

The Druids of Carnutes

(An After action report by Torin)

Preface

This is a report from a multiplayer game of Dominions 3, where I will be playing the nation of Malverni, inspired in the celtic gaul. Tribes with a long history of inner fighting unite to form a nation ruled by the religious and magic leaders of this nation, the druids who gather themselves in the forest of carnutes. (This reminds me of Asterix comics, if only I could give the magic potion to my warriors).

.For those that don't know Dominions 3. It's a strategy turn based game ambientated at an ancient world but instead of normal nations you command a mythic nation worshiping a god where his divine influence or the god itself will aid you in battle. Magic is common among the nations. You may face an inferior army but with powerful mages that can twist the battle in their favor.

You can download the demo from the official page here
<http://www.shrapnelgames.com/Illwinter/Dom3/1.htm>

You can even choose Malverni while playing the demo

The Players

* Martial Doctor as Nioces, god of Acrocephale, a nation inspired in ancient Greece with Pegasi and phylosophers

* Thasonius as Horas, god of Ermor, a nation inspired in the old rome with legionaries and augurs

* Torin (me) as Tutatis, god of Malverni

* Aethir as Ebon, the Gateway, the end of all (here ends his name) god of Sauromatia, a nation of amazons and androphags (cannibals)

* Indypendant as Khaos, the god of Caelum, a nation of winged humanoids and Mamooths that reminds me of the hawkmen of Flash Gordon

* Lazy Perfectionist as Lazy, god of Fomorica, a nation of twisted Giants and other small humanoids, nemedians and firbolg

* Sensori, as Zudah, god of Atlantis, a water nation of frogmen from the deep.

* Reverend Zombie as Lakshmi (god of luck?), god of Lanka, a nation of monkey people and strange-shaped Demons.

God design

One of the coolest parts of this game is the god design where you pick wich god will you use.

My options:



Instead of a dragon or a Wyrn, or maybe the giant bull that could be a good thing in the beginning of the game I chosen an imprisoned Cyclops.



He comes with skill in earth magic of 3 and I pump it to 9 to give every sacred follower special benefits when blessed by a holy priest. In this case it's Reinivigation +4 (cure fatigue) and protection +4 this will benefeit my warriors who relentlessly will fight untired and better protected, and my mages that will be casting more spells before exhausted in battle

Wich leaves me with 57 points left of 350 i had. To gain 250 additional points I choose him to be imprisoned so he will be sleeping for about 36 game turns, but the earth blessing is what makes him more useful however.

Now the rest of the points will be to his divine influence or Dominion



Dominion strenght of 9 (high) because my sacred warriors can only be recruited in the capitol province and at this strenght I can recruit 9 each turn.

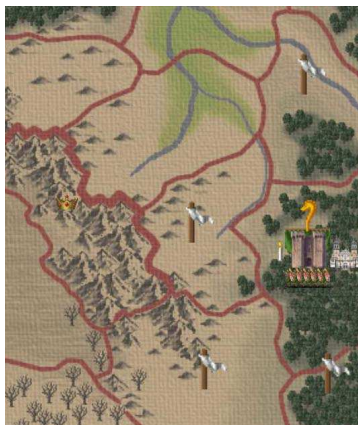
Turmoil + Luck will mean plenty of good events, growth dominion will make the old druids suffer less and the bonus magic will make the cheap mages this nation has better for research. Cold 1 is to gain points and also thematic.

Start!

The map is Aran



I marked in red where I start.
It's a fairly good position because it's in the corner and that way I have south and east protected already.



Here
a
close
up

Boar Warrior



The first turn I make Ambiorix the prophet of Tutatis (you can have only one prophet at a time). He is the Malverni Chieftain that you get in the beginning of the game.

Also sent the scout you get to explore northwest and see what's outside.

Also recruit 6 boar warriors and a gutuater, a low level Druid. He will be researching.

The second turn gives me the scouting of the neighboring provinces. So my first target will be the southern province of High wood only defended by 20 barbarians.



The boar warriors on the front on hold and attack closest orders, and the initial bare chest warriors that carry javelins a little back. Finally they were 43 barbarians and not 20 as the scout report showed. Javelins hurted the barbarians and boar warriors engaged. But the heavy weapons they carry and their numbers killed all 6 BWs and also some of the bare chested. Finally, a lucky Smite spell by the prophet killed the remaining barbarian leader to make the barbarians rout. Victory, but an expensive one.



Ambiotix is then sent to Malverni to gather reinforcements. Finally on turn four luck begins to smile. Nature gems are found on high woods and also an exceptionally good tax collection gave me 400 extra gold pieces at Malverni.

That compensates the 21 % of gold loss that comes at choosing turmoil at 3. Also I hired Victor and his villains. Acrocephale has Gunther and his heavy infantry, and finally the remaining mercenary group, at this stage, Dante and his heavy infantry are hired by Sauromatia.

Then the army is sent to attack the northern province of Bodden Weald. This time with more boar warriors, the slingers of the jaguar tribe can't hurt them and victory is easy.

provinces of Acrocephale.

Martial Doctor hasn't bought any province defence there and I could snatch that province with just my scout but instead I sent him a message to don't forget to do so. (we are playing for fun).



Jaguar tribe fight



Turn five map

Expansion Stage



Gtuater

Since the first turn I've been recruiting boar warriors as units but used my prophet to move them around.

Only used the commander recruit each turn to cheap mages, in this case Gtuaters that come with one point of skill in nature magic and one random that can be either water, astral, nature or earth.

This is the common use because you can recruit any local commander to ferry troops around.. I recruited a barbarian leader on High woods for that matter. And the many mages will research cool spells faster.

So far I got 2 gtuaters Nature 2 and 2 with one pick of astral wich is good to cast the curse spell, one of my favorites because it's in the research path of Haruspex and Gnome lore. The first to search for nature magic sites and the former to search earth sites.

creature and give it the cursed status wich make him/her/it very unlucky and any damage it gets could result easily in an eye loss, limp, chest wound or any of the afflictions one can get while living in the dangerous world of Dominions.

The turns following I secured the surrounding provinces of my castle with the aid of Victor and his villains and Militia men who voluntarily joined because of a random event thanks to the lucky dominion. Recruited also 2 druids to aid to research and cast Gnome lore wich came with thaumaturgy level 2 at turn 10.

Just in time to join them a national hero of Malvern offer to join my cause. In this case is The one in the woods, the wanderer Druid, a superior druid of very high skills.



Druid

Wanderer

The One in the Woods

Hit points 8	Strength 8
Protection 2	Attack skill 8
Morale 11	Defence skill 8
Magic resistance 17	Precision 12
Encumbrance 3	Move 1 / 9
Fatigue 0	Leadership 10

12

In the depths of Carnutes lives an ancient man of unknown origin. He is simply known as the One in the Woods or the Wanderer. No Druid has trained him, but he appears to be a master of the Druidic arts. He is often accompanied by wild beasts and seems to prefer their company to that of men. Animals in turn avoid attacking him, unless severely stressed. With the awakening of the God, he has reluctantly left his forest to aid the Druids of Carnutes.

Weapons: Thistle Mace

Exit

But Everything could'n be perfect.

The same time my 2nd army attacked the province of anphalia so did Lanka so while the first battle being my army against the local lizards got me only 1 casualty lanka's force was composed of several sacred demons, mostly Palankashas who had a more extreme blessing at 9 earth and 9 nature giving them +4 reinvigoration, +4 protection, +15 % regeneration (*they heal during the battle*) and +2 berserk.

They killed almost all my soldiers and only could kill one of them.

One thing I didn't want beforehand was starting next to Lanka (good known rush nation). Just hope R. Zombie don't want to attack this way.

With such strong troops I will need some magic. And many more forces.



While the 1st army secured Melma, the second army was destroyed by Lanka



Palankasha

This demon warriors of tiger head costs 55 gold each. But even at that cost they are considered cheap because of how strong they are. More with the big blessing R.Zombie gave them. Let's hope he can't recruit 9 a turn or the rest are gonna be in serious trouble.

However, the fight with Lanka was unintentional and the smartest thing to do is offer him peace. After all, he killed some of my men and may not see me like a threat.

He then accepted a NAP (non aggression pact) and I see he could be a good ally in the future. Apart from the blessing troops Lanka has good access to blood magic, and could flood the midgame of some blood summons.

Good.

Then I attack province Ministra (south of Anphalia where the Lanka's army is) while Lanka stayed foot while Acrocephale stopped by.

Martial doctor replied my proposal of a NAP saying that he propose a 5 turn one till I deal with the "undead apes" of Lanka instead.

Now, that's not complete success with diplomacy but it's a start. If I have to "deal" with Lanka that means he has no intention on doing that himself (wise of him). My scout gives the location of Lanka's home province at a distance of 3 provinces north.



That lizard province looking good

Then I attacked Saran forest, the province with the lizards that has a fairly good income.

Since Lanka's Army is next also and to avoid a nasty accident again I sent a message to R. Zombie telling him that I will make that move.

Oh well, he attacked the province also being almost like before, the battle against Lanka I brought 72 troops and him 74 (most strong Palankashas. I lost 64 and he lost 10 and won the province. The fact I brought guttaters able to curse his strong fighters made that about half of them ended cursed and a fourth afflicted with random wounds like Limp, lost an arm and one even with 3 afflictions. I want to let him know that endangering Carnutes is not free if maybe cheap.



Lanka



Malverni

Well now, that's not something I expected when I said him: Im attacking here.

He replied: "We hold our NAP to be in effect. However, we do not take orders regarding where we may move in neutral territories from you"

mmm.. he is right, technically he didn't attack me but my presumption was that NAP included not killing my men.

But he's the one with the big demons, and besides roleplay states he is a demoniac crazy god.

The following turns I spent conquering the western indies up till at turn 15 Acrocephale that's been busy conquering a lot of provinces ended my expansion leaving me no place to conquer and the end of our treaty was near.

Luck was good once again, a local lord on Great Aran built a castle fearing revoltin peasants. I don't fear peasants but he had a brilliant idea as the fort is very well placed where I can recruit archers and I didn't pay a dime on it.

Else, on geographics matters I can see Fomoria and Ermor dominions with my scouts.



Turn 15 map

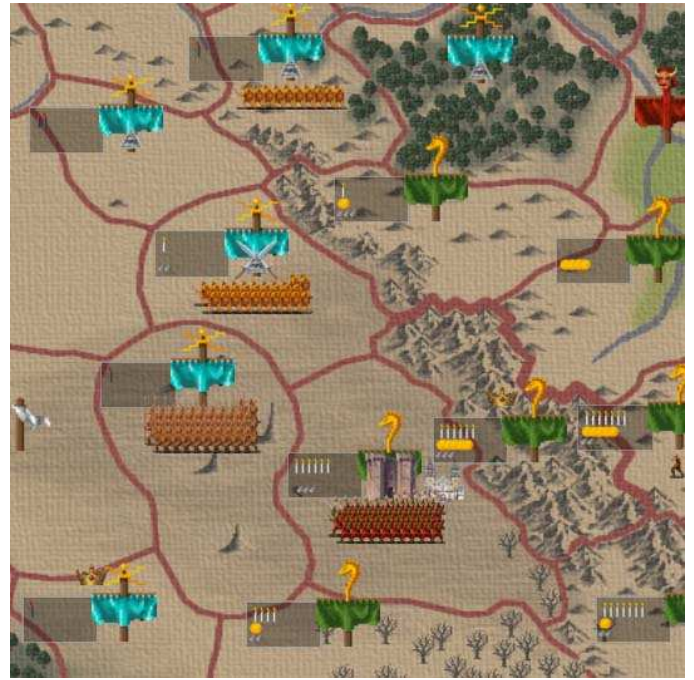
War!

Finally at turn 18 the deadline reached and Acrocephale invaded. He had started expanding very early with his dragon-god and a happy owner of 3 forts and many provinces. Not exactly a promising situation but anything could happen now.



Nioces, God of the healing arts, the hidden one

His first target was my northernmost province with his Myrmidons, the "ants" in greek. While a flying task force composed of Nioces, the dragon and Pegasai henchmen attacked the mountain crowned province of Giant's rest



Acrocephalian invaders



Now before reinforcements!!

And the rest of his forces remained on my borders respecting the guys at the local lord's castle in Great Aran

A second small army parted from Malverni lead by Ambiorix the Prophet and an astral Gutuater with the task of curse Nioces, the daring dragon.

The following turns I'll need to carefully try to anticipate his movements since he has more armies than I have, and to make things worse, the flying company could attack almost any province.

With only one able army to defend myself there's no time to waste, those waiting invaders are going to be reinforced so I'll try my luck. Failure means death as things are.

The armies are similar in size. I placed some



skirmishers on front featuring archers, irregular infantry and some jaguar tribes. The center is composed of boar warriors, the right wing of malverni nobles with chain mail, the left wing is composed of flagellants volunteers (fanatical warriors without armor and a 2 handed flail) joined by a random event, scattered to the middle the bulk of my archers and in the back the second wave of militias and barbarians almost armorless, all lead by the prophet and the cursing gutuater (curse you ugly greek!)



Acrocephale had an experienced myrmydon champion and two small groups of myrmydons on front, 2 archer groups on the wings. Behind the archers medium infantry, the trampling Elephants and chariots on the right, light infantry with javelins in the left and mostly composing the centre, the starchild "the lost one" mercenarie with his lobotomized froggies and what seems to be a a level 10 provincial defense reinforcing his middle. Led by the fearless mymidon champion Oedipus, the fire mystic Ixion and Meliboia, the priestess that's also the prophet of Acrocephale. Prophet against prophet.

The start of the battle had both armies on hold except archers. His archers aimed both at the skirmishers and some at my archers. My archers aimed at the elephants and archers. Then armies advanced and melee occurred. Ixion failed to hit with some fireballs. I was lucky with the first cursed elephant that got crippled and only trampled one square a turn but did damage anyway along with a chariot by the middle. Flagellants fought well but were decimated by arrows. His left flank was outnumbered and routed. The rest of the elephants routed before engaging thanks to the bulk of his infantry that



didn't let them through, trampling few of his own soldiers and Meliboia herself!! First my right wing routed and then the left but few infantrymen of his were fighting and almost all of the boar warriors still alive got them running, no myrmidon escaped included Oedipus. Even when a lot of my light troops died and number of casualties were even the victory was mine and his prophet is dead. Acrocephale it's mourning Meliboia now. Malvern has now a small morale boost. But on the eastern front the main myrmidon force along with Nioces & Pegasi advanced unhindered. Lazy of Fomoria was stalling and even declared war on Caelum of Indypendant who is getting strong in the northwest, more with Fomoria who won't resist and the absent Sauromatia that seems to be defeated by Indypendant. Ermor is looking strong, Lanka is at unknown matters as they are not fighting me and finally Atlantis of Sensori is the only water nation and has made a foothold on land.



Turn 20 map



Turn 22 map

While Acro's first army avoided Malverni and attacked the neighbouring province of Rim Mountains, Nioces and Pegasi attacked High Woods leaving me with only 5 provinces at my control and my best mages patrolling instead of researching.

I doubt that he will risk it attacking Malverni and the only other province is Cimri and I will cover that with my western army. The western castle cannot be conquered without a siege so I will have time to get back if that huge army wants to advance.

What happened is that his eastern army pulled back (nowhere to be seen) and Nioces by himself attacked Stone wood waste, south of the western castle. I had provincial defense of level II composed of the weak barechest slingers and javelineers who killed the mighty dragon. That demonstrates that in the world of Dominions anything can happen and I'm sure it hasn't anything to do with my luck scale, just a couple of lucky hits. He said later that he had the



Turn 25 map

report showing that there wasn't any forces or defense. Note to self: don't trust the report unless you have a spy on that province, and a spy is a special kind of scout unit not available to any nation.

What seems strange also is the fact that his script was personal regeneration, attack closest. I think instead of attack he would benefit more of fire closest that makes the dragon use the breath attack. The green dragon has a breath attack doesn't he?

His huge newer army attacked western castle that was almost empty and that very same turn the walls were breached so I ordered the insiders to flee.

I merged the first army with my newer one and took back a couple of provinces

Including the western castle that was sieged by me this time by my new western force. The new eastern force just beside was defending Giant's rest when Acrocephale attacked resulting in my second big battle.



The acrocephalian brought comparable in size of mine but with better magic support in the shape of 3 oreiads (the best mages they've got), one with nature 4, one with air 3 and one with one skill in water also my old friend Ixion, and 2 other mystics.

The frontline of scattered myrmidons, archers where the oreiads were, a small group of slingers, several groups of heavy and light infantry and in the back pegasi and icarids as the flying force. Icarids are infantry with mechanical wings.

On the flanks, the nasty elephants.

My army had the main group of boar warriors in the middle, a flank of malverni

nobles, archers on left and right and random small groups of weaker troops. Led by Ambiorix and supported by 2 gutuaters. M. Doctor repeated the brave myrmidon leaders joining the fight this time there were 3. I don't think that's a good idea but he had many other leaders anyway



Oreiad



Myrmidon

Besides the common archer fire, acrocephale did rust mist, a cloud that rusts the armors and at the first hit the armor becomes destroyed and lost for the battle. The right wing of nobles was affected.

One oreiad was killed by my arrows despite of her casting air shield at the start of the battle.

Icarids attacked my archers on the back (flyers can move anywhere on the battlefield) and Pegasi attacked the frontline before his infantry.



Right elephants advanced freely because no friendlies were in front of them. Oreiads switched to breath of the dragon that's a sort of poison bomb.

An unlucky fireball by Ixion killed 2 icarids instead of the archers.

The frontline battle was closely fought as boar warriors held fine and the nobles covered their right side preventing them to be swarmed by the large enemy army.

The right elephants were devastating even when they were only 3 and after the icarid menace was controlled by the many archers (archers are not well fitted to melee).

The rest of the elephants routed killing some archer of his.

Boar warriors fought extremely well as the wounds drove them berserk, that decreases defense but boosts strength, attack and armor (don't know why) to an armor of 18 after going berserk and also they will fight at melee until dead because of the berserker rage (they did against Lanka). Even fully armored warriors as myrmidons fell down

After a while the left wing of his infantry routed sealing the doom of the rest of them who suddenly were outnumbered.

At the same time the 2 remaining elephants kept killing people and only a lucky tangle vines by a gutuater stopped one for 1 turn. But they headed to Ambiorix and stumped him, one was killed by archer fire and when the remaining elephant was getting ready to kill my prophet all the forces of Acrocephale routed after the infantry were no longer fighting. Ambiorix life was saved this time.

At the end the last remaining was Ixion who was killed by the infantry. He was caught resting exhausted by spellcasting. Casualties were big for him but also for me. This victory was more important than the last one because I stopped the invasion. Nevertheless, he had a big army of myrmidons, archers and Istana with her amazons, a mercenary group just next to Malverni with only Milita for defense.

I moved the victorious army to defend the siege of the western castle with the other army. And he will surely start to siege Malverni.

The same turn the big army of Ermor that killed my scout was seen attacking Lanka. That means they are at war. I will try to intercept those battles with my scouts to watch the action.

As I suspected M. Doctor attacked Malverni and I became under siege. More militia came south at High Woods.

After taking control of the western castle I sent all to attack the closeby big army of Acro. The siege of Malverni will last a while because of the forces inside.



Ermor's Principe Infantry

The joining of armies made this my biggest army so far. And this time the druid Ollovicon and The one in the woods were my magic support.

Despite of that M. Doctor had a bigger one with 3 Oreiads and some lesser mages as magic support. Luckily only 4 elephants but with a groups of chariots by the middle.

Ambiorix was horror marked by a mystic (he's just a man! Why that harted?) and now he will be a beacon attracting horrors who will try to assassinate him (not right away but eventually). The one in the woods had scripted sleep cloud spell but having no enemy in range he had the great idea of casting berserkers spell and unluckily he was affected and become enraged to go into battle (*behavior fixed on ver3.14*)(fear Acro, a wild old man with a thistle mace is coming after you), and he is really old, 288 years old. ahem...

A thunder strike almost killed Ollovicon



and killed 3 infantry. Ollovicon the casted blade wind, and a bunch of blades hit an enemy group. Oreiads made some sleep clouds and thunder strike that luckily failed.

A new blade wind really hurt some enemy soldiers this time while the nature 2 gutuater trew breath of the dragon. Oreiads threw breath of the dragon themselves. An enemy thunder strike killed his own chariot who was next to the one in the woods (my new bully maker).

2 elephants flanked by the right killing some boar warriors.

Now the 2 infantry lines met each other. Elephants then routed, and was a relief for my army.

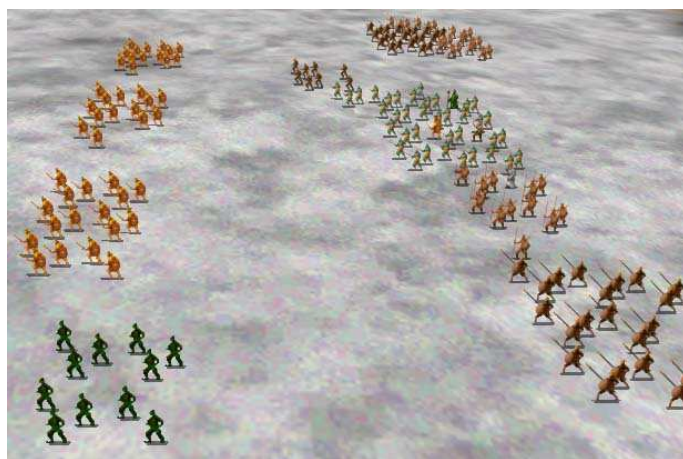
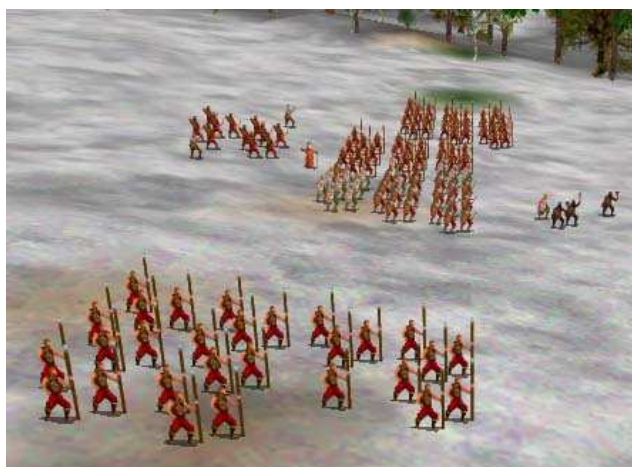
Battle wen on while poison bombs on each side flew (BOD). Finally the old man was killed by enemy infantry (he lasted too long).

But as the fight went on boar warriors won the fight keeping the middle very strong. Casualties were big but much bigger his. The prize of the fight was a magical sword of sharpness that a myrmidon leader was wielding.

The new milita plus the people inside Malverni's castle will try to break siege.

Income is low and 5 soldiers deserted when they didn't receive their paycheck.

Attacking the sieging force was a disaster.
 The number of troops was even but my army was composed mostly by militia, soldiers with poor equipment and poor abilites.
 On the other hand, Acro's army was almost like the western ones.
 The result was a massacre and the castle was breached as a result.
 Situation suddenly became more precarious. My main army has to retake my capitol and hope that the woods of Carnutes see no harm.



Caelum's Iceclad

Now the biggest nation is Caelum
 and it's my only hope of survival but
 he cannot take even Fomoria that is
 now has gone AI. And he doesn't
 seem to interested in breaking the
 peace with Acro either.
 Atlantis is at tranquil prosper in the
 safety of the water and Lanka is
 fighting Ermor.
 I must fight to the bitter end.



Fomoria's Unmarked



Atlantis Basalt King

Anyway, my main army attacked Malverni to met some reinforced defenders.

Olovicon the druid, now in the hall of fame gained an heroic ability, Heroic precision. If i had to choose I would have chose that but they are random and he could have gain some thing useless to a mage like heroic strength. He also came to this battle with 2 lesser astral mages who were his communion slaves and he really hurted the lesser armored soldiers with many blade winds. Couldn't be that many if he dind't bring those slaves.



Additionally with Istaná's amazons he had Yasrid Ibn Nassar, the high magus, another mercenarie with a group of ghouls and with a Lifelong protection item. This is a written contract with a demon and signed in blood that will create 2 imps (very small demons) every combat round. Yasid casted antimagic enchanting every soldier of them with additional magic resistance (useless against the blades or the footsoldiers).

The battle was uneven at the end my casualties were much less than his and only a few of his soldiers survived. Now i'm sieging my home castle.

I had the pleasure to witness one army of Caelum attacking a small provincial defense of Fomoria. There were 10 eagle kings, the best mage of them. Each at least had air 4 skill and able to cast thunderstrike. In a few moments the PD of Fomoria was wiped by lightning.



Finally, Tutatis, the sleeping god, the lord of lumber broke free (really he is "Father of Gods, Prince of Mountains, King of Many Names, King of Strenght, the teacher of Philosophy) that's a lot of names.

But when he awoke he found himself outside of the castle instead if inside. He is a big Cyclops and an earth 9 mage who will pay only 1/6 the fatigue cost of blade wind because he has 6 more levels on earth than the required to cast it. He will be a great help to my druid in battle magic. Would be great to have some more powerful spells for him to cast but no one is researching. My only lab is on Malverni and it's not even mine now. Besides, who would research?

The next turn awoke Lazy, God of this world, Lord of Poetry and Song, the Teacher of Philosophy (the second teacher would I say), Prince of Growth.

Being 1 turn late honors his name and the fact that he is a sleeping pretender. But only awoke the same turn that Caelum defeated him (2 pretender gods dead by Khaos, his pretender god, that's good for him).

On the other side I've witness the biggest battle so far between Ermor and Lanka.



Ermor's army is huge. An horde of principes, who are not bad soldiers. Behind an other horde of tribal archers.

In the middle several Pontifex, priests of level 2 able to cast sermon of courage and even with skill 1 on fire. Some bishops of the sacred shroud that can also cast sermon of courage, 3 fire 2 mages, the flamen, and the best mage of the group of skill 3 in fire but with 2 items that boost fire, the skull of fire and the flame helm for a skill of 5 fire (powerful).

Lanka's army was much smaller with the frontline of undead apes reanimated by Lanka's priests. also some tribals to join them. Then the already known Palankashas forming 4 groups and at the back many Bandar Lonbowmen (gorillas) of good range but bad precision.

Some lesser mages on the left and back but 2 Raksharajas at the middle with skills in many paths but primary one at air 3 and the other with skill 2 in air, death and blood. With only 1 blood slave to sacrifice no much blood magic will be possible as blood always require sacrifices to cast it's spells.

Fewer, but I know perfectly how strong



palankashas are.

Bandar aimed at enemy archers and some were killed.

The many priests were not to cast sermon of courage, the holy spell banish attacks both undead and demons. So some banishes really damaged Lanka's undead.

Also Connicus, the Augur elder casts flaming arrows, a spell that requires a level 4 mage (he is 5) and a fire gem to be used, he had 2 but burned both used the second to lower fatigue. This powerful spell makes all missiles of friendly troops to do additional fire damage, both archers and principes (who carry javelins).

Ermor didn't advance while Lanka did The wait favors Ermor thanks to all the fire arrows and the damage spells.



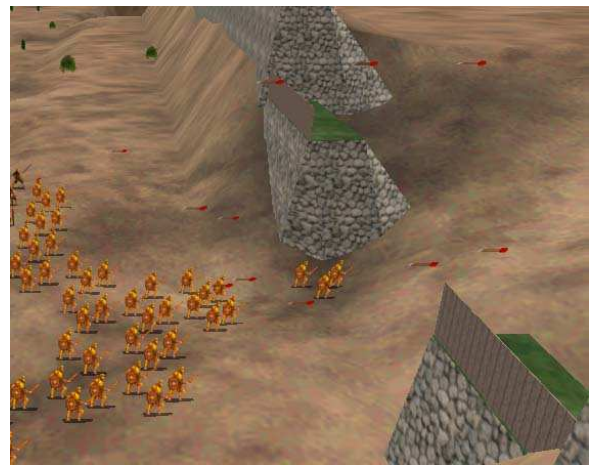
Fire arrows

Despite of Ermor's tremendous firepower, palankasha are hard to kill, thanks to berserk and earth's protection blessing their armor was 19 at he body and 7 at the head (no helm) plus if not killed they heal thank's to regeneration by blessing. They killed about half of the principe horde when the rain of fire arrows and the banishing priests killed almos all of them.

The army of Lanka routed and the surviving palankashas didn't still berseked into battle until they were killed.

I wanted Lanka to win this but at least I saw a secondary army of his featuring Khala-Mukhas (sacred gorilla warriors) and Rakshasa warriors (summoned by blood magic) who are comparable to palankashas only a bit stronger. And this army was getting by the other side ready to raid Ermor's lands.

Having my castle back all my forces headed to the western castle to break the siege by Acrocephale. But when they are only getting out of Malvern the walls have been breached. Having some archers and infantrymen inside I order them to meet the invasion inside the walls. The narrow entrance stalled them enough to get some archer fire but the infantry defending the gate were too few to hold for long and pegasi just flew inside and attacked the archers in melee. Few of my soldiers escaped to the castle storming.



Gryf, the troll and his skullmasher trolls mercenary group joined at a good time to capture Rim Mountains and joining the main group at Cimri that is a choke point province now and must receive a 5000 men force of Acrocephale. And finally were "only" 320 against my 1600



Nedless to say that many mages composed the acrocephalian army. First the usual artillery, blade wind by Tutatis makes more blades than Ollovicon because of his higher skill in earth and he killed one oreiad in his first time. Lyrnessos, the mystic casted communion master and 5 other mystics casted communion slave. Adittionally as the shared fatigue many communion slaves makes the master more powerful in all the paths he knows for the battle, the more slaves the bigger the boost. Then one oreiad casted arrow fend enchantment granting air shield against arrows to all friendly troops.

After arrow fend, the air shield protected them also against the blade wind (ouch!!) and they only get damaged occassionally. Air oreiads with many thunder strikes and some poison clouds also.

Greatly outnumbered and hammered by magic, my main army met a big defeat. For worse, Tutatis and Ambiorix routed to the wrong side, not to Malvern and couldn't get into the safety of the castle. They were hunt down by Acrocephalian armies and perished.

At turn 38 Ermor casted Gift of health. This is a global enchantment requiring a mage of level 5 on nature to cast and 50 nature gems. Until dispelled or the caster dies all Ermor's units inside his dominion gain extra hit points depending on the dominion strenght and even heal afflictions, even undeads and old people heal by this enchantment.

That's good for him but doesn't affect me at all as I'm so far away and my last province is being sieged and I that only own the castle is what separates me from extinction.

Naturally I don't have many forces to stop Acro from just taking the castle so I use the time till he breach the walls to summon some vinemen to get more blocker at that castle gate(men made of plants, not really men).

He then underestimated castle defenders.

The few boar warriors took place at the gate and resisted so well that few of the vinemen were needed and the earth elementals summoned by my mages didn't even reach the battle when the enemy routed.

Only 30 defenders killed 95 enemy troops (true that only about 30 of them were myrmidons and the rest were lesser infantry).

Finally 2 turns later, at turn 41 the second storm took place, this time with full, excessive force that was impossible to stop by my exhausted defenders.

This was the end of Tutatis rule and the fade of the nation of Malvern.

The throne of the god of Dominions is still empty.

Who will sit on it?



Afterthoughts

This game was extremely fun to me. The battles against Martial Doctor were fun, and more fun because I had to win or die, what happened eventually.

I regret that Aethir couldn't hold against Indypendant and that Lazy Perfectionist had to stall by personal problems. Granting too much steam to Caelum's strenght.

The fact that Sensori was the only water nation and everyone agreed that was ok I will never understand.

Personally I would find very boring to have a nation that cannot be attacked consistently until the middle or late game.

I regret I can't see more of Ermor of Tharsonius vs Lanka of Reverend Zombie. That battle was a blast to see.

I'm happy that this game was played by very nice people. Besides some little arguments on the forums the interactions were very cordial and everything went smooth.

I very much wonder who will win this.

Atlantis must have some tech done with no war going on. Caelum has a lot of lands and is the main candidate. Ermor seems very strong but he's fighting a war with Lanka who's in big trouble but has shown good army placement.

Martial Doctor's Acrocephale has now much lands and I hope he needs a rest or my efforts weren't good.

Diplomatically the only thing that I'm certain is that Ermor is at war with Lanka but anything could happen now.

I wish good luck all the players. And hopefully I will do better next game.

I like to read AARs and this is my first one.

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The end