



# Dominions II - Player Manual

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## 1 Game Basics

Dominions II is a turn-based strategy game. Up to seventeen players compete for total domination of the world. With the use of armies, mages and priests, the players compete for physical and religious domination of the world.

All participants play their turns, which are then processed by the computer. When your new turn is ready, you can watch battle replays, administrate your empire, and give new orders to your leaders.

### 1.1 Pretenders

Each player takes the role of a Pretending God. The Pretender can be a powerful archmage, a divine monstrosity, or a mighty spirit. The Pretenders are created during game setup.

### 1.2 Nation

There are seventeen nations available in Dominions II. Each nation can only have one player, one god. Each nation has different strengths and weaknesses. If you are successful with one nation, try a new one or try another Pretender. Some nations are more powerful against certain opponents, but good strategy can counter the strengths and weaknesses of any nation.

### 1.3 Provinces

The world of Dominions II is composed of a number of provinces. Your empire grows in power by conquering provinces. Some provinces are seas; these cannot be entered unless you have amphibian or aquatic troops.

Each province has two primary statistics, called income and resources. A province can produce a certain number of troops each season, depending on the number of resources in that province and the costs of the individual troops. Different provinces can produce different units, and some provinces might be populated by strange societies that allow the recruitment of unique or superior troops.

There are several maps in the game, and you can make additional maps on your own if you wish. Read the map editing manual for more info on this.

### 1.4 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 magical research. The more commanders you control, the more flexible you are. On the other hand, you will pay more gold towards support each turn if you have many commanders, as commanders have a high maintenance cost.

### 1.5 Movement

Armies can only move if led by a commander, but commanders may move without an army. Entering a province that is not controlled by the player will result in a battle. All battles are performed during the hosting, which occurs after all players have played their turns. An army can usually move from one to three friendly provinces or into a hostile territory that is adjacent to their starting location.

### 1.6 Battles

All battles are resolved during the hosting. This means you have no way to change the outcome of the battles once they have begun. Instead, you have the possibility of giving basic battle orders before the battle when you play your turn. You can, for example, tell your archers to fire at the enemy's archers. During your next turn, you will receive replays of all battles you participated in.

### 1.7 Magic

The world of Dominions II is filled with magic and mysteries. By mastering the arcane, you can greatly aid your cause or 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 hostile magic, or you can enchant your provinces to make them richer. Magic is a great aid, but not necessary to win. Magical resources are somewhat limited, so it is not possible to give all commanders magical armor, weaponry and trinkets.

## 1.8 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 in a province, the more fanatical his followers are and the more the denizens of the land trust their Lord. You lose the game if your Dominion is reduced to zero in all provinces, as you do not have any religious authority left. You are considered a god no more.

## 1.9 Winning

You win the game if you are the sole Pretender left or if you fulfill the victory conditions. Victory conditions are chosen during game setup. The most common condition is controlling a number of special provinces.

## 1.10 Losing

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

## 1.11 Turn Sequence

After all players have played their turns, the computer will take this information and use it to calculate all movements, battles, random events, etc., and update the world. This process is called the *hosting* or the *turn generation* 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.

**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** Searches for magic sites are performed.

**Prayers** Prophets are made and Gods are reborn.

**Blood Hunt** Hunts for Blood Slaves are undertaken.

**Luck** Random events may appear here.

**Assassinations** All assassination attempts 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 take effect on the world.

**Magic Items** Special effects from 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** Dominions spread 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 thus get more wounds instead.

**Mercs** Mercenaries are bought or maintained.

**Scouting** New scouting reports are sent home.

## 2 Setup Game

Before it is possible to create a new game, each player must choose one of the seventeen nations and create a Pretender God for that nation. See section 2.1 for information on how to create a god.

Once all players have designed their gods, a new game must be created before you can start playing; see section 2.2 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* from the main menu.

### 2.1 Create a New God

You can reach this option from the main menu. The first thing you have to choose is the nation for which you want to design a Pretender God.

Each nation may only have one player per game. If you design a new Pretender for a previously designed nation, the original god is lost unless the first game is already in progress.

#### 2.1.1 Physical Form

When you design your Pretender God, you choose the physical body and appearance of the god. The different physical forms are quite different in strength, magic aptitude, and divine presence. Carefully study the weaknesses and strengths of the different available appearances by right clicking on their pictures.

#### 2.1.2 Divine Attributes

When you have chosen a body for your Pretender God, it is time to choose magical skills, Dominion, and a fortress style. You have a number of points to split between these different areas. The number of points available depends on what physical form you choose.

#### 2.1.3 Magic

When you choose your Pretender's magic skills, you will find eight symbols corresponding to the eight paths of magic. The maximum value you can start with in a single path is 10. You do not need to have magic skills, but not having them will make you less able to deal with your opponents' whims.

It is quite expensive to raise a magic path above five or so. The cost to increase a path is eight times the new level. To start on an entirely new path is even more expensive. The opening cost of a new path varies with the physical form of the god. Dragons, for example, have very high opening costs. They are attuned to the path they choose and have a hard time learning new ones. Archmages, on the other hand, are masters of magic and sometimes follow all the magic paths.

Certain levels of magical skill will grant special powers to your holy troops whenever they are blessed. These blessings come in two tiers. The first becomes available to blessed units when their god has a power of 4 or higher in a particular magical path. The second becomes available when their god has a power of 9 or higher in that path. The special powers gained through blessings can be seen in table 1. The minor powers gained at level four will increase in strength with the magic skill of the Pretender. This at a rate of +1 per two extra levels or +5% per level for the path of air.

Magic skill	Special power
None	Morale +3
Fire 4	Attack skill +2
Fire 9	Flaming weapons
Air 4	Air shield (20%)
Air 9	Shock Resistance (75%)
Water 4	Defence skill +2
Water 9	Quickness (50%)
Earth 4	Reinvigoration 2
Earth 9	Armor value +4
Astral 4	Magic Resistance +1 (max 18)
Astral 9	Twist Fate (prot. from first hit)
Death 4	Lesser fear
Death 9	Life after Death
Death 9	Fear (undead beings only)
Nature 4	Berserk +1
Nature 9	Regeneration
Nature 9	Poison Resistance (50%)
Blood 4	Strength +2
Blood 9	Death Curse

Table 1: Blessed units get special powers depending on the magic skills of their god.

It is possible to learn new paths or raise your magic skills during the game, but it is expensive.

Special powers for blessed troops depend on the amount of magic your god started with and will never change during the course of play.

#### 2.1.4 Dominion

The third area upon which you spend your design points is your Dominion. The Dominion is what makes your Pretender a god. It is the divine presence that feeds on religious devotion and fills the hearts of followers with righteous fury. The Dominion is a manifestation of the divine might of the god; it influences the moods of believers and changes the very lands they live in.

The scales represent the character of your Dominion and the speed with which people will start to worship you. If you click on a scale, it starts to tip. Use the left or right mouse buttons 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, positive and costs you design points. All scales have three steps in either direction from the basic balanced state. Following is a brief list of the different Dominion effects per scale step. In addition to these effects, the scales affect what kind of random events can happen in a province.

**Order** Increases income by 7%. 10% fewer random events. You do not get any income bonus from an orderly Dominion belonging to another Pretender God.

**Turmoil** Decreases income by 7%. 10% more random events.

**Productivity** Increases resource production by 10% and income by 2%. You do not get any bonuses from a productive Dominion belonging to another Pretender God.

**Sloth** Decreases resource production by 10% and income by 2%.

**Heat** Decreases tax revenues by 5%. Decreases supplies by 10%.

**Cold** Decreases tax revenues by 5%. Decreases supplies by 10%.

**Growth** Increases population by 0.2% per month. Increases supplies by 20% and income by 2%.

**Death** Decreases population by 0.2% per month. Reduces supplies by 20% and income by 2%.

**Fortune** 10% greater chance of a random event being good. You do not benefit from a lucky Dominion belonging to another Pretender God.

**Misfortune** 10% greater chance of a random 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 bonus from a magical Dominion belonging to another Pretender God.

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

#### 2.1.5 Fortress

The last area upon which you can spend your design points is your fortress. This will decide the standard fortress type for your nation. All of the fortresses you build will be of the same kind, so don't take this choice too lightly. A good fortress is useful when you have large armies or are under attack. If you conquer other Pretenders, you may either keep or demolish their fortresses, but you will never be able to build fortresses other than the type you choose when you design your Pretender.

## 2.2 Create a New Game

When all players have designed their Pretenders, it is time to create a game. If you are playing solo, you should add a few computer opponents when asked to select the participating nations.

When asked to choose a map or scenario, there will be a few names marked with a yellow star. These are scenarios. They are mostly suitable for single players who want some extra challenge.

After the game is created, you can play it by selecting Play an Existing Game from the main menu.

## 2.3 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); now you will see the map screen and be able to play your first turn.

## 2.4 Multiplayer Games

Dominions is very well suited for multiplayer games. You can either play by e-mail or by TCP/IP. Before starting a multiplayer game, you must decide who is going to play which nation. Each player must then create a god for that nation.

### 2.4.1 TCP/IP

This is the most convenient multiplayer option, but it requires that someone has a computer that is always running and connected to the Internet. This computer will be called the server computer, and all the other players will connect to it when they play their turns.

The network menu allows you to start a game server and wait for other players to connect and transfer their gods to the server computer. If you want to play on the server computer as well, you must start an additional game and connect to the game server. The first game started is a game server only. Use *alt-tab* to minimize the window, start a new game, and connect to the server by using the networking menu.

When all players have uploaded their gods, start the game from the server window. It can be started from other windows too, but there will be some settings that must be entered in the server window unless they have been previously set by command line options.

### 2.4.2 Play by e-mail

Playing by e-mail is very similar to playing on one computer, but with one exception: each human player will have to e-mail a .2h file to the game host after they have played their turns, and the host will have to e-mail a .trn file back to each player after generating the new turn.

Here is a list of the steps required to start a game and play a turn. In this example, you are playing Ulm and the game is called "testgame."

Steps 1-6 are only done when creating a new game while steps 7-13 are repeated each turn.

1. Create a Pretender God for your nation.

2. Mail your Pretender God (newlords/ulm.2h) to the game host.
3. **Host only:** Put all .2h files in newlords directory.
4. **Host only:** Create a new game.
5. **Host only:** Return all .trn files (testgame/ulm.trn, etc.) to the players.
6. Create a directory called testgame (actually, any name without spaces will do). It must be located in your dominions2 directory.
7. Put ulm.trn in the testgame directory.
8. Play
9. Send the ulm.2h file (testgame/ulm.2h) to the host.
10. **Host only:** Put all .2h files in the testgame directory.
11. **Host only:** Play an existing game, host one turn.
12. **Host only:** Return all .trn files (testgame/ulm.trn, etc.)
13. Repeat from number 7.

If you have trouble finding the dominions2 directory used to hold your saved games, then you should look in `c:/program(files)/dominions2` for Windows or in `~/dominions2` for other operating systems (`~` being your home directory).

## 3 Map Screen

The map screen is where you will spend most of your time in Dominions II. Here you can inspect provinces, move commanders across the world, and gain access to most other menus, such as the Laboratory or Nation Overview screens.

By right clicking on a province, you will enter that province. You can now see the attributes of the province on the top left of the screen, and any commanders here will be shown below that.

Press the end turn button and select "Host" once you have completed your turn.

There are numerous keyboard shortcuts that can be used to speed up your play. Many are shown in



brackets inside pop-ups. Press '?' to see a list in the game. They are also shown in the back of this manual, starting beginning in table 8 and continuing for the next three tables.

### 3.1 Understanding the Map

Scrolling the main map is easily done by holding down the scroll wheel or middle mouse button on a three button mouse. Zooming the map is done with the Page Down and Page Up keys.

On the map, you can see different icons that represent province attributes or buildings. The following icons can be seen:

**Flag** The flag indicates who owns the province.

**Gold** The larger the gold pile, the more income the province generates.

**Candle** A white candle indicates a friendly Dominion and a black candle indicates a hostile Dominion. The size of the candle indicates the strength of the dominant Dominion.

**Castle** A castle is located here.

**Temple** A temple is located here.

**Box** A red box indicates a hostile army and a blue box indicates a friendly army. A cross through the box indicates that a commander is present.

**Crossed Swords** A battle has taken place here. Press 'v' to view the battle.

**Pentagram** A local enchantment is in effect here.

### 3.2 Statistics

The statistics screens can most easily be accessed by pressing F1 to F4 on the map screen. F1 shows the nation overview, F2 the score graphs, F3 the Hall of Fame, and F4 a list of who controls which nation.

#### 3.2.1 Hall of Fame

The world's most famous heroes are shown in the Hall of Fame. The commanders who have survived the most fights and killed most enemies become famous and enter the Hall of Fame. When entering, they receive a Heroic Ability that will get better the

longer they are famous. A Heroic Ability will continue to improve, even if the hero is dead, as long as he is famous enough to remain in the Hall of Fame.

To find out about a Heroic Ability, click on the red-bordered yellow star while inspecting the unit. You can only inspect your own units in the Hall of Fame.

## 4 Administrating Your Kingdom

The most important number in your kingdom is your gold income. You get gold by taxing your population, so owning many provinces with large populations will bring you a lot of gold.

### 4.1 Resources

Your provinces all have a Resource value. This determines how many troops can be built in that province during any given turn. Heavily armed troops are much more expensive in resources than lightly armed ones. The Resource value is as much an indication of available smiths and production facilities as it is raw materials. Because of this, resources cannot be stockpiled, which means that it will always take many months to raise a large army. Resources are usually most abundant in mountain provinces.

### 4.2 Supplies

This value indicates how many units a province can provide for. Normal sized units require one supply point per unit while larger units eat more. An army will starve if they require more supplies than are available, and continued starvation will cause units to become diseased and eventually die.

### 4.3 Tax and Unrest

Unrest decreases your income from a province, and an unrest level of 100 or more will make it impossible to recruit troops in the province.

To reduce the unrest level, you can either reduce the tax rate in the province, or patrol it with military units and reduce the unrest by force.

## 4.4 Defence

Nation	Commander	Units
Abysia (human)	Warlord	Humanbred
Arco.	Commander	Light Infantry
Atlantis	Hoplite	Cardaces
Caelum	Initiate	Spearman
C'tis	Seraphine	Warrior
Ermor (ashen)	Commander	2 Militia
(soul)	Centurion	Velite
Jotunheim	Ghoul	Soulless
Man	Shade	Disposs. Spirit
Marignon	Herse	Militia
Pangaea (new era)	Castellan	Militia, Sling
Pythium	Friar	Pikeneer
R'lyeh	Centaur	Satyr, Harpy
Ulm	Centaur	2 Satyrs
Vanheim	Centurion	2 Militia, Sling
Mictlan	Lord	Trooper, Lobo
T'ien C'hi	Priest	Crossbowman
Machaka	Herse	Huskarl
	Tribal King	Warrior, Slave
	Enoch	Footman
	Chief	2 Militia

Table 2: The forces for provinces with Defence 1+

You can invest money into a local defence for a province. This defence is maintenance free and can repel smaller attacks upon the province. Table 2 and 3 shows what troops you get when buying defence for different nations.

## 4.5 Magic sites

Magic sites are very important for nations that rely on magic. Most of them produce magic gems, which can be used to summon monsters or to power mighty global enchantments.

All starting provinces contain at least one magic site. Magic sites are listed on the right side of the screen, below the vertical row of buttons.

To search for new sites, a mage must be issued the Search order for a turn. If he is capable of finding a site in the province, it will be found on the first try.

Each site belongs to a certain magic path and has a difficulty level of 1 to 4. The searching mage must have an equal or higher level in the correct

Nation	Commander	Units
Abysia (human)	Warlord	Infantry
Arco.	Commander	Heavy Infantry
Atlantis	Mounted	Light Cavalry
	Initiate	Shambler
		Reef Warrior
Caelum	- None -	Archer
C'tis	Task Master	Slave Warrior
Ermor (ashen)	Centurion	Alae Legio.
(soul)	Mound King	Longdead
Jotunheim	Shadow Trib.	Shade
Man	Herse	0.5 Hurler
Marignon	Monk	Militia
Pangaea	Friar	Crossbowman
Pythium	Minotaur	Satyr
R'lyeh	Centurion	Velite
Ulm	Lord	Slave Guardian
Vanheim	Commander	Heavy Infantry
Mictlan	Vanherse	Hirdman
T'ien C'hi	Mictlan Priest	Warrior, Slave
	General	Footman
		Archer
Machaka	Witch Doctor	3 Militia

Table 3: Additional forces for provinces with Defence 20+

path to find the site. Enter the Nation Overview if you have forgotten where you have searched earlier, or check the Province Overview Window in the top left section of the Map Screen for the search history of the currently selected province.

The rarest magical sites can give bonuses for a certain school of magic; e.g. a site offering a conjuration bonus will make all conjuration rituals cast from that province cost fewer magic gems.

## 4.6 Buildings

It is possible to build three types of buildings in a province: a fortress, a temple, and a laboratory. The fortress can be build by any commander, but the other two require a priest and a mage respectively.

A new fortress costs a lot of gold and a few turns of construction time, the precise amount of which depends on what type of fortress you chose during the design of your Pretender God. Building a fort has the following benefits:

- It serves as a supply depot. Supply values will increase in all nearby provinces. The further away, the less the bonus is.
- It serves as an administrative center. A percentage of the resources in neighboring provinces owned by the same Pretender are gathered in the fortress to be used for military production. The administration value determines the percentage of surrounding resources that are pulled in. If more than one friendly fortress borders a province, they will both draw resources from that province, splitting the available pool between them if there aren't enough total resources there to fully serve both.
- It serves as a production center of the nation and allows you to recruit troop types of your own culture in the province.
- All provinces without a castle can utilize only half of their available resources.
- It serves, quite obviously, as a fortress. The fort must be besieged and the gates destroyed before the enemy can attack any defenders and conquer the province.

Most castles have towers with archers who will help during the defence when they are stormed. Most nations put some kind of archers in their towers, but the amount and quality of the archers differs greatly from nation to nation.

A temple has benefits for your Dominion and a lab is necessary for mages to perform research or cast magic rituals. Your starting province will always have all three buildings.

#### 4.7 Keeping Track of Your Enemies

You will automatically get military reports from all provinces bordering your empire. To view these military reports, enter a neighboring province and click on the Province Info button. This kind of report is very unreliable, and enemy forces in neighboring provinces can be reported as anywhere from half to twice their actual size.

To get more reliable reports, you need to send a scout or a spy into the enemy territory. Scouts are likely to give more detailed and accurate reports than the ones provided automatically. Spies

Nation	Tower Volleys
Abysia	2 Ballistas
Atlantis	8 Shortbows
Pythium	2 Ballistas
Man	8 Longbows
Ulm	4 Arbalests
C'tis	4 Slings, 1 Poison Sling
Arcoscephale	8 Shortbows
Caelum	8 Shortbows
Ermor	2 Ballistas
Marignon	6 Crossbows
Pangaea	8 Shortbows
Vanheim	8 Shortbows
Jotunheim	16 Shortbows
(Niefelheim)	8 Shortbows
(Utgrd)	8 Shortbows
R'lyeh	4 Shortbows, 1 Mindblast
Mictlan	6 Slings
T'ien C'hi	8 Crossbows
Machaka	8 Shortbows

Table 4: The amount and type of archers different nations put into a tower.

are even better and can report about magic sites in addition to measuring military strength very accurately. Any sneaking unit may act as a scout, but the units specifically named "Scouts" are usually the cheapest sneaking unit available.

#### 4.8 Defending Against Enemy Spies

To capture enemy scouts and spies, you will have to patrol your provinces. To do this, give the Patrol order to a commander with some troops (the more the better.)

Provinces with Defence values of 10 or more patrol themselves automatically, but this is less efficient than a patrolling commander with even a small army.

## 5 Armies

Every god needs faithful and loyal worshipers. In Dominions II, you will need to conquer new lands to spread your faith. With additional land, more temples can be built, and more priests can serve you. With more temples and priests, your Dominion will

spread farther from your home, and eventually your faith will be the only one. Other Pretenders will want to destroy your lands and convert your followers. In order to protect your lands, you must build armies to defend your borders. To stand a chance against the other Pretenders, you must expand your kingdom and become a worldly as well as a spiritual power.

To conquer provinces, you must build armies, move them into neutral or enemy provinces, and best the defenders in combat.

## 5.1 How to Build an Army

If you wish to conquer provinces, you will need armies. There are basically three ways to get armies: normal troop recruitment, mercenary recruitment, and magical summoning.

### 5.1.1 Recruiting Troops

You will begin the game with a small army. This army is barely enough to conquer a new province. If you wish to increase your chances of winning your first battle, you must recruit additional troops. This is done in the Recruit Units screen. Here you will find a list of all commanders and troops that can be recruited in the province.

If you click on a unit, it will appear in the recruitment queue. You can remove the last unit in the queue by clicking on it or by typing Backspace.

All units have two costs: gold and resources. The cost in gold is more or less the same for all regular 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. Each turn, as many units will be produced as you have resources for. Remaining queued units will be produced during the following months.

You can inspect units without placing them in the queue by right clicking on them.

**IMPORTANT:** You can only recruit one commander each month.

### 5.1.2 Commanding Troops

In order to move your troops, you must assign them to a commander. This is done in the Army Setup screen. When produced, a new unit appears in the garrison squad at the top of the Army Setup screen.

Select units by clicking. You can select several units, as long as they are in the same squad or in the garrison. Double clicking lets you select all units of a kind in a squad or the garrison.

When you have selected one or several units, you can transfer them to another squad or back to the garrison by clicking on the destination. Available positions are shaded.

If you prefer to create a new squad, click on a commander instead of one of his already existing squads. Each commander can command up to five squads.

**IMPORTANT:** You can select several units at once with the 'shift' key. Select a unit, press 'shift', and select another unit in the same squad. All units in between will now be selected. 'A', 'e' and 'w' can be used to select all/experienced/wounded units in the same squad.

Most commanders have a Leadership value. This is the number of units the commander can lead. A commander's Leadership increases with experience. Scouts, assassins, and some other commanders cannot lead troops.

**IMPORTANT:** Some units are magical beings or undead and must be commanded by mages or special commanders. If there are no commanders with the appropriate special command abilities left in a battle, these special units will rout or dissolve.

### 5.1.3 Recruiting Mercenaries

Sometimes there is need for quick reinforcements or experienced warriors. Mercenaries are well trained soldiers with good equipment who can be paid to work for a while. Mercenaries only work for the highest bidding player.

When you enter the mercenary screen, you will see a list of all available mercenary bands. If a band is already employed, the national banner of their employer and their remaining term of service will be shown.

Mercenaries are hired for three months. After three months of service, they are once again for hire, but the previous employer will receive double credit for his bid. This double credit lasts only one turn, and if the mercenaries leave you, it will be lost.

**IMPORTANT:** The same mercenaries are available to all players, and only the highest bidding player will get the services of the mercenaries.

## 5.2 Moving Armies

When you have built an army, it is time to set it to use. In order to conquer other provinces, you must move your army into them.

Movement is restricted to commanders and their armies. Units can never move unless led by a commander.

To move, you activate a commander and click on a province on the map. If the province chosen is accessible, e.g. not too far away or a sea province, a thin white arrow and a thicker blue arrow will be visible on the map and the message in the commander's order box will read *move*. Blue arrows show the destinations of all moving commanders while the white arrow highlights the blue movement arrow belonging to the active commander.

Every unit has two movement attributes. The first one is for map movement and the second is for battle movement, used in combat. The map movement attribute determines how many provinces a unit can move in a turn (unless blocked by difficult terrain.) An army can never move faster than the slowest unit in the army.

Armies and commanders can only move one province into enemy territories, unless flying.

IMPORTANT: During hosting, all movement through friendly provinces is conducted before movement into enemy territories.

IMPORTANT: If two armies try to cross the same border from opposite directions, 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.

### 5.2.1 Difficult Terrains

Forests, swamps and mountains stop movement unless all units in the army are flying or have the applicable Forest, Mountain or Swamp Survival ability.

### 5.2.2 Stealth

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 and still remain in concealment. Hidden troops can perform some orders and remain hidden. The movement arrow of stealthy units is shown with a slightly transparent movement arrow.

IMPORTANT: Stealthy units will sneak into enemy provinces and will not attack unless you change their order from 'sneak' to 'move'. This can also be done by pressing 'ctrl' while selecting their movement destination.

### 5.2.3 Flight

Some units can fly. Armies made up entirely of units able to fly can move past enemy provinces and attack beyond the border. Flying troops cannot cross sea provinces.

### 5.2.4 Ocean Sailing

The Vanir of 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, and dire weather may prevent ocean sailing.

### 5.2.5 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 underwater. Normally, only aquatic or amphibious units may use water movement, but some magic items and rituals will grant your troops water breathing ability.

## 6 Battles

When you move an army into an enemy territory, there will be a battle. Battles are resolved by the computer, but it will use your battle plan and army setup. In battles where you outnumber your enemy, this might not be of utmost importance, but if faced with a cunning opponent with magical armies, the outcome of the battle depends on your battle plan. The battle plan is a combination of how you place your commanders and squads on the battlefield and what orders you give them. Battle orders and positions are defined through the Army Setup menu.

### 6.1 Army Setup

The dark green box next to every squad and commander represents its starting position in battle.

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. All newly recruited units have a battle position at the very center of the setup area.

There are ten squares of distance between your setup area and your enemy's setup area. Thus, your troops will never start a battle in melee with enemy troops.

**IMPORTANT:** Be careful not to place creatures surrounded by poison clouds and other similar effects together with unprotected friendly troops.

Unless you give a commander or squad specific orders, the computer will decide what the commander or squad will do. By clicking on the text displaying the current order, you can change orders. If no orders are set, the text *click here to set battle orders* is displayed.

Each commander can have up to five turn orders, such as casting a specific spell. After all turn orders are performed, the commander will act on a basic battle order. If a turn order cannot be performed, the computer chooses another action that turn. No more attempts will be made on that turn order.

### 6.1.1 Cast a 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 when setting up battle orders, as there are some spells that increase mages' spell casting powers and thus the mage might be able to cast spells beyond his or her normal reach during combat. 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 by it, or if the caster doesn't have enough magic gems, the computer will choose another spell to cast. Mages will also refuse to cast spells that require magic gems if the opposition is weak or severely outnumbered.

## 6.2 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 may or may not 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.

### 6.2.1 Hit

When a blow is aimed at an adjacent enemy, a random value (approximately like the result of rolling two six-sided dice) is added to the Attack skill of the attacker. A similar value is generated for the Defence of the defending unit. If the Attack value is greater than the Defence value, the blow is a hit.

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

### 6.2.2 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 pass a morale check or abort his attack on D.

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

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

### 6.2.3 Defending against Multiple Attacks

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

### 6.2.4 Units and Weapons with Multiple Attacks

Some units have multiple attacks. All attacks target the same square, but not necessarily the same unit. These attacks are worked out as normal. Some weapons also have multiple attacks (for example, flails and magical weapons such as the Sword of Swiftess). All attacks from the same weapon strike at the same opponent.

### 6.2.5 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 Strength of the unit and the damage of his weapon. The defender's protection is subtracted from that, along with another random number. If the result is above zero, it is subtracted from the defender's Hit Points. All Hit Points are regained only after all battles have been resolved.

### 6.2.6 Death

A unit that loses all of its Hit Points is slain. Only immortal beings and Pretenders may avoid death. Dead units disappear from the battlefield and add to the number of unburied corpses (see 8.4.12) in the province.

### 6.2.7 Battle Afflictions

Whenever a unit is wounded, it may get permanent battle afflictions. The chance of a battle affliction depends on the damage done by the hit compared to the maximum number of Hit Points of wounded unit. All Hit Points are regained after a while, but battle afflictions remain. Only very powerful magic or the priestess of Arcoscephale can remove afflictions.

### 6.2.8 Fatigue

Each time a unit strikes, it gains some fatigue. As fatigue increases, Defence and Attack skills are reduced. Every full ten fatigue points lowers the Defence skill of the fatigued unit by 1. Every full twenty fatigue points lowers the Attack skill of the unit by 1. A high fatigue also gives attackers a chance to find weaknesses in the exhausted unit's armor, reducing protection by half for that attack.

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

### 6.2.9 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. Un-

dead and constructs are typical units unable to get fatigue.

## 6.3 Missile Attacks

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

### 6.3.1 Range

All missile weapons have a range value. It is impossible to fire at enemies beyond this range.

### 6.3.2 Hitting Targets

Missiles are not very accurate, and the accuracy decreases with distance to the target. Missile attacks often miss their intended target, but may hit a nearby soldier (including friendly ones) instead.

When firing a missile, the archer selects a target according to its orders. It then 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 reduce the hit chance of the incoming missile.

Some missile attacks, such as dragon's breath, hit an entire square. Every unit in the square is automatically hit and no shield can protect them.

### 6.3.3 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.

## 6.4 Magic

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

**IMPORTANT:** A magic user in close combat has only 50% chance of being able to cast spells. Otherwise, he will fight.

### 6.4.1 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 determine how the computer targets, including density of troops, physical power, distance, etc.

### 6.4.2 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 else.

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 somebody, just as long as they successfully hit a populated square; lightning spells are the most common of these. If a lightning bolt hits a square, there is no chance of it missing a hypothetical soldier standing there alone, as would be the case if an arrow had hit the same square.

### 6.4.3 Damage

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

### 6.4.4 Magic Resistance

Some spells affects 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 resistible. 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  $11 + \text{half the difference between the magic skill of the mage in the path of the spell and the needed skill level (rounded down) + a random value (approximately two six sided dice)}$ . The Magic Resistance value is the Magic Resistance (MR) of the targeted unit + half the targets skill in the path of the spell + 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 are  $7 + (\text{mage's skill} - \text{needed skill})/2 + \text{a random value}$ .

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.

### 6.4.5 Duration

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

### 6.4.6 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 be less exhausted by the casting. Each skill level beyond the needed will lower the fatigue cost by multiplying it by a fraction equal to  $1/(1 + \text{mage's skill} - \text{minimum spell skill})$ . The mage's own encumbrance value is also added to the fatigue, and the encumbrance of armor counts double when casting spells. At a fatigue level of 100, 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)

#### 6.4.7 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 a path he is already proficient in. If he uses more than one magic gem, 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 his skill level in the path of the gem being used. 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 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 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.

## 6.5 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, the squad may rout. The routing squad will leave the battlefield in the direction from which it came. If the broken unit successfully leaves the battlefield, they will scatter into adjacent friendly province. Routing units never repel attacking enemies and only fight if their rout is blocked.

Undead or magical units will either rout or dissolve if there are no mages or undead generals left on the battle field.

**IMPORTANT:** Units that can trample might rout through friendly units, causing severe harm.

#### 6.5.1 Dissolvment 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 running. Every turn, there is a 33% chance for every mindless being that it will disappear.

**IMPORTANT:** Mindless beings that rout will stand still, attack adjacent enemies, and eventually dissolve.

## 6.6 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 or routed 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!

The first army to completely rout loses the battle and the province. The army disperses and the survivors can be found scattered among the neighboring friendly provinces.

**IMPORTANT:** If there is no friendly neighboring province into which to rout, the fleeing troops will be lost.

#### 6.6.1 Loot

Sometimes, a slain enemy commander may have carried a magical 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.

## 6.7 Special Battles

A commander may be attacked by an assassin. Assassinations are also shown with a battle replay. You

do not lose your province even if you are successfully murdered.

## 7 Units

All units in Dominions are described by a set of attributes and special abilities. From the *map screen*, you can easily inspect the attributes of your commanders by right clicking on their icon. You can inspect a commander's troop by going to the Army Setup screen and right clicking on the unit you want to inspect.

When inspecting a unit, you will see 11 (12 for commanders) attributes starting with *Hit Points* and *Strength*. Click on an attribute to get a description of what it does. The attributes are mainly used in combat and determines, for instance, if a unit will hit or miss his opponent, and how severe the hit will be.

Certain units will also have special abilities that are indicated by a small symbol below the attributes. These abilities include such things as Poison Resistance, Stealth and more exotic things like a Fire Shield.

At the bottom of all this information, underneath a text description of the unit, are listings of the unit's weapons and armor. You can click on the equipments to see their effects. Normally, all weapons can be used in a single combat turn, but if a unit has a missile weapon, then it will only be able to use its melee weapons or its missile weapons in a single combat turn.

## 8 Commanders

Commanders are special units that have to ability to execute a turn order once per month. This might be to move to another province with his or her troops, or maybe to summon a monster. They also have one extra attribute: a Leadership value.

### 8.1 Leadership

The Leadership value indicates how many ordinary troops a commander may lead at once. There are also two additional Leadership values that are used to lead undead units and magical units. Click on the Leadership text to get more info and to see all Leadership values.

The two latter Leadership values are especially important in battle. Any undead or demons will dissolve or flee if left without proper Undead Leadership. The same will happen for magic beings without Magic Leadership.

### 8.2 Magic Items

Commanders may carry magic items. There are a number of magic item slots right below the attributes and special abilities. A commander may usually 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.

There is no point in having two identical magic items unless they are weapons. A commander will not receive additional bonuses from carrying more than one magical item of the same type.

If you left-click on an item, you may transfer it to another commander or the laboratory. If you left click on an empty slot, you may retrieve a magic item from the laboratory.

### 8.3 Heroes

The mightiest commanders of the game will enter the Hall of Fame and become heroes. Experience, number of kills and number of deaths decide who will enter the Hall of Fame. If a unit ends up in the Hall of Fame, he receives a Heroic Ability that he is famous for. As long as he remains in the Hall of Fame, he will become more and more famous, and thus more and more skilled at his Heroic Ability, even if he is dead.

### 8.4 Turn Orders

At the map screen, click on the small text below the commander's icon to give him a turn order. You can give orders to multiple commanders at the same time by holding down ctrl, selecting many commanders and then giving a turn order the normal way.

It is not possible to have more than one order per commander set at once, but almost all orders also imply the Defend order.

**8.4.1 Move**

This order is automatically set if an active commander left-clicks on a province. If the province is owned by an enemy, he will be attacked.

**8.4.2 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, then defending units will stay in the fortress if the province is attacked.

**8.4.3 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 and, if the battle is lost, the routing units will either retreat to surrounding provinces or die outside the gates.

**8.4.4 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 decrease during the siege. When the fortification is 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.

**8.4.5 Storm Castle**

When the defences of a fortress are down, you may attack it. Most walls and towers will remain but the gate will be breached, which allow your troops to attack the fortress.

**8.4.6 Patrol**

This order is used to patrol a province in search of hostile units. The Patrol order enables detection of hidden troops as well as the suppression of unrest. With greater numbers and faster units, the patrol is more likely to find enemies and spies.

IMPORTANT: Patrolling units are not protected by fortresses.

**8.4.7 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 during that turn.

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 change it to this one.

**8.4.8 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 may have a bodyguard of up to five units with him if he has a squad with the battle order *Guard Commander* set.

**8.4.9 Instill Uprisings**

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

**8.4.10 Preach**

With this order, a priest preaches and proselytizes, holds masses and performs liturgical activities. The fruit 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 priest level of the preacher.

**8.4.11 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 plundering 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 cause fear are

Level	Ghouls	Soulless	Longdead
1	3	0	0
2	4	10	0
3	5	15	5
4	6	20	6
5	7	25	7
6	8	30	8

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

Table 5: Reanimation rates for unholy priests

exceptionally good at pillaging. The spoils of pillaging are gold and supplies. The supplies thus gained last only one season, but may be enough to relieve a long-term starvation. The province loses population, income and supplies, and unrest spreads.

#### 8.4.12 Reanimate

Some unholy priests from beyond the grave have the ability to reanimate the dead. When you choose the order *Reanimate*, you might get to choose which type of undead you wish to create. With greater power, the priest can choose among several types of undead beings. The number of dead reanimated depends on the strength of your priest and, if the Reanimation is performed inside a friendly Dominion, there might be one extra undead reanimated.

The reanimation of Soulless requires that the province contains enough unburied corpses. Unburied corpses can be found in abundance after huge battles or catastrophes. The reanimation of ghouls requires living human beings that can be converted into these foul beings. About ten people are required to create one ghoul successfully.

Certain Dominion themes result in unholy priests with different reanimation powers. These are *Carrion Woods* for Pangaea and *Desert Tombs* for C'tis.

The unholy priests of the Carrion Woods reanimate manikins. This reanimation is much more effective inside a friendly Dominion than outside.

Level	Spirits	Shadows	Apparitions
1	3	0	0
2	6	1	0
3	9	2	1
4	12	3	2
5	15	4	3

Table 6: The number of spirits that can be summoned per turn by unholy priests

#### 8.4.13 Call Spirits

The unholy priests of the Soul Gate can issue this order to get aid from the spirits of the dead. What type of spirits can be called upon depends upon the level of the unholy priest.

Calling dispossessed spirits requires unburied corpses to be present in the province. Calling apparitions requires a substantial sacrifice of the local population. 100 people will die for each apparition summoned.

#### 8.4.14 Blood Hunt

The commander searches the countryside for suitable Blood Slaves. Unrest increases and, if 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 their chances of succeeding are rather limited. The result is also dependent upon the population of the province.

#### 8.4.15 Perform Blood Sacrifice

This order is only available to the priests of Abysia, Vanheim and Mictlan. The priest sacrifices a number of his Blood Slaves equal to his priest level during a ceremony. The Blood Sacrifice will spread Dominion in the same manner as a temple but more powerfully. A temple is required for this order.

#### 8.4.16 Capture Slaves

A few of Mictlan's commanders have the ability to create slave armies. By issuing this order, they capture slaves in the province and make them into an army. The slave warriors are unskilled and cowardly,

but they cost very little to upkeep and are free to recruit.

#### 8.4.17 Heal Troops

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

#### 8.4.18 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. Should the prophet die, you must wait for half a year before you can once more perform the inauguration of prophethood.

#### 8.4.19 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, 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.

#### 8.4.20 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. A lab can only be constructed by a mage and the temple only by a priest. Labs and temples take one month to build, forts take longer.

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.

#### 8.4.21 Summon Allies

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.

## 9 Religious Dominance

A strong and widely-spread Dominion is important for any Pretender aspiring to become the supreme god. A Pretender God's life force is strongly tied to his Dominion. While he is in a province with many worshipers, he will be physically much more powerful than when he is in neutral territory. Likewise, he will grow very weak while he is inside a strong enemy Dominion.

A god automatically spreads Dominion in his vicinity. After all, it is hard not to worship a god who might walk by your house any day. How much Dominion the god spreads depends on his Dominion strength. The Dominion value of a province can never be greater than this value. Dominion originating from the Pretender can spread quite far away from its original source, but it will never pass through a province without Dominion and settle beyond that province.

There are five more common things that can help spreading the Dominion. These are priests, prophets, temples, the capital province and victory points.

### 9.1 Priests

A priest may raise the Dominion level of a single province by preaching in it. Preaching may raise the Dominion to the same level as the priest's priest level.

Preaching in a province with a temple has an increased effect and all priests have their levels increased by one during this practice.

### 9.2 Prophet

Each Pretender can appoint one commander as his prophet. A prophet will also have his life force tied to the Dominion. The prophet will spread Dominion in his vicinity, just like his god, but at a slower rate.

The prophet will have his priest level raised by one or up to three, whichever is highest. When the

prophet has died, it will take a few turns before a new one can be appointed.

### 9.3 Temples

The temples are the foci of your religious authority. In the temples, ceremonies are conducted, and it is only here that priests and sacred troops can be recruited.

Temples spread Dominion automatically, just like a prophet. Your maximum Dominion strength increases with one for every five temples built.

If you click on a 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, capital and temples.

### 9.4 The Capital

The capital is very devoted to the god's cause and it spreads Dominion in the same manner as a prophet.

### 9.5 Victory Points

Owning victory points is a good indication that a Pretender God is the next Supreme One and people will start worshipping a Pretender who owns these locations.

A victory point location spreads Dominion in the same way as a temple, but the god's Dominion strength doesn't affect the rate of the Dominion spreading.

### 9.6 Effects

The Dominion has several effects in addition to making the Pretender God feel better.

All troops fighting within their god's Dominion will have their morale increased by one, and the opposite applies when fighting in an enemy Dominion.

The Dominion affects many aspects of the land, depending on the settings of the Dominion scales. (See 2.1.4.)

Sacred troops can only be recruited in limited numbers. One sacred troop can be recruited per month per Dominion strength of the Pretender God. When blessed, these troops will receive a morale bonus and additional bonuses depending on the Pretender's magic skills. (See table 1.)

Certain global enchantments affect all provinces with Dominion or have their effect increased inside the Dominion.

## 10 Magic

The world of Dominions is a magical world and magic will be of great importance to anyone with aspirations of godhood. The magical energies are ultimately derived from the celestial bodies. The spheres predestine the fates and lives of priests and peasants. The power of the spheres, the Arcana, empowers nature in all its forms. It makes fires to burn, plants to grow and lightning to strike. 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.

Arcana is not the sole source of magic power. The 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 and the priests of Mictlan are known to practice this foul magic.

### 10.1 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.

#### 10.1.1 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 this element can set the 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 their normal fatigue value.

### 10.1.2 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.

### 10.1.3 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 winter's shroud. All Water mages can enter the sea and even bring some friends with them.

### 10.1.4 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 so 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.

### 10.1.5 Astral

The raw magic of the stars and planets is called the Arcana. The Astral path is the art of manipulating the Arcana to your needs.

Astral magic is a powerful tool for 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 weaken other spells. Astral magic is very versatile, very useful and very powerful.

### 10.1.6 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 the undead: a mage of this path can command 20 undead per level of Death magic.

### 10.1.7 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 and Pangaea.

Knowledge of the Path of Nature is of great help when it comes to feeding your troops: a mage of this path can feed 5 troops per level of Nature magic.

### 10.1.8 Blood

Blood is the second source of magic. It is the vital 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 combat this problem, Blood Slaves are used. Blood slaves are virgins

of total purity who 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.

### 10.1.9 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.

## 10.2 Magic Resources

The magic power of a single mage is seldom enough to produce vast effects. In order to perform great magical feats, mages rely on magic resources. The Arcana sometimes condenses into the form of magical gems. Those gems are used in all magical activity 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 does 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 usually can't have a steady income of Blood Slaves.

### 10.2.1 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.

### 10.2.2 Transfer Magic Resources

Commanders may carry magic gems. The gems carried can be seen if you inspect a commander and

look at the chest box under the portrait. Click on this box to transfer gems to or from the commander.

## 10.3 Schools

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

Following is a short description of the seven schools:

**Conjuration** Summon powers and beings from other worlds

**Alteration** Changes in the physical world

**Evocation** Projections of arcane power

**Construction** Make magic items and constructs

**Enchantment** Grant magical properties to man, item or the land

**Thaumaturgy** Manipulate the Arcana, minds and magical processes

**Blood Magic** All spells that use Blood magic

Research can only be conducted by mages who have access to a laboratory.

## 10.4 Spells

There are two kinds of spells in the game: battle magic and ritual spells. Battle magic includes all spells that are cast during combat, and rituals are spells with lasting power that takes an entire month to cast.

### 10.4.1 Battle Magic

Battle spells are spells that have a geographically limited effect. These spells are used solely in battles.

Some spells require the use of magic gems to cast. Unless the mage carries enough gems, he is unable to cast those spells.



### 10.4.2 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 battle ends or the caster dies.

### 10.4.3 Rituals

Rituals are powerful spells that require much time and magic resources. Rituals take one full month to perform, and they all require a varying amount of magic gems or Blood Slaves to cast.

### 10.4.4 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.

Global Enchantments can be dispelled by the level five Enchantment spell called Dispel. A dispel attempt costs a minimum of 20 astral gems, and adding further gems can and should be added to increase to increase the chance of success.

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

There can only be five Global Enchantments active at any time. If a sixth Global Enchantment is cast, it will have to overcome a random global enchantment. If this is successful the new global enchantment will take effect and the old one will be dispelled.

### 10.4.5 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 only last one turn unless their duration is extended by the use of additional gems.

### 10.4.6 Indirect Magic

All mages know a lot of spells that make their lives comfortable and easy. These spells are not covered

by the normal spells in the game. Some magic powers not directly used in battle or in rituals are still useful. Each magic path confers some powers not covered by spells. This is called indirect magic.

Path	Indirect powers / skill level
Fire	Attack +1, Leadership +5, Magic Leadership +5
Air	Precision +1, Magic Leadership +5
Water	Water breathing, Magic Leadership +5
Earth	Protection +1, Magic Leadership +5
Astral	Magic Leadership +10
Death	Undead Leadership +20
Nature	Supply bonus +5, Magic Leadership +5
Blood	Undead Leadership +5, Magic Leadership +5
Unholy	Undead Leadership +10

Table 7: All mages have one or more indirect magic effects, depending on what path of magic they follow.

## 10.5 Magic Items

Magic items have a multitude of powers. For example, they might protect the wearer from fire or increase his Attack skill. Some items grant their wielder special powers in battle; others enable their owners to enter the sea. A few items even grant their owners the ability to cast rituals.

Magic items can be crafted by giving the Forge Item order to a mage. When you have a magic item, press F8 in a province with a lab to enter the lab's magic item vault. Here you can inspect your magic items or give them to a commander in the same province as the lab. All labs have a common magic item vault and items are instantly transferred between labs when needed.

## 11 Ascension

Ascending to full godhood is done either by being the last man standing or by fulfilling a victory condition that was set during game creation. A Pretender is eliminated from the game when he has no provinces left or when his Dominion no longer influences a single province.

## 12 Keyboard Shortcuts

Key	Effect
a	select all commanders
b	bid for mercenaries
d	recruit defence
e	end turn
f	fort info
i	province info
m	read messages
n	next commander without orders
o	temple and Dominion
r	recruit units
s	send messages
t	transfer units
v	view battles in this province
x	change tax
z	military report
tab	hide researchers
+, -	scroll commanders
ret	deselect all commanders

Table 8: Misc shortcuts for the map screen.

Key	Effect
F1	nation overview
F2	score graphs
F3	hall of fame
F4	Pretenders of the world
l	arcane laboratory
F5	research
F6	global enchantments
F7	magic resource treasury
F8	magic item treasury

Table 9: Menu shortcuts for the map screen.

Key	Effect
arrows	scroll map
home	goto home province
end	zoom x0.5
ins	zoom to cover screen
del	zoom to fit entire map
page up	zoom in
page down	zoom out
1	flag
2	army boxes
3	money
4	Dominion
5	forts
6	temples
7	misc
8	neighbors
9	province names

Table 10: Shortcuts to change map view and map filters.

Key	Effect
A	reanimate
B	blood hunt
C	cast ritual spell
D	defend
E	break siege
F	forge magic item
G	call god
M	monthly ritual spell
P	preach
R	research
S	search for magic sites
T	storm castle
W	capture slaves
X	patrol
Z	put Blood Slaves in lab

Table 11: Select or hold mouse over commander and press a capital letter to give an order to the commander.

Key	Effect
space	pause
q	quit replay
arrows	move camera
page up	camera up
page down	camera down
g	grid on/off
w	(un)hide world

Table 12: Keyboard commands during battle replay.