

Dom CIVILIZATIONS

Economic Development

Plains



Upgrade	Requires	Cost	Effect
Herding	Builders Cart	50 Gold	Gain 250 Pop., +10 Res, +10 Supplies
Pastoral Farming	Builders Cart	100 Gold	Gain 750 Pop., +30 Res, +30 Supplies
Ranch Farming	Builders Cart	150 Gold	+20 Gold, +60 Res, +60 Supplies

Farmland



Upgrade	Requires	Cost	Effect
Subsistence Farms	Builders Cart	50 Gold	+20 Supply, Gain Pop 50/month
Crop Rotation	Builders Cart	100 Gold	+30 Supply, Gain Pop 50/month, Tax +10% -5 Unrest
Fertility Cult	B2 mage with Builders Cart	150 Gold	+40 Supplies, Gain Pop 50/month, Tax +20%, -5 Unrest

Coastal



Upgrade	Requires	Cost	Effect
Fishing Village	Builders Cart	50 Gold	Gain 500 Pop.
Whaling Ships	Builders Cart	100 Gold	+40 Res
Trading Port	A2 mage with Builders Cart	150 Gold	+30 Gold, +40 Res

Mountain



Upgrade	Requires	Cost	Effect
Open Pit Mine	Builders Cart	50 Gold	+20Res
Slope Mine	Builders Cart	100 Gold	+60Res
Shaft Mine	E2 mage with Builders Cart	150 Gold	+100Res +30Gold

Economic Development – Cont.



Forest

Upgrade	Requires	Cost	Effect
Forest Clearance	Builders Cart	50 Gold	+500 Pop.
Sawmill	Builders Cart	100 Gold	+40Res
Treetop Villages	N2 mage with Builders Cart	150 Gold	+50Res, +2000 Pop.



Swamp

Upgrade	Requires	Cost	Effect
Drainage Ditches	Builders Cart	50 Gold	+500 Pop.
Paddy Fields	Builders Cart	100 Gold	+30 Supplies, Gain Pop 50/month
Bog Evaporation	F2 mage with Builders Cart	150 Gold	+30 Supplies, Gain Pop 50/month, Gain 2000 Pop.



Waste

Upgrade	Requires	Cost	Effect
Surface Irrigation	Builders Cart	50 Gold	Gain 500 Pop.
Canal Irrigation	Builders Cart	100 Gold	Gain 1500 Pop.
Subsurface Irrigation	W2 mage with Builders Cart	150 Gold	Gain 2000 Pop.



Cave

Upgrade	Requires	Cost	Effect
Mineral Vein	Builders Cart	50 Gold	+10 Gold
Gemstone Mine	Builders Cart	100 Gold	+30 Gold
Deep Earth Mine	A2 mage with Builders Cart	150 Gold	+60 Gold



Sea

Upgrade	Requires	Cost	Effect
Kelp Farms	Builders Cart	50 Gold	+30 Supplies, Gain Pop 30/month
Coral Reef	Builders Cart	100 Gold	+30 Supplies, Gain Pop 30/month, +40 Res
Pearl Farms	W2 mage with Builders Cart	150 Gold	+30 Supplies, Gain Pop 30/month, +40 Res, +30 Gold

Magical Development

<u>Spell</u>	<u>Level</u>	<u>Path</u>	<u>Land</u>	<u>Gems</u>	<u>Description</u>
FIRE					
Create Enchanted Bonfire	Const1	F1	Land	5	F1 Mage: Summon Will O'Wisp
Create Flame Circle	Const3	F2	Land	5	F1 Mage: Summon Will O'Wisp, +1 F Res Bless
Create Pyromancers Tower	Const5	F3	Land	5	F1 Mage: Summon Will O'Wisp, +1 F Res Bless, 1 F Gem
Create Hall of Mystery	Const1	F1	UW	5	Recruit F1 Aquatic Mage
Create Boiling Chamber	Const3	F2	UW	5	Recruit F1 Aquatic Mage, +1 F Res Bless
Create Pyromancers Tower	Const5	F3	UW	5	Recruit F1 Aquatic Mage, +1 F Res Bless, 1 F Gem
Create Locus of Fire	Const7	F5	-	25	1 Awe Bless, Unique
AIR					
Create Marble Spire	Const1	A1	Land	5	+1 A Rit Range
Create Circle of Pure Air	Const3	A2	Land	5	+1 A Rit Range, A2 Mage: Summon Sylph
Create Aeromancers Tower	Const5	A3	Land	5	+1 A Rit Range, A2 Mage: Summon Sylph, 1 A Gem
Create Chamber of Pure Air	Const1	A1	UW	5	A1 Mage: Summon Electric Eel
Create Bubble Field	Const3	A2	UW	5	A1 Mage: Summon Electric Eel, 10% Air Shield Bless
Create Aeromancers Tower	Const5	A3	UW	5	A1 Mage: Summon Electric Eel, 10% Air Shield Bless, 1 A Gem
Create Locus of Air	Const7	A5	Land	25	Commander Recruit: Stormlord, Unique
WATER					
Create Summoning Pool	Const1	W1	-	5	W1 Mage: Summon Water Weird
Create Water Palace	Const3	W2	-	5	W1 Mage: Summon Water Weird, Recruit 1 Troll Guard/Turn
Create Hydromancers Tower	Const5	W3	-	5	W1 Mage: Summon Water Weird, Recruit 1 Troll Guard/Turn, 1 W Gem
Create Locus of Water	Const7	W5	UW	25	5 W Gems, Unique
EARTH					
Create Earth Forge	Const1	E1	-	5	20 Res, E1 Mage: 50% Create Trinket
Create Ley Line Confluence	Const3	E2	-	5	30 Res, E2 Mage: Summon E Elemental (Sz 4)
Create Geomancers Tower	Const5	E3	-	5	30 Res, E2 Mage: Summon E Elemental (Sz 4), 1 E Gem
Create Locus of Earth	Const7	E5	-	25	20% Construction Discount, Unique

Magical Development – Cont.					
Spell	Level	Path	Land	Gems	Description
A S T R A L					
Create Astral Orrery	Const1	S1	-	5	+1 S Rit Range
Create Observatory	Const3	S2	-	5	+1 S Rit Range, Scrying
Create Astrologers Tower	Const5	S3	-	5	+1 S Rit Range, Scrying, 1 S Pearl
Create Astral Locus	Const7	S5	-	25	+1 Dominion Magic Scale, Unique
D E A T H					
Create Foul Circle	Const1	D1	-	5	D1 Mage: Summon 3 Skeletons
Create Shadeland Portal	Const3	D2	-	5	D2 Mage: Summon 3 Skeletons & 2 Shades
Create Necromancers Tower	Const5	D3	-	5	D2 Mage: Summon 3 Skeletons & 2 Shades, 1 D Gem
Create Locus of Death	Const7	D5	-	25	D3 Mage: Summon Behemoth, Unique
N A T U R E					
Create Beastcaller Circle	Const1	N1	Land	5	N1 Mage: Summon 1 Great Bear & 1 Horned Serpent
Create Beastcaller Circle	Const1	N1	UW	5	N1 Mage: Summon 1 Sea Stag & 1 Leocampus
Create Carved Idol	Const3	N2	-	5	N1 Mage: Summon 2 animals, +1HP Bless
Create Druid Circle	Const5	N3	-	5	N1 Mage: Summon 2 animals, +1HP Bless, 1 N Gem
Create Locus of Nature	Const7	N5	-	25	+1 Dominion Growth Scale, Heal 75%, Unique
B L O O D					
Create Bloodsong Choir	Const1	B1	Land	10	-5 Unrest
Create Calling of Blood	Const3	B2	Land	10	-5 Unrest, 1 Blood Slave
Create Demonologists Tower	Const5	B3	Land	10	-5 Unrest, 1 Blood Slave, +1Str Bless
Create Locus of Blood	Const7	B5	Land	50	B4 Mage: Summon Fiend of Darkness, Frost Fiend, Devil, Storm Demon & Demon Knight, Unique

Province Governors	
Governors are available for recruit in provinces with civilised human population types (not tribes or barbarians). Once recruited they gain random special governing abilities from the following list. Only one Province Governor can be present per province and recruiting another will waste gold.	
Governor Abilities	
+Resources (when a fort is present)	Tax bonus (in %) per month & Tax Collector
+Gold per month	Prevents bad events (Fortune Teller)
+Fort Defence	Generates good events (Bringer of Fortune)
Province Defence Organiser	Healer (requires Governor action)
Generate Blood slaves, +unrest, can summon Devils	Can research without magic, +unrest, Inspirational Researcher