "+" after the range value means the

range increases with the magic power of the caster.

Damage How much damage the spell does, this value is only shown for combat spells. A "+" after the damage value means the damage increases with the magic power of the caster.

Area How many squares on the battle field a battle magic spell targets.

8.3 Grimoire

Here you can view all rituals the acting mage is able to cast. Spells with too high skill levels are shown in dark letters. When you look at a spell use the right mouse button. All spells have a description and some statistics as described above. If you want to cast a specific spell use the left mouse button.

8.4 Forge

In the magical forge items of magic are made. When a mage enters the forge you will see six boxes with item symbols on them. The symbols are: One handed weapons, two-handed weapons, shields, armors, helmets, boots and miscellaneous items. If you click on one category of item you will be shown all items that the acting mage can forge.



Figure 10: Your mages can craft magic items in the forge.

When you enter the forge for the first time you will find that there are very few items you can

make. To gain access to greater items you must do some research in the school of construction. When your knowledge in this school increases you will be able to make more powerful items. A second restriction is that you cannot see any items beyond your power to make.

Example: Your arch mage has studied construction for some time and wants to craft a Ring of Sorcery, but as he only has a value of three in the path of astral magic he cannot see the item. To be able to craft the item he must gain power either by an item or by empowerment.

8.4.1 Item Description

If you right-click on a magic item you will get a description of the item including some statistics and the production cost in magical gems.

8.5 Global Enchantments

The global enchantments button shows a dark purple world. If the world is glowing purple and pierced by a sword there is an active global enchantment in the game. If you enter the global enchantments menu you will get a list of all global enchantments currently in play. If you right-click on one of the enchantments you will get a description of the ritual. If you left-click you may try to dispel the enchantment.

8.5.1 Dispel Global Enchantments

If you suddenly become aware of a horrible global enchantment that you would like to destroy, you must enter the global enchantments menu with a mage preferably skilled in astral magic. When you left-click on a global enchantment button you will be asked how many pearls you wish to boost your dispel with. For the dispel to be successful you must boost with more power than the caster did when he cast the spell. The skill in astral magic is added to the power of the dispel. Dispel has a cost of 20 astral pearls. You may also try to kill the caster of the enchantment. Global enchantments are automatically dispelled if their caster dies.

8.6 Empowerment

All mages start with a set of magical skills. Those can be improved by two means. First you might craft yourself a magic item that increases your might, secondly you can empower yourself with raw magical might in such doses that you afterward will be able to channel greater amounts of arcana. This process costs large amounts of magic resources. In the empowerment menu there are eight buttons representing each one of the magic paths. If you click on one of them you will be informed of the cost to increase the magic skill in question. If content with the empowerment you left-click on the large button saying *Xxx is not empowering himself*. The text will now change and say *Xxx is using X gems to empower himself*. Leave the menu by right-clicking. If you change your mind about empowerment, just give your mage another order.

The order box of the commander contains the text *empower* if a mage is empowering himself.

8.7 Alchemy

The last of the magic activities is alchemy. With alchemy you can make gold out of magical gems but you can also transmute magic gems into other types of gems. There are a set of buttons that allows you to convert gems into other kinds of gems and gold.

You can never convert blood slaves into anything else nor can you create blood slave from gems. Blood slaves are collected during long and hard expeditions in remote provinces.

8.7.1 Transmute Gems

You can convert pearls (astral gems) into any of the other gem types and you can convert any of the gems into pearls. This means most conversions must be made in two steps. If you click on one of the upper buttons you will see your current stock of that particular kind of gems as well as your stock of astral gems.

The two buttons with explanatory texts will allow you to transmute gems. If you have to transmute many gems there are keyboard shortcuts to speed up the process. Press 'a' to

transmute to astral and 's' to transmute from astral.

8.7.2 Make Gold

Alchemy into gold works in the same way, but the only two kinds of gems usable are fire and earth gems. Only if you have chosen one of these two types of gems will the third explanatory transmutation button appear. Gold is closely connected with the sun and fire. Fire gems give 15 gold each. Earth gems give 10 gold each.

If you have to convert many gems to gold you can use the 'g' keyboard shortcut to speed up the process.

9 Temple

The temples are the foci of your religious authority. In the temples masses and ceremonies are conducted. From the temples your dominion is spread and in the temples priests are trained. Priests and sacred troops can only be recruited in a province with a temple.

If a priest preaches in a province where there is a temple he counts as if he were one level higher.

If you click on the temple you will get some information on the state of your dominion. Number of temples, converted provinces (those with a dominion value of at least one), and the conversion rate of your god, prophet, home and temples.

Your maximum dominion strength increases with one for every five temples built.

10 Recruitment (smithy)

If you click on the smithy you enter the recruitment menu. In two rows (sometimes more) of boxes your possible recruits are shown. The first row of boxes are troops and the second row are commanders. If you right-click on one of them you will be informed about the unit. If you left-click on a unit it will appear in the recruit box at the bottom of the menu. Units in the recruit box will be produced the following seasons. Only one commander can be recruited each season. Commanders have their own recruit box to the left of the normal one.

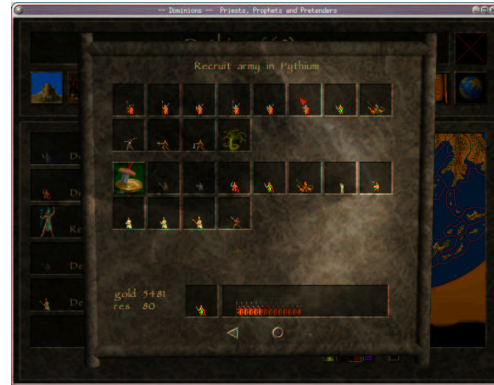


Figure 11: New troops can be recruited in the smithy

All units have two costs, gold and resources. The cost in gold is more or less the same for all soldiers but somewhat higher in the case of elites. The cost in resources is dependent on what kind of armaments the unit is equipped with. When you click on a unit an amount is deducted from your treasury. Your pile of gold is shown in the bottom left corner. Remember that your treasury isn't tied to any one province. You can easily use up all your gold in one province.

10.1 The Recruitment Queue

The recruit box is a queue. The first unit in the box will be produced during the host if there is enough resources in the province. If there are resources left after the first unit is produced the second will be produced and so on. Commanders are always first in the queue, even if you chose them last of all troops. The resource cost of a unit is more or less the time it takes to produce the armaments of that unit. Resources are accumulated each season. If you try to produce a high resource cost knight in a resource poor province the resources needed will be accumulated over several seasons until eventually the knight is ready.

If you would like to change the queue you can empty the recruit queue by clicking on the left arrow. The whole production of this province is then aborted. If you abort a queue you get your money back.

10.2 Hire Mercenaries (sword through coin)

Sometimes there are uses for quick reinforcements or experienced warriors. Mercenaries are well trained soldiers with good equipment that can be paid to work for a while. Mercenaries are unpredictable and work for the highest bidder. If you want to hire mercenaries you click on the button with a sword through a coin.



Figure 12: The use of mercenaries is a quick way to get a good army

When you enter the hire menu you will be notified if there are any mercenaries currently available. There are more mercenaries available if there are many players in the game. One or several commanders will be shown in the boxes. If you right-click on one of the commanders his troops will be shown. You cannot view the soldiers so you will not know exactly what kind of units the mercenary captain commands. Most mercenaries are well equipped and more experienced than normal soldiers. If you click on a captain you will be informed about the lowest amount of gold that will make him serve you. If you click on the hire button you will be asked to enter your payment.

IMPORTANT: The same mercenaries are available to all players and only the highest bidding player will get the services of the mercenaries. The mercenaries appears next season in the province where you hired them. You will get a message if you were the one who

got them.

IMPORTANT: If the mercenaries accepts your bid they will serve you until they die or until the payment is insufficient. An automatic bid is placed on them *in the same province* the next season unless you choose to stop paying them. The new bid is half the original bid. If the mercenaries already serve you they are likely to stay with you even if you pay them less money. All gold used to prolong mercenary loyalty is counted double. When the mercenaries leave your service you will get a message.

IMPORTANT: If a province that pays for mercenaries is conquered you will lose the mercenaries.

11 Dominion (niche of candles)

This box shows the current strength level of your dominion in the province. The number of lit candles equals your dominion. Enemy dominions are represented by red candles. If you enter the niche of candles you will see the current scales settings in the province as well as the scales of your dominion. There is also a description of the province.

11.1 Scales of Dominion

Every province has a set of scales that measures how the land is influenced by divine might. In the beginning of the game all scales in all countries are randomly set. When your dominion spreads the scales of your newly conquered provinces will start to change. With stronger dominion the process goes faster. Eventually the scales in a province of your dominion will be exactly the same as the dominion of your pretender god. If you right click on the scales you will get the information about the effect of that scale. It is also included below.

11.2 Order-Turmoil

A land of order is a prosperous and peaceful land without much happening. Most people are friendly and tend to share the same views. Strangers are quickly incorporated in the society

to reduce inconvenience. Beggars keep out of the streets and receive institutional alms. A land of order can be a very boring place.

A land of turmoil is chaotic and uncivilized and filled with feuds and sudden murders. Even the weather is harsher and unfriendly. A land of turmoil can be an interesting but dangerous place to visit.

11.3 Productivity-Sloth

A land of productivity is characterized by industrious people working all days and trying to do their best at all things in life. A plenitude of goods are made and sold in the numerous markets littering the landscape. The peasants experiment with alternative crops and the smiths tries to increase productivity by inventing bigger and better bellows. A land of productivity is a good place to visit.

A land of sloth on the other hand is a lazy and boring place. Donkeys block the streets and no one cares to remove them. The fires of the forges are cold and the city guards sleep on their posts. Even the dogs ignore the eventual visitor. Few visitors ever leave a land of sloth. Those who do rarely come back.

11.4 Heat-Cold

Hot lands tend to be dry and devoid of rains. However some hot land are covered in thick forests and swamps. Few hot lands are suited for farming.

Cold lands tend to be desolate and snow covered tundras. However some cold lands are covered in thick pine forests or deep swamps. A scale of heat or cold is generally bad. Therefore you gain design points by shifting the scale in any direction.

11.5 Growth-Death

A land of growth is a land of milk and honey. Food is plentiful. The deep forests are rich in game and the fields are fertile. Several harvests a year is not uncommon in the land of growth. The forests grow and it is possible to see the trees sprouting leafs. A land of growth is a wonderful

place but the plenitude of insects and vermin can be annoying.

A land of death is a desolate place. A few pale gray trees stand where forests previously covered the landscape. No birds sing and the crops are meager. Many a calf is stillborn and disease harries the populace. Deserts, or tundras in case of cold lands, grow and the poor people despair. No sane man will stay in a land of death for long.

11.6 Fortune-ill Fortune

A land of fortune is a good place to visit. Luck is thick in the air. If you trip and fall you might find a coin and when you open a door you might place it between yourself and the stone thrown by some nasty kid. Good events are common and no one seems to have any bad luck.

A land of ill fortunes is not a good place to visit. Vases fall through open windows on your head and nails find their way through your soles, even indoors. The fish let go of the bait and wheels break in the middle of the street. No matter how well a project is planned there will almost always be some trouble or another. Lands of ill fortunes are best avoided.

11.7 Magic-Drain

A land of magic is filled with mysteries and riddles to be answered. Magic is almost comprehensible and even stimulating. Ancient magic enigmas get solved by lonesome, fatherless peasant boys whose friends find themselves hunted by cowed riders. The moon is often full and the stars shine brighter. Legends seem real and magic rings can be pulled out of the water when you are fishing. Researching in a land of magic is an easy task.

A land of drain is a gloomy place. Thinking is difficult and the sun seems bleak. The stars are seldom visible and the song of running water is muffled and dull. No one has heard of mages or heroes or their mighty deeds of old. The very nature seems to be starving. Casting magic or researching spells is difficult at best in a land of drain. Mages avoids these lands.

11.8 Scale Effects

Order Decreases unrest in friendly provinces by 3 points (enabling higher taxes). 5% fewer random events. You do not benefit from the order dominions of other pretender gods.

Turmoil Increases unrest by 3 points. 5% more random events. 5% greater chance of event being bad.

Productivity Increases resource production by 15%. Increases tax revenues by 5%.

Sloth Decreases resource production by 15%. Decreases tax revenues by 5%.

Heat Decreases tax revenues by 10%. Enables certain bad events.

Cold Decreases tax revenues by 10%. Enables certain bad events.

Growth Increases tax revenues by 5%. Increases population by 2%.

Death Decreases tax revenues by 5%. Decreases population by 2%. Enables certain bad events.

Fortune 5% more events. 20% greater chance of event being good. You do not benefit from the luck dominions of other pretender gods.

Ill Fortune 5% more events. 20% greater chance of event being bad.

Magic More difficult to resist magic (-0.5 MR). +1 Research point for all mages in the province. You do not get any research bonuses from the dominions of other pretender gods.

Drain Easier to resist magic (+0.5 MR). -1 Research point for all mages in the province.

The scales also influences the effects of certain spells. All scales have some effects on what kinds of events that occurs. Trolls may only emerge in magic provinces. Famine is unheard of where there is growth. Fire gems may only be found where there is heat.

12 Special sites

In many lands there are places of interest. These sites might be ancient towers, enchanted springs or great mines. There are hundreds of different places of varying rarity in the game. Most of these places are hidden but some are common knowledge. The known sites are immediately recognized when you conquer the land. Sites are shown in the four boxes in the upper part of the province menu.



Figure 13: Mages can search for magic sites. There is a hidden site still not found in this province.

12.1 Powers of special Sites

Special sites have many different powers. Most are sources for magic gems. Below follows a list of special powers that sites may possess.

Magic gem source magic gem income.

Summoning site reduces summoning cost.

Monster summoning enter to summon a special type of monster.

Recruitment additional units available for recruitment.

Scale effect the site influences the scales of dominion in the province

Resources increased resource value.

Income increased income value.

Training enables a commander to train all his units.

Unrest increase or decrease unrest.

Holy purifies the province from undead beings with holy fire.

Disease diseases spread in the province.

Fort a fortress is found unless there was one already.

Lab a laboratory is found.

Temple an old temple is found.

Marking units get horror marks.

12.2 Search for Sites

Most magic sites are hidden by magic wards. Only a commander with magic skills can unravel the mystic veils that hide these places.

Each site has a primary nature corresponding to one of the magic paths. To find the site a mage with a skill in the same path must search the province for magic sites. Only if his skill is greater than the level of the enchantment hiding the site can he uncover the secrets therein. If the mage searches in a province he will find all sites up to his skill level in each magic path. There is no need to search more than once with each mage in a given province. Only if you get yourself a more powerful mage is it of any use to search in the province again unless you have learned another path of magic. There are holy places as well as magical. Those can only be found by priests.

If you right-click on a site you will get information on the powers of the site. The most common feature of a site is income of magic resources. In some sites it is possible to recruit unique troops or commanders. Some sites have powers that need an acting commander to use (see Enter Site below). All nations have one or two sites in their home land. There are never any hidden sites in a home land.

There are some spells that allows you to find all magic sites of a given type in a province.

IMPORTANT: Not all sites are good. There are some sites that causes harm even if they aren't discovered. The bad effects are never catastrophic but can be annoying.

12.3 Enter Site

If you have a site with a power that states *enter to xxx* you may let a commander enter the site by marking the commander and left-clicking on the site. Sites that are well known can be entered and used by any commander. Hidden sites on the other hand needs a mage that have some skills in the path corresponding to the hiding enchantment.

Example: if your necromancer find a hidden ghoule cave that tells you to enter to summon a ghoule, you must use a mage with some skills in the path of death to be able to use the power, in this case the necromancer that found the cave would do.

13 Message board

The button containing a picture of a scroll may be used to open the message board or write messages to other players.



Figure 14: All your messages are displayed at the beginning of your turn.

If you have any messages the message board will be shown at the beginning of your turn. The first few lines of each message is shown in a message bar. The first of the two buttons will show you the full contents of the message. The second button will place you in the province in question or in the case of a battle show you a battle replay.

14 World

The world report contains three pages. A list of nations and their pretending gods, a Hall of Fame and a Score Table displaying the relative strengths of the players.

14.1 Hall of Fame

On the Hall of Fame are shown the ten mightiest heroes of the game. Experience, number of kills and number of deaths decides who will enter the Hall of Fame. If you right-click on one of your own heroes you can inspect him. If a unit ends up on the hall of fame he receives a heroic ability. As long as he remains on the list the hero will become more and more skilled in this ability, even if he is dead.

14.2 Score Table

The relative strengths of all nations measured against each other. The nation to the left is the strongest and the nation to the right is the weakest.

15 Commander List

Below the fortress box there is a list of boxes with the pictures of all commanders currently present in a province. Each commander box is followed by an order display. At the lower right corner of the display is a button (two brackets) that allows you to change orders. (for more information on orders see chapter 16.4). If you right-click on a commander you will enter the view unit menu. If you left-click on a commander the box will turn white. The commander is now active and he may enter the lab or move on the map (see chapter 19).

16 Commanders

Almost all actions in Dominions are performed by commanders. Commanders lead military operations, spying, research and ceremonial activities. All commanders are named as to distinguish them from ordinary units. The name of a commander depends on which nation he

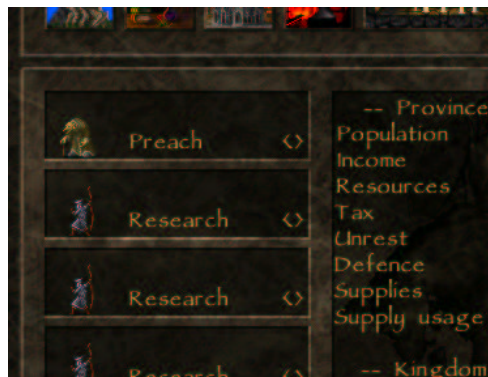


Figure 15: Actions such as army movement, research, construction, etc are all performed by your commanders.

comes from. A commander of Marignon might be named Guillom while a commander of Vanheim might go by the name Aurgelmer.

16.1 Leadership

The primary function of commanders is leading armies. An army cannot move on its own. Units can only be moved from one province to another if they are first transferred to a commander. All units transferred to a commander will remain with that commander until transferred to another commander or placed in a fortress or an army camp. There are some exceptions to this rule: Routing units that successfully leave the battle are no longer led by any commander and commanders that leave a battle with the use of magic lose control of their troops. (For more information on the transfer of units see chapter 7.2).

Each commander has a leadership value. This is the maximum number of troops the commander can control. Leadership increases with experience. Some magic skills increase the leadership regarding certain troops. A necromancer for example is not a good leader, but his skills in the path of death makes it possible for him to command a rather large horde of undead apart from the few humans who willingly succumb to his leadership. Scouts, spies and most assassins cannot lead units.

16.2 Commanding Undead and Magic Beings

There are some units that cannot be commanded by ordinary commanders. Undead beings can only be commanded by undead commanders, unholy priests or mages skilled in the path of death or blood magic. Magic beings can only be commanded by mages. There are some beings that can command undead and magic beings even if they are not skilled in magic due to their special nature.

If all commanders able to lead undead or magic beings have left the battlefield the remaining undead or magic beings will rout. If they are mindless they will dissolve. Be sure to protect your mages and necromancers.

16.3 Commanders and Battle

Troops need leaders not only to move but to fight. If all leaders on one side of a battle are slain the army will rout (see Army Rout chapter 20.8). It is advisable to have more than one commander in a battle and probably wise to keep one of them in the rear (see Battle Positions chapter 7.3).

Commanders are skilled individuals that can best most men in single combat, but they can rarely stand their ground when charged by hordes of enemies. Unless you are very confident on your commanders combat abilities surround him with soldiers or perhaps a bodyguard (see Guard Commander chapter 7.4.3).

16.4 Orders

All commanders act through orders and they have *Defend* as the default order. The current order is displayed in the order box to the right of every commander. Orders can be changed by left-clicking on the button in the lower right corner of the order box and then left-clicking on an order of the orders menu. It is not possible to have more than one order set, but nearly all orders include the defend order.

16.4.1 Move

This order is automatically set if an active commander left-clicks on a province. If the province



Figure 16: Not every commander can choose from as many orders as a mage prophet like Angerboda.

is owned by an enemy he will attack. If a moving unit enters a province from which another army is moving an encounter may occur. Unless both armies are small there will be a battle in one of the two provinces and one army will lose its movement. If the armies are small they may pass each other without noticing and attack the provinces without engaging the other army (for more info on movement see chapter 19).

16.4.2 Defend

This is the default order of all commanders. If the province is attacked the commander will defend it, but this is all he will do. If there is a fortress in the province defending units will stay in the fortress if attacked.

16.4.3 Break Siege

This order is only available to besieged commanders. It allows the besieged to charge the besiegers in a heroic attempt to break the siege. The gates of the fortress are opened for a short time only and if the battle is lost the routing units will die outside the gates.

16.4.4 Maintain Siege

If you move into an enemy territory containing a fortress it is automatically besieged. It is impossible to attack the defenders until the fortress

is severely damaged. Every fortress has a number of fortification points that decreases during the siege. When the fortifications are broken it is possible to attack the fortress, but you may prolong the siege to starve off some soldiers. Neither the defender nor the besieger can recruit troops in a besieged province.

16.4.5 Storm Castle

When the defenses of a fortress are down you may attack it. Most walls and towers will remain, but there will be an opening in the wall that allows your troops to attack the fortress.

16.4.6 Patrol

This order is used to patrol the province borders and interior in search of hostile units. The patrol order enables detection of hidden troops as well as the suppression of unrest. With greater numbers the patrol is more likely to find enemies and spies. Spies, assassins and troops with magical abilities (illusion or etherealness) are difficult to detect.

IMPORTANT: Patrolling units are not protected by fortresses.

16.4.7 Sneak

This order is automatically set if a stealthy commander moves into an enemy province leading only stealthy troops. If you wish to attack rather than sneak into a province you must change the order to move. Stealthy units might be discovered by patrolling units or local militias.

Hidden units will observe the numbers of units in the province and send you a report. The information sent by spies will be more extensive. Troops within a castle are hidden from scouts but not from spies. Stealthy units will not defend a province if they have a sneak order.

16.4.8 Move and Patrol

If a commander moves to a friendly province with a fortress he will automatically enter the castle and not participate in any battles if the province should be attacked by enemies.

This is not always what you want and this order can be used to force the commander to patrol as soon as he gets to the castle province. Patrolling units will try to repel any invaders of the province. To set this order, first give a move order then press the change order button and select Move and Patrol.

16.4.9 Attack Current Province

This order is used if a hidden commander wishes to attack the province in which he is hiding.

16.4.10 Assassinate Enemy Commander

An assassin that is hidden in enemy countries may try to assassinate commanders. The assassin will try to assassinate a commander at random. The commander and the assassin will fight before movement or any other battles take place. The commander will have a bodyguard of up to five units with him if he has a squad with the battle order *Guard Commander* set (see Guard Commander chapter 7.4.3).

16.4.11 Instill Uprisings

This order allows a spy to cause unrest in an enemy province where he is hidden.

16.4.12 Preach

With this order a priest preaches and proselytizes, holds masses and performs liturgical activities. The fruits of preaching is a possible increase in the dominion of the province (or decrease in the case of another god's dominion). The chance depends on the priestly level of the preacher. The dominion cannot be increased above the priestly level of the preacher but can be increased above the dominion strength of the pretender god. If you are a weak divinity you may depend on your priests to further your dominion.

IMPORTANT: Stealthy priests are able to preach undetected in enemy territories.

16.4.13 Search for Special Sites

There are sometimes magical places hidden in a province. There are two ways of finding these. Either a mage must search for them or you may

detect them by using certain rituals. The search takes one season and further search is fruitless unless the mage increases his magic skills. A mage with great skills in the path of death may well find a black tower, but he will not be able to find the monolith that is hidden in the province unless he has some skills in the path of astral magic.

16.4.14 Pillage

Sometimes you do not wish to see a province blossom. The Pillage Order allows unscrupulous commanders to plunder an entire countryside. People in the province will flee or perish in the process of giving up their gold and food. The pillaging force must be of some strength to succeed and the effect of the plunder depends on the number of pillaging units. Fast and large units are more efficient in threatening the population into surrendering their goods. Barbarians and beings that causes fear are exceptionally good at pillaging. The spoils of pillaging are gold and supplies. The supplies thus gained lasts only one season, but may be enough to relieve a long term starvation. The province loses population, income and supplies and unrest spreads.

16.4.15 Enter Arcane Laboratory

This is another way of entering the laboratory.

16.4.16 Reanimate

Some unholy priests from beyond the grave have the ability to reanimate the dead. When you choose the order *Reanimate* you will get to choose which type of walking dead you wish to make. With greater power the priest can choose among several types of undead beings, see table 7. The number of dead reanimated depends on the strength of your priest. If there is a friendly dominion where you reanimate you may get one extra undead.

16.4.17 Capture Blood Slaves

The commander searches the countryside for suitable blood slaves. Unrest increases and if

Level	Soulless	Ghouls	Longdead
1	1	0	0
2	5	4	0
3	6	5	5
4	7	6	6
5	8	7	7
6	9	8	8

Level	Longdead Horsemen	Wights
1	0	0
2	0	0
3	0	0
4	5	0
5	6	1
6	7	2

Table 7: Reanimation rates for unholy priests

you are lucky or skilled in blood magic you will find a couple of blood slaves. The chance of finding slaves as well as the number of slaves found increases with the skill of the blood mage. Commanders without blood magic skills may still attempt to find blood slaves, but his chances of succeeding are rather limited. The result is also dependent on the population of the province.

16.4.18 Sacrifice Blood Slaves

This order is only available to the priests of Abysia and Vanheim. The priest sacrifices all his blood slaves during a bloody ceremony. The blood sacrifice increases the power of the preaching priest and enables him to increase the dominion above the normal limit.

16.4.19 Heal Troops

The priestesses of Arcoscephale may heal wounded troops. All units with battle afflictions in the province may get up to one affliction healed when a priestess works her divine magic.

16.4.20 Become Prophet

With this order you command one of your minions to don the yoke of prophethood. During a lengthy ceremony at a temple the appointed one

is inaugurated with divine power and authority. Your dominion will begin to spread around the prophet as well as around you and he will become an extension of yourself. But choose wisely, because you can only have one prophet. Should he die you must wait for six seasons before you can once more perform the inauguration of prophet-hood.

16.4.21 Call God

If your pretender is slain in battle you mustn't despair. As you are pretending godhood there is hope beyond death. When the lord of a nation has succumbed to death his priests can call him back from the dead. But the passage through the land of the dead is not an easy one. Upon return the pretender has lost magic power in all paths previously known. The resurrection ritual is performed by priests and prophets. The reborn god will arrive in his home land. If his home citadel has fallen the returning god will emerge alone in a hostile land and his aspirations for godhood will probably be over for good.

The levels of all priests calling their god are added and accumulated each turn. At 40 accumulated points the god returns to the world.

16.4.22 Construct Building

A commander can lead the construction of new buildings. There are three buildings that can be built: the fortress, the lab and the temple. You can only build one type of fortress, namely the one you chose in the beginning of the game. The cost and time depends on the building constructed. A lab can only be constructed by a mage and the temple only by a priest. Labs and temples take one season to build.

From this menu it is also possible to demolish your fort or lab. Both buildings take one turn to demolish but a fort cannot be demolished if it is under siege.

16.4.23 Create Monsters

Some beings are able to create or summon magical servants or beasts. This order allows you to perform the needed rituals. This does not cost any gems, only time.

16.4.24 Cast Spell "name of spell"

This order allows you to cast the ritual in a magic item.

16.4.25 Enter Sites

Some magical sites have powers that requires a commander to harness. To use these powers activate a commander and left-click on the site. The commanders order box will now contain the message enter site. The power takes effect during the hosting.

17 Units

All fighting units, be it soldiers or monsters, are described with a set of attributes and special abilities that are used in combat to decide the outcome of a battle. The units are organized in squads (see transferring troops 7.2). All units in a squad performs the same actions in a battle, including rout. When a squad routs all units in the squad routs. Multiple squads gives flexibility but increases the chances of an early rout for each of the squads. All melee or missile attacks are performed on an individual level. Each individual unit attacks individual enemies. The collective success of all individuals in a squad decide if the enemies rout.

If you right-click on a unit you will enter the view unit menu presenting the attributes, resistances, weapons and afflictions of the unit. You may examine a unit during battle as well as in the province.

IMPORTANT: If you right-click on an attribute or symbol you will get a short explanation of the attribute or ability represented by the symbol.

17.1 Attributes

Every individual unit has a set of attributes. The attributes are used in battle to decide if an enemy is hit, damaged, dead or routing.

17.1.1 Hit Points (HP)

The amount of damage that a unit can withstand. An ordinary human soldier has 10 HP while a giant has 30 HP and dragons above one hundred.



Figure 17: Unit attributes for a mage of Jotunheim

17.1.2 Action Points (AP)

The movement limit each turn of a unit. All movement reduces the AP of the unit until it can no longer move that turn. A melee, missile attack or spell cast consumes all AP:s that turn. An ordinary human soldier has 12 AP while a horse might have 25 AP.

17.1.3 Strength (STR)

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 calculating damage. A normal human soldier has a strength value of 10.

17.1.4 Protection (PROT)

The thickness of any armor worn by the unit. Natural armor such as scaly skin is also accounted for. The protection subtracts from the strength and weapon damage when calculating effective damage on a target. Light infantry have protection values ranging from 3 to 10 while knights might have a protection of 20 or more.

The basic protection of a unit is the unit's protection when natural armor has been accounted for but not worn armors like a chain mail. The current protection is the important protection and it depends on both natural- and worn armors but the more worn armor a unit has the less useful its natural protection will be.

17.1.5 Attack Skill (ATT)

The combat skill of a unit. The weapon attack bonus is added to this value when attacking. If the value is above the defending units defense the strike is a hit. A normal soldier has an attack skill of 10 while an elite soldier with long experience of battles might have an attack skill of 15.

17.1.6 Defense Skill (DEF)

The defensive combat skill of a unit. This value must be exceeded by the attack value of incoming attacks for the attack to take effect. Defense doesn't protect you from missile weapons or spells. A normal soldier without shield or heavy armor has a defense value of 10 while a heavily armed soldier might have a defense value of 5 and an experienced mounted soldier a value of 15.

17.1.7 Precision (PREC)

The targeting skill of the unit. Precision is only used when firing missile weapons or casting battle spells. With a higher value your arrows tend to hit near their intended target. A normal human soldier have a precision value of 10. Almost no beings have values above 15.

17.1.8 Fatigue (FAT)

Melee is a strenuous activity. Every turn a unit is involved in melee it suffers fatigue. When the fatigue increases the unit is easier to hit in battle. There is also an increasing chance that a hit strikes a weak spot in the armor of tired combatants. If the fatigue goes up above 100 the unit falls dazed or unconscious to the ground unable to move, fight or defend. Strikes are certain to hit and armors matter little. Fatigue can be the death of the bravest of warriors.

17.1.9 Encumbrance (ENC)

Fatigue increases with the encumbrance value by each attack in melee.

17.1.10 Magic Resistance (MR)

Some spells can be resisted and avoided by targets with an iron will. Powerful mages reduces the chances of resisting the spell they cast.

17.1.11 Morale (MRL)

The courage and valor of soldiers. Every time something demoralizing happens morale is checked. Every time a member of a squad dies all other members of the squad check morale and every time an individual is damaged he checks his morale. Failed morale checks result in squad morale reductions. The squad morale reduction relative the size of the squad generates a rout chance. In the beginning of a battle turn all squads with a squad morale reduction makes a rout check based on the average morale of the squad. Failure means the squad routs from the battle field.

A normal human soldier has a morale value of 10, an untrained human militia has a morale value of 8 while elites may have moral values as high as 15. Special monsters such as the walking dead have moral values of 50. This is just a symbolic number that means they cannot fail a morale check and will never flee.

17.1.12 Leadership (LDR)

The number of human soldiers a commander may lead. If you right-click on the LDR value you will be informed of the magic and undead command abilities of the leader as well. Most commanders can't command undead or magic beings.

17.2 Weapons

There are lots of different weapons in the game, but you cannot choose to arm your troops as you wish. Each nation and culture has its own preferred armaments. When you recruit troops you decide what type of units you buy, but your choices are limited to the troops produced in that particular province. Weapons are statistically described with a number of attributes similar to the attributes of troops.

17.2.1 Attack Bonus

Attack bonus is added to the ATT of the unit when trying to hit an enemy. A battle axe is clumsier than a sword and not as easy to hit with. Few weapons have an attack bonus below -2 or above +2. When viewing a unit's statistics, the ATT value of a weapon has not been added to the ATT value of the unit. This is because the ATT value might be different for different attacks if a unit has more than one weapon.

17.2.2 Defense Bonus

Defense bonus is included in the DEF of the unit and helps it not getting hit. Few weapons have an defense bonus below -2 or above +2.

17.2.3 Damage

Damage is added to the STR of the unit in the same way as attack bonus is added to attempts to hit enemies in melee. A normal spear has a damage value of three while a great sword has a damage value of nine. Magic weapons might have damage values above twenty.

17.2.4 Length

The length is a measure of how long the weapon is. If you strike at an opponent armed with a spear you might find yourself impaled unless careful. If a unit attacks an opponent with a longer weapon the defender is allowed to make one repel attempt. This is worked out as an ordinary attack. If successful the attacker must make a morale check. If the morale check fails the attacker will not be able to strike the defender. If the attacker doesn't fail the morale check he ignores the repel attempt and takes what damage this may cause and strikes his opponent. No repel attempt will ever cause more than one point of damage so it is difficult to get yourself killed by being repelled. A pike has a length of 5, a spear 3, a sword 1 and natural weapons such as claws and bites have values of 0.

17.2.5 Number of Attacks

Some weapons have multiple strikes. All of these are targeted at the same enemy.

17.3 Missile Weapons

Some weapons are used at a distance. Bows, javelins, crossbows and slings are the most common but there are others. Missile weapons have two additional attributes. The precision value is added to the PREC of the unit.

17.3.1 Range

The distance at which the weapon might be used. Thrown weapons have ranges depending on the strength of the user.

17.3.2 Ammunition

The maximum number of volleys the weapon can fire during one battle.

17.4 Armors

Most units wear armors. There are three basic types of armors and five basic types of material. The types are cuirasses, hauberks and full armors and the materials are leather or fur, ring mail, scale mail, chain mail and plate. Cuirasses covers the torso and shoulders. Cuirasses do not hamper movement much even when made of plate. Hauberks cover most of the body.

The full armor covers every inch of the body. Metal helmets are an addition to normal armor. They add to the protection of the unit but only 1 or 2 points. Visored helmets with a protection value of 2 are somewhat expensive and only used by knights and other heavily armored troops. Good armors tend to be heavy. Every armor has a protection value, a defense penalty and an encumbrance value.

17.4.1 Protection

The protection offered by the armor. If the unit has a natural armor such as scaly skin the full protection of the armor is not added. The sum of natural and armor protection will never be lower than the highest of the two. The highest possible

protection is 40. Protection this high can only be achieved with magic combined with mighty thick armors.

17.4.2 Defense Penalty

Heavy armors are cumbersome and slows the wearer down. The defense reduction is added to the wearer's DEF.

17.4.3 Encumbrance

Heavy armors are cumbersome and slows the wearer down. The encumbrance value modifies the AP of the unit as well as adds to his fatigue.

17.5 Shields

Shields are used in combination with one handed weapons. Shields offer good protection against missile as well as melee attacks. All shields have a defense bonus, a protection value and an encumbrance value. They add to DEF, PROT and encumbrance respectively.

17.5.1 Fatigue and Magic

Magic is even more strenuous than melee and thick layers of armor hampers magic flows. All armor encumbrance counts double when spells are cast.

17.5.2 Basic and Modified Attributes

Weapons, armors, shields, magic items, experience and afflictions can modify the basic attributes of a unit. The basic value is the normal value for a soldier of that particular kind. The modified value is the one printed on the unit. If the modified value differs from the basic value it will be shown in a brighter color. Right-click to find out what special modifiers are added or subtracted.

17.6 Special Abilities

There are several units that aren't ordinary human soldiers. Animals such as war elephants, beasts such as hydras and unnatural creatures such as demons are set apart by their special strengths

and weaknesses. These special attributes are represented by a symbol below the statistics in the view unit box. If you right-click on a symbol you will get an explanation of the special attribute.



Figure 18: The father Illearth regenerates, causes fear and is immune to poison. He also need not eat and has some experience.

Some beings are unaffected by certain forms of damage. If a unit is resistant to one particular form of harm it cannot be affected by it in any way. E.g. A lizard with fire resistance is totally immune to all forms of heat or flames.

17.6.1 Fire Resistance

The unit is never harmed by heat and flame.

17.6.2 Cold Resistance

The unit is never harmed by cold.

17.6.3 Shock Resistance

The unit is never harmed by lightning.

17.6.4 Poison Resistance

The unit is never harmed by natural poisons.

17.6.5 Mindlessness

Some spells can only affect targets with a mind. Some undead, illusions and living statues are mindless and cannot be affected by, for example, the spell Soul Slay. Mindless units do not get

experience. If mindless units are left on a battle field without commander they start to fall apart or wander away never to be seen again, they will never flee. Mindless beings are almost useless as defenders of fortresses.

17.6.6 Inanimate

The unit is not living and cannot be affected by spells like Drain Life and Leprosy. Reanimated dead and golems are inanimate beings.

17.6.7 Mounted

Mounted units gets a DEF bonus of +3 and do not get fatigue from armors. Mounted commanders are unable to wear magic boots.

17.6.8 Trample

The beast attacks by trampling its opponents. If the opponents are smaller in size the trampling unit will scatter the defending units crushing those who tries to fight. When a trampling unit attacks it enters the square where the defending units previously stood. All defenders are scattered around the square and must make a defense test. Those that are hit are trampled and takes damage depending on the size of the trampling unit. This damage is armor penetrating.

17.6.9 Fly

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.

17.6.10 Aquatic

Some provinces are seas. Those can only be entered by aquatic or amphibian units. Aquatic units may never leave the sea.

17.6.11 Amphibian

Amphibian units are units that can enter both sea and land provinces. There are two kinds of amphibians. Regular amphibians and poor amphibians. The previous live naturally in the sea while the latter are poorly adapted to a life underneath the waves. Poor amphibians have lowered attributes (AP, ATT, DEF) when under water.

17.6.12 Stealth

Some units are masters at hiding and sneaking. Tribal warriors, scouts and spies are examples of common units with the ability to sneak. Stealthy units can enter enemy territories and move unseen. Scouts and spies can also gather information from the lands they pass. A hiding unit can attack the province it is in at any time. Stealthy units can be detected by patrolling troops or strong local defenses (Defense 10+). For more info on local defense see chapter 5.5).

17.6.13 Etherealness

Some units are incorporeal and hazy. Those beings are very difficult to harm. Magical weapons and spells are not affected by the etherealness and can still harm the being. An ethereal unit is difficult to harm, but it is not impossible. So, even ghosts may die.

17.6.14 Illusion

Some magical beings, most notably the Vanir of Vanheim, are masters of illusions. They can hide their true appearances and will be almost impossible to detect. Those beings are hidden even when passing through their own provinces and scout reports will not reveal the true identity or numbers of these units. In battle these beings will cast lesser illusions upon themselves as to confuse the enemies. The illusion works as the spell Mirror Image.

17.6.15 Immortality

Some powerful beings are immune to death. If an immortal dies in a battle within his own or his Lords dominion the immortal cheats death and reforms in the homeland of the empire. Only

by slaying the immortal outside his dominion or conquering the homeland of his nation, is it possible to permanently destroy him.

17.6.16 Regeneration

Some units are able to regenerate hit points during battles. The regeneration rate is one tenth of their basic hit points. Regenerating units are not as easily affected by battle afflictions as other units. Lamias regenerates half of their hit points each turn and the Queens of Elemental Water and Undines regenerates all of their hit points each turn.

17.6.17 Recuperation

Some units may heal their permanent battle afflictions. The units of Pangaea and the Knights of Avalon are some of the few units with this ability. The afflictions will be healed automatically at a rate of up to one affliction per turn.

17.6.18 Berserk

Some units are able to enter a state of blind rage when wounded in battle. Berserks are unbreakable in battle, receive increased strength, protection and attack skill at the cost of a decreased defense skill.

17.6.19 Need not Eat

Many magical beings do not eat. They feed of magical energies or, in the case of trolls, eat stone. They cannot starve.

17.6.20 Sacred / Unholy

Sacred troops are extremely devoted to the cause of their god. Sacred troops can be blessed and only require half the usual cost to maintain. Unholy troops can be affected by special prayers chanted by unholy priests of Ermor.

17.6.21 Fear and Awe

Some beings are large and frightful and routs the enemies merely by their presence. Other beings are so awe inspiring and beautiful that harming them is unthinkable. Only stalwart warriors can

overcome the urge to fall to their knees in front of the awe inspiring being. Morale is used to overcome both fear and awe. If you click on the fear symbol when examining a units you will see a number like +0 or +5. The higher this number, the more effective is the fear or awe.

17.6.22 Chill and Heat

Some units are surrounded by an unnatural cold and others radiate heat. A unit with one of those abilities causes enemies to suffer from additional fatigue in melee. The effect varies with the temperature of the province.

17.6.23 Flaming

Some units such as fire elementals are surrounded by flames. Anyone striking at a flaming unit is burnt.

17.6.24 Standard

The unit carries a standard or the like. Soldiers in the vicinity are likely to regain lost morale and fight relentlessly. Some creatures such as the sacred serpents of C'tis have the same effect.

17.6.25 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.

17.6.26 Cold Blooded

Some reptilian beings dislikes cold climates. They get exhausted very quickly when fighting in cold provinces.

17.6.27 Pillage Bonus

Barbarians get a bonus when pillaging provinces. Each barbarian count as two units when pillaging. Barbarian chiefs count as five normal units. There is also a magic item (the Implementor Axe) that will make the owner count as twenty five normal soldiers when pillaging.

17.6.28 Patrol Bonus

There are some units that gets a bonus when patrolling provinces. The Foresters of Man count as five soldiers when patrolling. This enables them to hunt down brigands as well as enemy spies.

17.6.29 Fortress Defense Bonus

Some units are good at defending fortresses. The City Guard of C'tis and the Halbardiers of Marignon count as two when defending a fortress. The Guardians of Ulm count as three normal soldiers.

17.6.30 Supply Bonus

The Fay Boar of Vanheim is a strange and magical being. It is immortal and will allow itself to be butchered every night only to awake anew at the first light of dawn. One pig is enough to feed approximately twenty five foot soldiers.

17.6.31 Bring Units Underwater

Some commanders may bring a small number of normal units with them into the sea. If left without commander the landlubbers will drown.

17.6.32 Undead Beings

There are several dark rituals that enable mages to summon abominations from beyond the grave. The walking dead are called undead. Undead have several strengths and weaknesses (Demons, although not walking dead, are considered to be undead and are subject to most of the rules below, exceptions are pointed out).

- Undead are inexhaustible and do not get fatigue, except from casting magic (Demons have fatigue values).
- Undead do not cost maintenance.
- Undead can only be lead by special commanders. However, anyone with some training in the path of death or blood magic can command an additional number of undead, regardless of normal command restrictions. All undead will rout when their commanders have left the battlefield.

- Undead are abominations and can be banished by divine authority. All priests can Banish undead.
- Undead beings are not affected by disease or old age.

17.6.33 Magic Being

There are rituals that enable mages to summon or create magic beings. Magic beings have some special strengths and weaknesses.

- Many magic beings are inexhaustible and do not get fatigue, except from casting magic.
- Magic beings do not require maintainance (with a few exceptions such as troll kings).
- Magic beings can only be lead by magically skilled commanders. A few magical beings are able to command other magic beings even though they aren't mages. All magic beings will rout when their mage commanders have left the battlefield.
- Magic beings can be targeted by certain spells that will destroy them.

17.6.34 Battle Afflictions

When a unit is hurt or diseased it may get afflictions. Afflictions are permanent and very few units may heal afflictions. Units with regenerative powers are less likely to get afflictions. Following is a list of the most common battle afflictions.

Lost one eye -2 ATT, -2 DEF, -3 PREC.

Limp 1/2 AP, -1 ATT, -1 DEF.

Weakened -4 STR.

Never Healing Wound -20% HP.

Chest Wound Increased ENC, -1 STR.

Battle Fright -5 MRL.

Blind 0 ATT, 0 DEF, 0 PREC.

Crippled 2 AP, -4 ATT, -4 DEF.

Mute 3/4 Leadership, 1/2 magic skills.

Feebleminded 1/4 Leadership, loses spell casting ability, -1 ATT, -1 DEF, -1 PREC, -5 MR.

Diseased lose 1 HP each season, never regain hit points, get random new afflictions.

17.6.35 Horror Marked

A horror mark is an astral beacon attracting horrors and making the victim the primary target of attacking horrors.

17.6.36 Cursed

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

17.6.37 Poison

Some units carry poisonous weapons and some beasts have venomous fangs. If wounded by a poisonous attack the unit suffers additional hits each turn until he dies or the poison stops harming the unit. Other poisons causes paralyzation. This is represented by fatigue.

17.6.38 Armor Negation

Some magic weapons and certain spells bypass armor as if there were none. No armor give any protection versus these attacks.

17.6.39 Armor Penetration

Some magic weapons, certain spells and trample attacks partially bypass armors. Armor give only half protection versus these attacks.

17.6.40 Life Drain

Some beings absorb the life force of living beings and adds it to their own. The attacker can raise his own hit points above his basic value but not by more than half plus ten.

18 View Commanders

Commanders are special units able to perform actions and lead troops. Commanders have names, higher attributes and better equipment than ordinary units. They may carry magic items and magic gems and they may learn to use magic.

18.1 Magic Items

Commanders may carry magic items. There are seven magic item slots in the view unit box of a commander. A commander may only carry two weapons (or a weapon and a shield or one two-handed weapon), one piece of body equipment, one head-piece, one pair of boots and two miscellaneous items. If you left-click on an item you may transfer it to another commander or the laboratory.

IMPORTANT: Cursed items cannot be transferred.

18.2 Magic Gem Box

All magic gems a commander carries are placed in the box below the picture of the commander.

IMPORTANT: If you left-click on the box you may transfer gems to other commanders.

18.3 Magic Skills

All magic skills known to the commander are listed below the magic gem box.

19 Movement and the Map

Movement is restricted to commanders and their armies. Units can never move unless led by a commander. When moving you activate a commander and left-click on a province on the map. If the province chosen is accessible e.g. not too far away or a sea province, a white arrow will be visible on the map and the message in the commander's order box will read *move*. The arrow will disappear or turn purple (see chapter 4.2) if you activate another commander but reappears if you reactivate the moving commander.

A commander can move from a friendly province into another friendly province if they

both share borders with a third friendly province i.e. you can move two provinces within your kingdom.

A commander can move from a friendly province into an enemy province if they share borders.

IMPORTANT: All movement through friendly provinces are conducted before any attacks.

IMPORTANT: If two armies tries to cross the same border they will either stop and fight in one of the two provinces or pass without noticing each other. The size of the armies determines if the armies accidentally miss each other.

19.1 Fly

Some units can fly. Squads made up entirely of units able to fly can move longer distances in one season. Instead of two provinces the flyers can move three provinces. Flyers can also fly past enemy provinces and attack beyond the frontier provinces. Flying troops cannot cross sea provinces.

19.2 Roads

Pythium excel at road building and administration. All commanders and units in Pythium may move one province further within the empire. They may not move further within enemy territories.

19.3 Ocean Sailing

Vanheim are skilled shipwrights and navigators. The Vanjarls and Vanhereses may cross sea provinces and attack distant lands regardless of who owns the sea. They may not stop in the sea. Dire weathers may prevent ocean sailing.

19.4 Underwater Movement

Underwater movement works in the same way as movement on dry land, with one exception: it is not possible to move more than one province under water. Only aquatic or amphibian units may use water movement (some magic items and rituals will grant your troops water breathing ability).

Key	Event
Arrow keys	Scroll battlefield
p, Space	Pause Battle
q	Quit battle replay
0	Slow speed
1	Normal speed
2-9	Fast to very fast
r-mouse	Inspect unit

Table 8: Keyboard shortcuts during battle replays.

19.5 Sneaking

Some units are stealthy and can enter enemy territories unseen. Scouts are the most common of these troops. If a commander is stealthy he can lead other stealthy units. Sneaking units may only move through one enemy province unless they are flying. Troops hidden in an enemy territory may attack the province it is occupying. This is done by changing the order of the commander leading the troops. Scouts and spies gather military information when hidden.

20 Battles

Battles are fought when the armies of two pretenders meet in a province. All battles are run by the computer without any player interaction.

IMPORTANT: When you watch one of your battle replays you can always press SPACE-BAR to stop the replay and inspect units.

20.1 Battle Mechanics

All non-commander units in the game are organized in squads. Each squad will try to perform one action at a time. If the squad has been divided the members still tries to perform the same action. What the squads will do and where they begin the battle depends on what battle orders and battle positions they are given (For info on making squads see the transfer of troops chapter 7.2. For info on Battle Positions see chapter 7.3. For info on Battle Orders see chapter 7.4).

20.2 Turn Based Battle

The battles of dominions are turn based. Each unit in the battle moves, fires, attacks and casts spells only when it is his turn. There can normally only be two sides in a battle. The defender acts first. When there are no units with action points left on the defending side the attacker acts.

20.3 Movement

Most units on the battlefield will move at one time or another. Units have a number of action points. Heavy armors decrease the action points of the unit. When a unit moves it loses two action points if it moves straight forward, up or down. If it moves diagonally it loses three action points. At the beginning of each turn the unit regains its action points.

20.4 Melee

When a unit is adjacent to an enemy it will fight it unless routed. If several enemies are adjacent one random enemy will be attacked. Mages might be able to cast spells instead of fighting when engaged in melee (50% chance of casting a spell). A turn of melee costs all of the unit's action points.

20.4.1 Hit

To hit an adjacent enemy a random value (approximately two six sided dice) is added to the attack skill of the attacker. A similar value is generated for the defense of the defending unit. If the attack value is greater than the defense value it is a hit.

IMPORTANT: The random value is open ended and it is thus possible to hit units that have incredibly high defense values, but this is very rare.

20.4.2 Defending against Multiple Attacks

When the defending unit have been attacked his defense decreases by one for the remainder of the turn. Multiple attacks are cumulative so lots of small units may overwhelm single units with high defense values.

20.4.3 Units and Weapons with Multiple Attacks

Some units have multiple attacks. All attacks target the same square but not necessarily the same unit. These are worked out as normally. Some weapons also have multiple attacks (Flails and magical weapons such as the Sword of Swiftess). All attacks from the same weapon attacks a single unit.

20.4.4 Damage

When a unit is hit a damage value is generated in the same way as the attack value. A random value (approximately two dice) is added to the STR of the unit and the DMG of his weapon. From this is subtracted a random number and the defenders PROT. The difference is the hit points reduction the defender suffers. All hit points are regained only after all battles have been resolved.

20.4.5 Death

A unit that takes more hits than it has hit points is dead. Only immortal beings and pretenders may avoid death. Dead units disappear from the battlefield.

20.4.6 Battle Afflictions

Whenever a unit is wounded it may get permanent battle afflictions. The chance of a battle affliction depends on the damage of the hit and the maximum number of hit points of wounded unit. All hit points are regained after a while, but battle afflictions remain (for a list of afflictions see chapter 17.6.34).

20.4.7 Fatigue (FP)

Each time a unit strikes it gains some fatigue. When fatigue increases your defense and attack skills are reduced. Every full ten fatigue points lowers the defense skill of the unit by 1. Every full twenty fatigue points lowers the attack skill of the unit by 1. A high fatigue also enables attackers to find weaknesses in the armor of the exhausted units armor reducing the armor by half (this chance increases with high levels of fatigue).

At 100 fatigue points a unit falls unconscious. Unconscious units lose 5 FP each turn until they are conscious again.

20.4.8 Encumbrance Values of Zero

If a unit has a basic encumbrance value of zero it can only get fatigue from spell casting. They cannot be affected by spells that causes fatigue. Undead and constructs are typical units unable to get fatigue.

20.4.9 Repel

If an attacker strikes at an enemy with a longer weapon he might be repelled and possibly lose his attack. This is worked out as follows:

A: Attacking , D: Defending

A strikes but D has a longer weapon. D makes an immediate attack vs A. If it is a miss A will continue his attack on D. If D hit A with the repelling attack A is forced to make a morale check or lose his attack on D.

If A makes the morale check he strikes D even though D has placed his weapon between him and A. D generates a damage value and A generates a protection value. If the damage value is greater then the protection value A takes one hit point of damage. A can now make his strike.

Repel is most effective against light and cowardly units. Natural weapons such as claws and bites have a length of 0 and are easy to repel.

20.5 Missile Attacks

Some units have bows or other missile weapons. Missile attacks comes at the beginning of each turn and costs all action points the unit has.

20.5.1 Range

All missile weapons have a range value. It is impossible to fire at enemies beyond this range. The armies start at 15 - 40 squares from each other depending on the setup.

20.5.2 Hitting Targets

Missiles are not very accurate and the accuracy decreases with distance to the target. Missile at-

tacks often miss their intended target but may hit a nearby soldier instead.

When firing a missile the archer selects a target according to its orders. Then it fires at the target. The missile deviates from the intended square depending on the distance, the basic range of the weapon and the precision of the archer modified by the attack bonus of the weapon.

If the missile hits a square that contains one or more units it may randomly hit one of the units. If there are several or large units in the square the chance of hitting increases. Shields reduces the hit chance of the incoming missile.

Some missile attacks such as the dragons breath hits an entire square. Every unit in the square is automatically hit and no shield can protect them.

20.5.3 Ammunition

All missile weapons have an ammo value. This is the maximum number of volleys it can fire in one battle. Ammo is replenished after battle at no cost.

20.6 Magic

Spell casting in battles are conducted by the computer. You may choose some spells that will be cast by a mage in the first rounds of the battle. If the mage cannot cast the spells the computer will decide for him what to do.

IMPORTANT: A magic user in close combat has only 50% chance of casting spells. Otherwise he will fight.

20.6.1 Targets

Spells may target an area or individual units. The computer decides targets and there is no way of influencing the targeting. There are several factors that decide how the computer targets. Density of troops, physical power, distance etc.

20.6.2 Hitting

Spells have precision in the same way as missiles. Some spells have a precision of 100. Those spells will always hit their intended target. Other spells

will most likely deviate from their intended target and hit someone next to it.

If a spell targets an area it will automatically hit everyone in the area, but the area of effect may still deviate from the intended target. There are some spells that always hit a unit if they hit a square containing a unit, lightning spells being the most common. If a lightning bolt hits a square there is no chance of it missing the single soldier there as would be the case if an arrow hit a specific square.

20.6.3 Damage

Damage from spells are worked out just as normal damage, but they tend to inflict special kinds of harm. Many spells ignore or reduce the protection of armors and most can be resisted by strong willed men or beings with supernatural resistance versus fire or lightning.

20.6.4 Magic Resistance

Some spells affect the magic essence or souls of their targets. These spells may be ignored if the target has a high Magic Resistance. The description of a spell indicates if it is resistable. Spells cast by powerful mages are more difficult to resist.

When a spell targets a unit a magic penetration value is generated for the spell and a magic resistance value for the target. The penetration value is: $11 + \text{half the magic skill of the mage in the path of the spell (rounded down)} + \text{a random value (approximately two six sided dice)}$. The magic resistance value is: The Magic Resistance (MR) of the targeted unit + a random value (approximately two six sided dice). If the Penetration value is higher than the magic resistance the spell takes full effect otherwise it is negated.

Some spells (mostly spells that target the whole battle field) are easier to resist. The penetration value for those spells is: $4 + \text{half the mages skill} + \text{a random value}$.

Some items increase the magic resistance or penetration of their owners. A dominion of magic or drain also influences the magic resistance of a unit.

20.6.5 Duration

Most spells granting protection or abilities to individual soldiers lasts for the remainder of the battle. Some spells lasts for a short time. Clouds remain on the battlefield for two or three turns. All that pass through these will suffer from the effects. Battle Enchantments lasts for the remainder of the battle or until the caster dies.

20.6.6 Battle Magic and Fatigue

When a mage uses magic he gets exhausted. Every spell has a fatigue value. This is the amount of fatigue suffered by a mage of sufficient skill to cast the spell. If a mage is more powerful he will get less exhausted. Each skill level beyond the needed will divide the fatigue cost by one fraction. The mage's own encumbrance value is also added to the fatigue and the encumbrance of armor is counted double when casting spells. At 100 FP a unit falls unconscious to the ground.

Example: Three mages A, B and C, casts fireballs.

A has a fire skill of 2 and an encumbrance value of 5.

B has a skill of 4 and an encumbrance value of 7 due to his leather armor.

C has a skill of 6 and an encumbrance value of 3.

Fireball is a second level fire spell and has a fatigue cost of 20.

A gets 25 FP (20 is the basic fatigue cost of the spell + ENC 5)

B gets 14 FP (1/3 of 20 as 4 is two levels higher than the needed 2 + ENC 7)

C gets 7 FP (1/5 of 20 as 6 is four levels higher than the needed 2 + ENC 3)

20.6.7 Battle Magic and Magic Gems

By using magic gems a battle mage may increase his magic power to cast more powerful spells or cast spells without getting so much fatigue.

If a mage uses magic gems he will count as one level higher in the path of the gem, but he can only use gems of the path that he is proficient

in. If he uses more than one magic gems he still counts as one level higher but he will get less fatigue than if he used fewer gems.

A mage may not use more gems than he has skill level in the path of the gem. If a spell requires magic gems to be cast, the mage must pay that amount of gems in addition to the gems used to raise his skill level.

Example: A mage has a fire skill of 1 and wants to cast a fireball which is a level 2 fire spell. Fortunately the mage has a fire gem and will be able to use it to temporarily raise his level to 2. He can now cast the spell and will get 20 fatigue (the standard amount for fireball) in the process.

The computer is in charge of the magic gem use and this can not be influenced by the player. Magic gems will be used to keep mages from getting too much fatigue as well as enabling them to cast more powerful spells.

20.7 Rout

Each unit that dies causes all other members of that squad to take a morale check. When the average morale loss is greater than the number of units in the squad it may rout. The routing squad will leave the battle field in the direction from which it came. If the broken unit successfully leaves the battlefield they regroup in a adjacent friendly province. Routing units never repels attacking enemies and only fight if their rout is blocked.

IMPORTANT: Units that tramples will rout through friendly units causing severe harm.

IMPORTANT: Mindless beings that routs will stand still, attack adjacent enemies and dissolve.

20.8 Army Rout

When all your commanders are slain or have left the battle your whole army will rout. This will also happen if all units are slain and only commanders remain on the battlefield.

If an army consists of only commanders, the commanders will rout as soon as the first commander is slain and there still are no friendly units on the battle field.

Immortal commanders fighting in a friendly dominion will not rout just because everyone else

have been slain. After all, they cannot die!

20.9 Dissolvement of Mindless Beings

Some undead, illusions and magical constructs cannot rout from battle. When all commanders are lost they will disintegrate, dissolve or just wander away instead of rout. Every turn there is a 33% chance for every mindless being that it will disappear.

20.10 Winning and Losing a Battle

The first side to get an army rout loses the battle and the province. His armies disperses and can be found in one of the neighboring provinces.

IMPORTANT: If there is no neighboring province in which to rout the entire army will be destroyed.

20.11 Loot

Sometimes a killed enemy commander carried a magic item. The winner of the battle may then find the item and make it his own. The power of the item determines the chances of finding the item (research level, not magic path level). Cursed items are almost always found as are unique artifacts. The item is found by a random commander on the winning side.

20.12 Special Battles

Sometimes a commander is attacked by an assassin. Assassinations are also shown with a battle replay. You do not lose your province even if you are successfully murdered.

21 Sieges

When you have conquered a province containing a fortress you must besiege it if you wish to permanently claim the province. If you leave a province containing an enemy fortress the province will automatically become his again.

The siege has two main goals: tearing down the walls and starving the defenders. The first is

done by amassing a greater number of besiegers than the defender the second is done by waiting.

21.1 Fortifications

Each season of the siege decreases the fortress defense value by a number of points equal to a difference between the number of defenders and besiegers. Stronger troops count more and weaker less. Some units get an additional bonus when defending forts (see chapter 17.6.29). When the fortress defense value is reduced to zero the besieger may storm the castle. If he does there will be a battle at the walls of the fortress.

21.2 Sieges and Starvation

Each season a fortress is besieged it will lose a number of supply points. The current supply points are always the basic supply of the fortress value divided by the number of seasons the siege has remained. Sooner or later the defenders will starve, unless magically aided.

21.3 Break Siege

The defenders may at any time attempt to break the siege. The towers and the walls are not present in the battle as it takes place outside the fortress.

22 Magic

The world of dominions is a magical world and magic will be of great importance to the pretenders aspirations of godhood. The magic energies ultimately derives from the celestial bodies. The spheres predestines the fates and lives of priests and peasants. The power of the spheres, the Arcana, empowers the nature in all its forms. It makes fires burn with heat and blaze, plants to grow and lightning to strike during storms. The Arcana is shattered into a spectrum of powers upon entry into the atmosphere. The six forms of lesser arcana are the four elements, nature and death.

But arcana is not the sole source of magic power. The life blood of the living is inherently magical. It is the magic in the blood that allows

heroes to perform great feats, babies to be born and emotions to stir. Blood magic is the mastery of this power. Unfortunately the magic in the blood is diluted at best. Few mages can tap enough strength from their own blood to be able to perform magic feats. To do so the blood mage must spill the blood of other people.

The blood power is strongest in females as they need it to give birth to children, but their strength wanes with birth and so the blood mages seek out virgins to enslave and sacrifice when magic is to be performed. Blood mages are greatly feared and hated. Only the warlocks of Abysia are known to practice this foul magic.

22.1 Paths

The eight paths of magical power are Fire, Air, Water, Earth, Astral, Nature, Death and Blood. Every mage has the ability to channel magic power of at least one of the magic paths. The magic skill of a mage determines the amount of magic power he is able to channel in a given path.

22.1.1 Fire

The Path of Fire deals with the control of the different manifestations of fire such as light, heat and flames and the effects they have on the material world. It is the most violent and destructive of all paths of magic. Masters of the element can set lands and heavens ablaze. Lesser initiates of the path can project fire blasts at enemies. The Path of Fire is mostly destructive and while there are some rituals and divinatory spells most fire spells are used in battles. Fire mages carry an aura of righteous authority that is a great help when commanding troops.

Fire mages tend to be violent and aggressive and receives a bonus to their attack skill. Fire magic is more demanding to use when it is raining, during rain all fire magic spells have twice the normal fatigue value.

22.1.2 Air

The Path of Air deals with the control of the different manifestations of air, be it winds, lightning or illusions. Air spells are often less tiresome

than the spells of other paths. Elemental spells can have destructive and widespread effects on the material world and air is no exception. Air mages have increased precision.

22.1.3 Water

The Path of Water deals with the control of the different manifestations of water such as rain, seas and snow. Most of the battle magic of this element consists of spells of frost and ice. Masters of the element can flood the coasts and rivers, spill the bowls of heaven and dress the forests in winters shroud. All water mages can enter the sea and bring some friends with them.

22.1.4 Earth

The Path of Earth deals with the control of the different manifestations of earth such as metals, stones and the very ground. Armors can be fortified and weapons enchanted as to cut through even the thickest plate mail. With earth magic it is possible to grant the attributes of earth to living beings. Petrification, invulnerability and physical fortitude are examples of this. The earth is inert and not too receptive to change thus earth magic tends to exhaust its caster more than other types of magic. Earth magic is useful in alchemy and forging of magic armors and weapons.

A strong knowledge of the Path of Earth grants a very tough skin, earth mages get 1 extra point of protection per level of earth magic.

22.1.5 Astral

There are two sources of magic in the world: the celestial bodies and the life blood of living beings. The raw magic of the stars and planets is called Arcana. The Arcana flows from the stars and is filtered through different elements and take on properties different from the raw Arcana. Only under the open sky is the Arcana unfiltered and pure.

The astral magic is a powerful tool of scrying and astrology, but it can also be used to manipulate reality and thereby enable teleportation and arcane gateways. The close connection of the stellar bodies to the fates of man can be used to change the outcomes of certain events. Arcane

magic can also be used to empower or disempower other spells. Astral magic is very versatile, useful and powerful.

22.1.6 Death

The dark Path of Death deals with the control of the different manifestations of death and dying. It includes necromancy, reanimation rituals and destruction of body and life. Spells of death are frightfully efficient in killing or disabling the bodies of enemies, but death is personal and instant, only the most powerful death spells cause multiple deaths and these work slower.

A strong knowledge of the Path of Death is necessary when you need to command huge hordes of undead, a mage of this path can command 20 undead per level of death magic.

22.1.7 Nature

The Path of Nature deals with the control of the different manifestations of nature. It includes control of animals and plants as well as exalted states of mind and body. Revelry and infatuation, healing and transformations are all part of the path of nature. Spell songs are also nature magic. These however are restricted to Man.

A knowledge of the Path of Nature is of great help when it comes to feeding your troops, a mage of this paths can feed 5 troops per level of nature magic.

22.1.8 Blood

Blood is the second source of magic. It is the life force inherent in all life. While blood is common, pure sanguine power is not. Blood magic is tremendously exhaustive as the life force of the caster is used to empower the spells. To come around this problem blood slaves are used. Blood slaves are virgins of total purity that are sacrificed to empower the spells cast by the blood mage. To find suitable virgins the blood mage must search the countryside. This practice will surely upset the inhabitants of the province.

Blood magic is banned by most rulers and its users are persecuted. There is only one school that practices blood magic, namely the school of Blood. The sacrificial rites and techniques are not

like any other magic practice. Mages of the Path of Blood also have an ability to deal with the undead and can command 5 undead units per level of blood magic.

22.1.9 Combined Paths

Some spells and artifacts are fueled by combinations of two paths of magic. Those combined paths increase the effectiveness of the spell or item, but there will be fewer able to learn the spell or craft the item.

22.2 Magic Resources

The magic power of a single mage is seldom enough to produce vast effects. In order to perform great magical feats mages relies on magic resources. The arcana sometimes condenses in the form of magical gems. Those gems are used in all magic activities to increase the power of the mage. Magic gems are used in the construction of magical items as well as in rituals and battle magic. All nations begin the game with an income of magical gems.

Blood magic do not use magical gems. Instead blood mages walk around surrounded by a entourage of enslaved virgins. These are referred to as blood slaves. Blood slaves must be captured, you can't have a steady income of blood slaves.

22.2.1 Combined Paths and Magic Resources

If a spell of combined paths requires gems it will always be the first of the paths that determines what kind of gems are required. Blood slaves are always used in spells with a blood component.

22.2.2 Transfer Magic Resources

Commanders may carry magic gems. The gems carried can be seen if you right-click on a commander and look at the box under the portrait. Click on this box to transfer gems to another commander in the same province.

22.3 Schools

Apart from the eight paths of magic there are seven schools of magical research. While the path determines the power to fuel a given spell the school determines the techniques involved in researching the spell. When you complete research of a school you will gain access to a number of spells and rituals that uses the techniques of that school. All your mages will have access to any researched spell they are powerful enough to use.

Following is a short description of the seven schools:

Evocation Projections of arcane power

Alteration Changes in the physical world

Conjuration Summon powers and beings from other worlds

Construction Make magic items and constructs

Enchantment Grant magical properties to man, item or land

Thaumaturgy Manipulate the arcana, minds and magical processes

Blood Magic All spells that uses blood magic (exception: blood powered magic items are made with construction)

Research is conducted by mages in the laboratory (on the mechanics of research see 8.2).

22.4 Spells

When you have researched a school you will gain a number of spells in your grimoire. Each spell in the grimoire is listed with a path level, some statistics and a description.

IMPORTANT: There are several spells that only can be used on dry land and some that are limited to underwater use.

There are two kinds of spells in the game: battle magic and ritual spells.

22.4.1 Battle Magic

Battle spells are spells that have a geographically limited effect. These spells are solely used in battles. Of course a mage of great skills in the path of fire is able to start a fire or extinguish a candle, but those limited spells are not of any interest in this game unless they can be used in battle. Thus there are only two kinds of spells: those useful in battles and those of significant or lasting power. The latter are called rituals.

Some spells require the use of magic gems to be cast. Unless the mage carries enough gems he is unable to cast a given spell.

Effect What the spell does: wounds troops, makes troops stronger, frightens enemies etc.

Range How far the spell reaches on the battle field.

Number of Effects Number of fireballs thrown, skeletons summoned etc.

Area How many squares of the battlefield are affected by the spell.

Fatigue How much fatigue a mage will get when casting the spell.

Gem Use Number of magic gems required to cast the spell.

22.4.2 Battle Enchantments

Some battle spells affect the whole battlefield and last for the duration of the battle. These spells are known as battle enchantments. They all require the use of magical gems (or blood slaves). Battle enchantments will continue to take effect each battle turn until the caster dies.

22.4.3 Rituals

Rituals are powerful spells that require much time and magic resources. Rituals take one whole game turn to perform and they all require a varying amount of magic gems to cast.

22.4.4 Global Enchantments

The most powerful rituals affect large portions of the world. These rituals are known as global enchantments. Once a global enchantment is cast it will continue to affect the world each game turn, until someone dispels it or the caster dies. The global-enchantment-button in the lab will change appearance once there are global enchantments in the world, and all players will get a message.

All global enchantments can be dispelled. This is done by entering a lab and clicking on the global-enchantment-button. A list of all global enchantments is shown. Right-click to get a description of the spell, left-click to dispel it. The dispel attempt costs 20 astral gems. You can add further gems to increase your chances of dispelling the enchantment.

IMPORTANT: When you cast a global enchantment you have the option of adding extra magic gems as to make it harder to dispel.

22.4.5 Local Enchantments

Some great enchantments affect whole provinces but not the whole world. Those are known as local enchantments. They usually last until the caster dies but some some lasts one turn and may be extended by the use of additional gems. When casting a local enchantment you must enter the number of the province to be targeted by the ritual.

22.4.6 Indirect Magic

All mages know a lot of spells that make their lives comfortable and easy. Those spells are not covered by the normal spells in the game. Some magic powers not used in battle or in rituals are still useful. Each magic path confers some powers not covered by spells. This is called indirect magic.

22.5 Magic Items

Magic items are crafted in the *forge* in the *laboratory*. Sometimes you may find magic items after a battle or by chance. Magic items have a multitude of powers. They may protect the wearer from fire or increase his attack skill. Some items grant their wearer's special powers in battle other

Path	Indirect powers / skill level
Fire	ATT +1, LDR +5, Magic LDR +5
Air	PREC +1, Magic LDR +5
Water	Enter sea, Magic LDR +5
Earth	PROT +1, Magic LDR +5
Astral	Magic LDR +10
Death	Undead LDR +20
Nature	Supply bonus +5, Magic LDR +5
Blood	Undead LDR +5, Magic LDR +5
Unholy	Undead LDR +10

Table 9: All mages have one or more indirect magic effects, depending on what path of magic they follow.

enables their owners to enter the sea. A few items even grant their owners the ability to cast rituals.

23 Events

Sometimes there will occur a random event in one of your provinces. These events may be very good or very bad, but generally they are just annoying or fun. The scales of fortune/ill fortune will influence the nature of events in your kingdom. The scales of order/turmoil will decrease/increase the chances of getting events (for more info on the effects of the scales see chapter 11.1)

Some events may be the result of a malign ritual cast by a enemy. There is no way of detecting the true source of event mimicking spells, but there are counter magic that will defend you from such attacks.

24 Nations

24.1 Abysia

Abysia is a hot wasteland inhabited by lava-born humanoids of unknown origin. Their flesh radiates heat and they are not harmed by flames. Abysians are stronger than humans and prefer heavy armors and weapons. Bows are not used as they would turn to cinder in the glowing hands of the Abysians. The war machine of Abysia also include salamanders, lizardlike

beings composed of the same hot lava flesh as the Abysians. Abysian warlocks are powerful blood mages and the priests of the fire cult practice blood sacrifices. Abysians prefer to live in very hot places (heat scale +3). They do not farm or hunt for a living, so they are not at all affected by the growth scale of a province.

24.1.1 Race

Abysians are fire resistant and radiates heat. They cannot be affected by fiery spells or attacks. Enemies close by will become exhausted by the heat. The fire resistance is very powerful when you have reached high level evocations. Abysians prefer to live in hot deserts (heat scale +3) and do not suffer any detrimental effects from a scale of death. This enables the Abysian player to get additional design points when designing the pretender. The wastelands are also less attractive for enemies to conquer. A problem for the Abysians are that most provinces are temperate and not very profitable at the start of the game. When the dominion spreads this will change.

24.1.2 Military

The heavy infantry of Abysia is powerful, but expensive. The greatest strength of the abysian army is their fire resistance, but the use of fire magic is limited in the beginning of the game. Salamanders are very offensive but vulnerable. Abysia lacks missile weapons but they have assassins that can be used to take out enemy commanders.

24.1.3 Magic

The mages of Abysia are skilled in fire, blood and astral magic. The income of 5 fire gems are useful to gain some well needed money in the early stages of the game. Blood magic is powerful but you need a vast staff of slave hunters and patrolling troops to finance the blood magic.

24.1.4 Priests

The Anathemants are powerful but expensive. Abysia can use blood sacrifices to enhance priest levels.

24.2 Arcoscephale

Arcoscephale is an old kingdom. Its glory days are long since past, but recently the astrologers who aided past kings in building a mighty empire have left their sequestration to lead the old kingdom to world domination once more.

Priestesses with great knowledge of healing are trained in temples built during the peak of the old kingdom. The priestesses are able to divine the presence of enemy troops in provinces that are located within the God's dominion. The war machine of the old kingdom has not changed in the past centuries. Cumbersome plate hauberks and long spears are still used and the cavalry is primitive. Elephants and chariots, unpredictable but devastating are still popular.

24.2.1 Military

The hoplites of Arcoscephale are powerful troops, but take a long time to build. Elephants and chariots on the other hand are quickly levied. Trampling troops are very destructive, but will wreak havoc on your own ranks unless handled with care.

24.2.2 Magic

The Astrologers are skilled in astral magic. The mystics have some knowledges in most elements as well as a good understanding of the astral path. The priestesses have some knowledge in the path of nature. With their broad base of magical knowledge Arcoscephale has the potential of becoming magically wealthy. Arcoscephale builds labs at half the normal cost.

24.2.3 Priests

The priestesses of Arcoscephale can heal battle afflictions. All troops in a province will become healed. The priestesses also gains divine visions from the land in the dominion of the pretender, giving military reports in all provinces with a friendly dominion.

24.3 Atlantis

Atlantis is an underwater nation of strange beings resembling both fish, frog and human.

They never stop growing and will live for several hundred years unless killed. The Atlantian society is organized in a strict hierarchy of size and age. The larger ones are called shamblers and do not join armies unless heavily paid. The oldest and most cunning Atlantians are trained as priests or mages. Due to difficulties handling magic the Atlantians capture human children and train them in magic in the Coral Towers. The soldiers of Atlantis use spears tipped with living coral shards and wear armors made of coral chunks. The coral is poisonous and is grown solely for war purposes.

24.3.1 Race

Atlantis is an underwater nation. This fact has several strategic implications. It protects the nation from surprise attacks as well as most magic attacks. Sea provinces are not affected by cold or warm climates. If you do not intend to leave the sea it might be a good idea to get yourself a hot or cold dominion.

24.3.2 Military

The atlantian army consists mostly of spearmen armed with poisonous spears. These are not very powerful but the Shamblers will compensate for this if you have the gold to afford it. The Mother Guards are truly powerful, and expensive. Atlantians have no missile units.

24.3.3 Magic

The atlantian mages favors water and to some extent astral magic.

24.3.4 Priests

The Coral Queens are very powerful priests and the Mother Guards are sacred troops.

24.4 Caelum

Caelum is a magocracy of winged humanoids inhabiting high mountain peaks. The caelians are thin and light to enable flying. They are unaffected by low temperatures and are able to survive on tundras. The ruling mages are known as seraphs, masters of air magic. The seraphs

also craft the strange ice that caelians use instead of regular metals. The ice tempers with lower temperatures and the heavy ice armors are more durable in cold climates than in warmer ones. The caelians are skilled archers and prefer shoot and flee tactics, even though they do have some heavy troops including the huge mammoths.

24.4.1 Race

Most caelians are winged and can fly. Flying is very useful strategically and tactically. Caelians are also cold resistant. Cold resistance is almost as powerful an ability as fire resistance. Caelians prefers cold climates (cold scale +3) and the caelian player should increase the scale of cold when designing their pretender. The problem of initially temperate provinces are the same as for Abysia.

24.4.2 Military

Flying units. Some of the caelian units carry Ice Armors that tempers with cold climate. These armors may protect more than full plate armors while weighing less than a chain mail in the cold tundras. Mammoths are even more powerful than Elephants. They have thicker hides and are not as easily routed, but they may still rout and wreak havoc in the same way as normal Elephants.

24.4.3 Magic

The mages of Caelum are both powerful and inexpensive. They prefer the elements of air and water.

24.4.4 Priests

The Seraphines of Caelum are of average power, but they are stealthy. This enables them to enter and preach in your enemies lands.

24.5 C'tis

C'tis is a sacral kingdom of ancient origins inhabited by lizardlike humanoids. They are herbivores but have enslaved a race of carnivorous lizardmen who serve as soldiers and workers. The c'tissians are somewhat slow but have thick hides that protect them from cuts and bruises. At the top of the

society is the king, the highest priest of C'tis. Under the king are the high priests with their sacred serpents and the enigmatic sauromancers, great mages of death and rebirth.

24.5.1 Race

C'tissians have thick hides that gives them additional protection. They are cold blooded and suffers from extra fatigue when fighting in cold climates. C'tissians prefers warm lands (heat scale +1).

24.5.2 Military

The c'tissian army is made up of infantry. Predatory slave warriors are a powerful but vulnerable force. The Sacred Serpents are important if you do not wish your soldiers to rout (the lizards are cowardly). Poison Slingers are a very destructive unit, to friend and foe. Use them wisely and you may gain much.

24.5.3 Magic

The mages of C'tis are powerful necromancers. The Empoisoner is an assassin mage. Somewhat expensive, but potentially very deadly.

24.5.4 Priest

The Lizard King is a powerful priest as well as an exceptional leader.

24.6 Ermor

Ermor was a great empire that conquered most of the known world. The realm crumbled as the great mages of the empire studied dark magic under the sauromancers of C'tis. Unaware of the dangers of dark sorcery, unholy rites were performed in the capital Eldregate. The empire was destroyed in one cataclysmic event that blackened the sun, turned the lands to ashes and reanimated its inhabitants as walking dead. Now Ermor is a cursed land with undead legions marching forth to reconquer a world once theirs.

Ermor is very different from the other nations. Dead soldiers awake in their graves and the living turn to ghouls in Ermor. If the ermorian dominion is strong Ermor receives vast number of

troops. If the dominion of the ashen empire is weak they might find themselves without troops after one single battle. The undead are very vulnerable to banishment and this prayer is almost the only weapon able to defeat the nation.

24.6.1 Race

The undead have several strengths and some weaknesses. If you want to play Ermor you must be aware of those.

24.6.2 Mindlessness

Most of the ermorian armies are made up of longdead, mindless skeletal warriors. The mindless are never affected by morale and will not break in battle. On the other hand they will fall apart if left without commanders on the battle field. Keep several commanders protected at the rear and your army will never break. If your commanders advance they might be killed and your whole army will dissolve.

24.6.3 Maintenance and Supplies

Your troops don't need maintenance. This might make you wealthy. Use the money on temples, forts, mercenaries, defense or archers. The undead do not eat and do not need supplies. They cannot starve and can hold a fortress for all eternity.

24.6.4 Cold Resistance

Most undead are cold resistant. This is useful if you use battle spells with chill effects on large areas.

24.6.5 Poor Amphibians

Some undead are able to enter the sea. This is very useful if there are no aquatic pretenders.

24.6.6 Stealth

Some undead are able to hide in enemy provinces.

24.6.7 Immortality

Some undead are immortal.

24.6.8 Military

Erмор's army is composed of hordes weak undead beings. Hidden within the ranks of the shambling dead are powerful undead beings summoned by vile magics. The Wailing Ladies, Lictors and Knights of the Unholy Sepulchre are horrible opponents. They usually survives the divine wrath of banishment long enough to reach the enemies and slay the priests.

24.6.9 Magic

Erмор is different from the other nations and the needs and uses for spells are likewise different. Erмор have knowledge of several spells only available to them. Those spells are summoning rituals of the unique erморian undead. Most of Erмор's magic gems will be used in those spells.

HINT: The Black Laurel of Erмор is a useful item that allows the wearer to increase the amounts of Lictors created with each casting *Re-vive Lictor*.

24.6.10 The Unholy Sepulchre and World Richness

The reanimation rate of Erмор's dead is dependent on the dominion. If the world richness is set to a value higher then poor Erмор will still get the same amount of undead minions. However, the magic richness of the Unholy Sepulchre is increased by the same multiplier as the worlds resources (x1, x2, or x3). This means that Erмор initially has access to vast magical powers usable to revive priests able to reanimate larger numbers of mindless undead.

WARNING: If all mages in Erмор are slain it is impossible to get a new one as all are summoned and none bought for money. Unless, of course, you can find a necromancer willing to do the work for you.

24.6.11 Dominion

The dominion of Erмор is very powerful. With it comes undead armies but it is also detrimental to all life. The crops turn to ashes and the sky turns grey. Only the undead trod the lifeless soil of the ashen empire.

Production and maintenance of living troops will probably be concentrated to the border provinces unless you have chosen a rather low dominion strength.

ADVICE: Get yourself a very high dominion value to get huge hordes of undead.

24.6.12 Priests

The priests of Erмор do not preach. Instead they perform the unholy practice of reanimation. The reanimation rate is dependent on the level of the unholy priest.

24.7 Jotunheim

Jotunheim is a land of bitter winters and cool summers. It is the home of giants and goblins. The giants of Jotun are immensely strong and resilient. They are born in the cold and do not suffer from cold climate. Jotunheim is ruled by several jarls who rarely join forces. Living apart from the giants are the wolf riders. A tribal people called goblins or vaettir. They live in the woods of Jotun and rarely venture outside. Wolf riders do join the armies of Jotunheim when the Norns wants them to. The Norns are dark cowed women of unknown origin. They have aided the giants with divination, curses and blessings and the wolf riders serve them loyally.

24.7.1 Race

The size of the giants can be a problem both at the table and in the battle. They need a lot of food and have problems when defending against several smaller enemies. They are cold resistant and prefers cold lands (cold scale +2) Initially when all provinces are temperate this can be a slight problem.

24.7.2 Military

Giant infantry is powerful but expensive. Their size is sometimes a problem. They are better equipped at slaying great beasts than fighting small scurrying humans. The vaettir are a good complement and can pass between the legs of the giants. The vaettir are stealthy.

24.7.3 Magic

The Norns of the Iron Wood are skilled at sorcery in all its forms. The Jotun Skrattis are skilled in blood and water magic.

24.7.4 Priests

The priests of Jotun are of average power. The Woodsmen are sacred troops.

24.8 Man

The kingdom of Man is a feudal kingdom. The human inhabitants conquered the land from a people of tall and magically powerful beings known as the Tuatha. When the Tuatha was destroyed their greatest treasure was found, Avalon. In this magical forest their magic was hidden. The witches of Man entered the forest, learned the old lore and helped Man to grow in power and influence. The infantry of Man is limited and lacks heavy troops. The crack unit of the regular army is composed of powerful knights and skillful longbowmen. The witches trains their own special troops, the wardens and knights of Avalon. These troops are very skilled and they are also magically enchanted by the witches.

24.8.1 Military

The longbows of Man are renowned. The Knights and special troops of Avalon are also to be feared. The Wardens of Avalon are stealthy and the Knights of Avalon can heal battle afflictions if they should get any.

24.8.2 Magic

The witches of Avalon specialize in Nature and Air magic. They have access to the Spell Songs of Man.

24.8.3 Priests

The Monks of Man are weak priests but they are stealthy. The temples of man (monasteries) are easy to build and cost only half the normal price. The Wardens of Avalon are sacred troops.

24.9 Marignon

Marignon is a feudal theocracy. The inquisitors control all aspects of the country including warfare. The feudal lords pay tithes and tax peasants, but all political decisions are made by the church. Marignon rose out of the ashes of Ermor and has succeeded in holding the shadow of the fallen empire at bay through religious zeal and austerity. The widespread Fanaticism in Marignon has made wonders for their survival this far. The heavy infantry of Marignon are armed with large weapons such as great swords and halberds. All carry the bright red and orange livery typical for Marignon. The inquisitors of Marignon are trained in the House of Just Fires together with witch hunters. The witch hunters are mage priests of solar magic.

24.9.1 Military

Marignon uses heavy infantry, crossbows and holy knights. Most of their troops are expensive in resources.

24.9.2 Magic

The Grand Masters and Witch Hunters specialize in fire and astral magic. The basic income of 4 fire gems can be useful initially to get a good economy.

24.9.3 Priests

The priests of Marignon are powerful. Inquisitors and High inquisitors receive a bonus when trying to eliminate enemy dominions within the Kingdom. The friars are not powerful but able to sneak and preach within enemy provinces. The Knights of the Chalice are sacred troops.

24.10 Pangaea

Pangaea is a woodland nation inhabited by wild beings connected with nature. Halfmen such as satyrs, centaurs and minotaurs serve the lords of the sacred groves deep in the forests. In ancient times the woods covered much of the world but that has changed. Man is no longer beast and animals are no longer wild. The world of the wild

is disappearing. Centaurs have developed civilized societies and donned armors. The Panii, guardians of the groves, have decided that it is time to act.

24.10.1 Race

The units of Pangaea can heal even the most serious battle afflictions.

24.10.2 Military

The light satyr infantry is stealthy. The hoplites are skilled and braver than their fellows and the Minotaur infantry is truly fearsome. A single War Minotaur gone berserk may win a battle by himself. Centaur Cataphracts and Centaur Archers are large and durable. They can stand up to most knights.

24.10.3 Magic

The Panii are very expensive but their size keeps them alive unless singled out on the battle field. Each Pan also summons maenads.

24.10.4 Priests

The Dryads of Pangaea have average priestly powers. They are stealthy and can preach in enemy territories.

24.11 Pythium

The emerald empire of Pythium is the remnant of the great empire of Ermor. As dark arts was practiced in the heart of the empire the theurgs of Pythia was warned by the stars. They led Pythia away from the falling empire and formed an imperial theocracy under their wise rule. But this was not enough. As Ermor crumbled the provinces rebelled and broke from their old masters. The emperor of Pythium could not reclaim the rebelling lands and the power of Pythium has diminished over the years.

The war machine of Pythium is based on the old legionaire army of Ermor but some changes has been made. The lack of horses is compensated for with serpents. The hydras of the Pythian bile marsh, normally used in gladiator games, are trained and used in battles

by special tamers. However the superior road building and administration of the fallen empire has survived.

24.11.1 Race

Road building allows the Pythian armies to move three provinces within the empire.

24.11.2 Military

Legionaires with tower shields. Serpent Cataphracts are nearly as powerful as knights and when the rider dies the serpents will continue fighting. Gladiators are very quickly raised troops but they leave after one battle. One of the most dangerous of the Pythian units is the fearsome hydra. Regenerating and breathing noxious fumes it is a danger to friends as well as foe. Pythium employs assassins.

24.11.3 Magic

The Theurgs of Pythium are the most powerful of all mages. They are skilled in astral, air and water magic. To enhance their powers they train Communicants that increases the magical might of nearby Theurgs joining the communion.

24.11.4 Priests

The Arch Theurgs are powerful priests. Battle Vestals are sacred troops, but rather weak.

24.12 R'lyeh

Once there was a distant star inhabited by a great race of strange and unimaginable beings. But a catastrophe caused the star to leave its place in the heavens and a shard of it fell through the spheres and down upon the world. A remnant of the great race survived under the sea where the star crashed. They multiplied and enslaved a race of fishlike humanoids by sheer strength of mind.

R'lyeh, the sunken city, is a mind defying place built under the sea with an architecture unlike any known to man. In the halls of R'lyeh the starspawn, the great ones who survived the fall, plan the reemergence of the great race. The starspawn are powerful mages with great

knowledge of distant stars. All of the great race are powerful mindcrafters.

24.12.1 Race

R'lyeh is an underwater nation. This fact has several strategic implications. It protects the nation from surprise attacks as well as most magic attacks. Sea provinces are not affected by cold or warm climates. If you do not intend to leave the sea it might be a good idea to get yourself a hot or cold dominion.

24.12.2 Military

Atlantian slaves compose the bulk of the armies of R'lyeh, but the Illithids are the most fearsome weapon at R'lyeh's disposal. The mind blast is fearfully effective when several Illithids work together. The mind blast can be used under the sea. The Crab Hybrids are heavy troops but they are unable to leave the sea.

24.12.3 Magic

The Starspawn of R'lyeh use astral and some water magic. The Starchilds are assassin mages with some limited skills in astral magic.

24.12.4 Priests

The Starspawn are priests of average power, but they are expensive.

24.13 Ulm

Ulm is a young kingdom risen from the ashes of the fallen empire of Ermor. Where Marignon relied on religion to build a kingdom, Ulm relied on steel. The mines of Ulm are famous for their riches and the smiths of Ulm work the iron into black steel armors covering the knights and infantry of Ulm. The people of Ulm are heavily built by human standards. The infantry uses full chain or plate armors made of black steel. The feared Black Knights of Ulm are the most heavily armored troops known to man. The leaders of Ulm have never approved of magic and only the master smiths are allowed to use magic. The smiths are used to work under conditions that are

magically unfavorable and are not adversely affected by provinces that have a strong drain dominion. The smiths craft armors and weapons for lords and kings but the strength of steel is preferred to magic. Even religion is of secondary importance in Ulm.

24.13.1 Race

The inhabitants of Ulm are stocky and have additional hit points. They have lower magic resistance than ordinary humans.

24.13.2 Land

Ulm is rich in resources.

24.13.3 Military

The heavy infantry of Ulm is the heaviest human infantry there is. The fearsome Black Knights and several infantry units don the special black steel full plate armors crafted by the Master Smiths of Ulm. Ulm uses arbalests as missile weapons.

24.13.4 Magic

The Master Smiths use earth and fire magic. They excel at magic item forging and have reduced magic costs when forging items. The Master Smiths are not affected by a drain scale.

24.13.5 Priests

The priests of Ulm are weak.

24.14 Vanheim

Vanheim is a land of misty moors and forests. Humans compose most of the population but the rulers of the land are a tall and innately magical race known as vanir. The vanir once fought the giants of Jotunheim but with the coming of man they turned their attentions elsewhere. Now only a precious few of the vanir are left and humans are no longer slaves. Humans compose the basic infantry units of Vanheim. The vanir have blessed some loyal humans with superior fighting skills and the ability to enter a state of wild rage

or wolveren shape. The vanir are masters of illusions and can hide their true numbers from prying eyes. They fight mounted on exceptionally fast horses. Female vanir have the ability to fly. This is a gift from a dead god who used them as messengers of death under the name of valkyries. During these days blood was sacrificed. The old ways have not been used in ages, but still the oldest of the vanir remember how to sate the nature with blood. The vanir are very skilled sailors and the vanheres and vanjarls can sail on the oceans.

24.14.1 Race

The Vanir (not human commanders) are masters of ocean sailing and can cross oceans with their armies. The Valkyries are flying troops, but they lack flying commanders to lead them strategically unless you make yourself a pair of winged boots. The population of Vanheim prefers cold climates (cold scale +1).

24.14.2 Military

The human troops are well equipped but it is the Einheres (berserks) and Skinshifters that make the Vanheim army fearsome. Einheres are very offensive with their berserk abilities and two weapons, but they are expensive. Skinshifters are powerful and regenerates, but they have little armor. The Vanir are very expensive and powerful. Their illusory mirror images and great defense skills make them almost impossible to hit. Valkyries are nearly as powerful and can fly. Vanir and Valkyries are stealthy. The Vanir are masters of illusions and are undetectable to scouts.

24.14.3 Magic

The Dwarven Smiths are skilled in the path of earth. The vanir use air and some blood magic.

24.14.4 Priests

The Vanjarls are stealthy priests of average power. The Vanir are able to use blood sacrifices to increase the dominion of their God. All Vanir are sacred troops

25 Ordering the Full Game

Detailed information on how to order Dominions can be found on the Illwinter Game Design home page at <http://www.illwinter.com>.

The full version of the game features research all the way to level 9. This gives you access to the really fun spells like global enchantments that affects the entire world and summoning spells that calls powerful monsters or immortal mages to your service.

You will also be able to create unique magic artifacts and recruit all available units from your nation.

Together with the full version you will get a registration key. This key is meant for one computer only (or one user account for Unix) and will prevent multiple computers from participating in the same game with only one registration key.

It is possible for registered users to participate in the same game as unregistered users. However the unregistered users are affected by the usual demo limitations.

25.1 Demo Limitations

If you haven't tried the demo version yet, it can be downloaded for free at the <http://www.illwinter.com> homepage.

The demo is fully playable but has the following limitations:

- Magic research is limited to level 4
- Many powerful troops can not be recruited
- The battle simulator is disabled

26 Hints and Advices

26.1 Strategy at the Beginning of the Game

Wait one turn before you attack any provinces. This will give you a military report on all neighboring provinces and allow you to increase the size of your army.

Do not attack independent feudal kingdoms (longbows and knights) unless you feel very strong and confident.

Hire yourself a band of mercenaries.

26.2 Strategy Later in the Game

Patrol your provinces to avoid spies, assassins, brigands and uprisings. But beware, patrolling units do not defend castles.

Have some soldiers guard your important commanders from assassination attempts.

Buy some defense in each province. It is maintenance-free and may detect scouts.

Get yourself a prophet.

Build fortresses to enable fast recruitment of troops and to avoid loss of important provinces.

Build temples to spread your dominion.

Search for magic sites in conquered provinces.

Recruit priests if Ermor is your neighbor.

If your pretender dies call him back with your priests. It may take some time unless you have many priests available.

26.3 One Button Mouse in OS X

Dominions makes heavy use of both mouse buttons of the mouse and it is strongly recommended to get a two button mouse in order to play Dominions. It is possible however to hold down the apple key and click the mouse to do a right mouse button click.

Remember that most screens are exited by right clicking at the side of the screen. Usually pressing the escape key can also be used to exit a screen, which is easier if you don't have that second mouse button.

26.4 Three Button Mouse

If you have a middle button on your mouse, it can be used to speed up your gaming. Most things that have scroll arrows can also be scrolled by holding down the middle button and moving the mouse. This effect can also be achieved by using the mouse wheel if you have one on your mouse.

26.5 Battle Map Zoom

The small map before a battle can be zoomed by using the middle mouse button or the + and - keys. The '5' key resets the map zoom.

26.6 Command Line Options

Dominions has many command line options that can be seen if you use the *—help* switch.

The command line options can be used to automate hosting or to skip intro and game selection. The following line hosts a game called *mygame* without seeing the intro first and exits.

```
dom ---nointro ---host mygame
```

26.7 Ending a PbEM Game

Sometimes it may be convenient to end a game before there is only one player left. A command line option can be used to make a final host. Scores will now be sent to all players and they will get an end of game message. This is done with following command (replace *mygame* with the name of your game).

```
dom ---finalhost mygame
```

The scores will be 1 point per province with your dominion and 1 point extra if that province is also owned by you.

26.8 Linux Fullscreen Mode

As default Dominions will run in a window under Linux. If you want to run in fullscreen mode you must have root privileges and start Dominions with the *—fullscreen* switch.

26.9 Deleting Old Games

To delete an old game you have to delete the directory with the same name as the saved game. This directory can usually be found in *c:/games/dominions* in Windows or *~/dominions* in Unix (including OS X).

By copying this folder you can move an existing game to another computer or make a backup in case of an emergency.

26.10 Weird Colors in Windows

If you get weird colors when you run the Windows version of Dominions this may result from too old drivers for video card or DirectX. The best solution will probably be to upgrade your drivers.

You can also try to disable hardware acceleration and not run any other program at the same time as Dominions. If nothing else work you could try the *-window* to run in a window.

27 Registration

The Demo version of Dominions is restricted in some ways to encourage people to register and support our continued development of complex and involving games. The demo version has the following limitation that will disappear if you register the game.

- Magic research is limited to level 4.
- Not all troops can be recruited.

The full version enables you to research a lot further and this gives you access to powerful spells like global enchantments that affect the entire world, powerful monsters and much more.

27.1 Using Demo Version in a Multiplayer Game

If you have joined a game and are using the Demo version you may upgrade to a full registered version at any time without interrupting the game (In order to research beyond level 4 the hosting game must also be registered). As soon as you get the full version you will be able to recruit all troops and research beyond level 4.