Eressea

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1 Introduction

Eressea is a fantasy world. Elves, dwarves, orcs and other races live among its shores, dragons and sea serpents terrorize its population, and powerful magic is part of everyday life.

Eressea is a gigantic world. Thousands of little kingdoms and clans, mighty empires and trade unions are spread over numerous continents and islands. Most of them you may never meet in your life. But you will hear many legends of both victory and defeat, joy and tragedy from far−off places.

Eressea is a complex world. To be successful, there is much you must do and understand. You will forge alliances, establish trade routes, and build mighty fortresses. Sometimes your neighbors may just not like you and declare war. But if all goes well, your people can develop and expand for ages to come. At the beginning, playing Eressea takes well under an hour a week. But after several months or even years of playing, the leaders of large factions often need 10 hours for a turn, sometimes more.

There is no defined goal, no final victory in Eressea. Your goals in life are entirely up to you, whether you want to explore the world, build a trading fleet, conquer and expand, or simply socialise with other players.

Each player is the leader of one faction of people in Eressea, all of which belong to one (and only one) of the eleven available races. You can start playing at any time, even after the game has been going for years, and the first person of your new family will be set into a new piece of land, usually close to others as young as you. From then on, it's all up to you.

1.1 Under Construction!

These are the English translated rules for Eressea. They are currently under development and the English version of the game is not yet finished. There may be discrepancies between these rules and the actual game. If you spot any, please let us know immediately.

In case there are any questions or helpful suggestions, please send an E−mail to eressea−help@eressea.kn−bremen.de

1.2 Warum ist hier alles auf Englisch?

Dein Browser hat wahrscheilich als Defaultsprache nicht Deutsch, sondern Englisch eingestellt. Wenn Du lieber die deutsche Anleitung lesen willst, solltest Du entweder deinen Browser richtig einstellen, oder hier klicken.

2 Preface

When we started Eressea back in 1996, we would never have guessed that it would grow as much as it did. As I write this in May 2001, Eressea has 1,500 players in Germany alone. These English rules mark the beginning of another era for Eressea. We will finally be able to give the game to a much bigger audience. And we think you will like it, too.

Eressea is a game that is played entirely through email. It is a turn based game, much like conventional strategy games, but with more complex rules, and more players at the same time. The world of Eressea is the same it was 5 years ago, although it has expanded over tiem to accomodate more and more players. It is filled with stories and legends of heroic battles, great deeds and empires long gone. In a way, it is very alive.

To play, you have to send at least one email a week to the game server, explaining what you want your units (the people you control) to do. In return, you will get a weekly report telling you what happened in the world, showing you newly explored areas, results of your orders and messages from other players. At the moment, this happens once a week on Sunday. Your orders must arrive before 9 am, and the report will usually get to you before the end of the day.

2.1 A warning

As in every major persistent online world, the rules for playing Eressea are subject to change. We have continuously tried to improve the rules, balancing them for better playability, and adding new features to provide more depth and an even better gaming experience. There are no guarantees that the rules stay the way they are (though most do).

Eressea is a hobby. The core team of developers is spending many, many hours of unpaid time every week to keep it going. There have been times when we wanted to quit. Please remember that we're doing this as a free service.

2.2 Got questions?

There is more than one face behind Eressea, and not everyone can answer all of your questions. To simplify communications, there are a number of addresses you can write to for help. If you have a question about the rules, please try writing to eressea−help@eressea.kn−bremen.de first. Your email will be read by volunteer players that are helping us deal with the sheer amount of questions that beginners usually have. They also know of any existing bugs in the game, should you be so unlucky to encounter one.

If you feel your question must be answered by a gamemaster or developer, send it to eressea−bugs@eressea.kn−bremen.de. If you found a new and previously unknown bug, this is also the address to send the bug report. See the section on bug reports for details on how to report bugs.

3 How to play Eressea

3.1 Getting started

To register for the game, go to http://www.eressea.de/en/register.html and fill in the form. After registration, you will receive an email that you must reply to in order to verify your registered email address. When that is done, **just wait until your next turn, where you will receive your first report**.

New factions are placed in virgin areas of the world, with only players of the same age around them. Some players think it's a good idea to spend the first few weeks registering over and over again until they get a seemingly good position. It's not. It makes it impossible for the GM's to create an adequate population density if too many factions drop out, and it creates holes that are hard to fill. Don't let yourself be fooled by first appearances: The starting positions are not chosen by an unintelligent algorithm, but by someone with five years experience. If your first region looks poor, chances are, there are plenty of resources around you, or a good combination of other races that will help you in the long run. If the region looks too good to be true, it sometimes isn't.

In order to help the GM's fill the gaps that early dropouts create, they have added the option of starting in an already populated area. Select this option on the registration form, and you will be placed among factions that are up to 20 weeks old. You will of receive much better starting equipment, and usually you will be placed among people who need someone just like you.

3.2 System requirements

Eressea requires very little to play. Apart from an email account, the only thing you need is a computer and a text editor. This can be notepad for Windows, or even vi or emacs for Linux. You could even type the orders directly into your mail tool if you like. Make sure you use a plain text editor, not a word processor like Staroffice or Word; the game cannot read anything but plain text.

Most likely, though, you will want something more visual. There are some wonderful graphical clients available to play Eressea with, like Magellan or EMap, as well as secondary tools for statistics, order preprocessing or mapmaking. All of these can be found at http://www.eressea.de/de/downloads.shtml and best of all, they are all free, written by players for players.

3.3 Sending in your orders

Once you've written your orders, you must send them to the game server. They must be sent to eressea−server@eressea.upb.de with the subject ERESSEA ORDERS in order to be recognized and processed. If you have already sent in orders, and find that you want to make changes, send in a second set of orders; they will override the old ones. A lot of players send in preliminary orders early in the week, and another set later in the week, when diplomacy with other players has made changes necessary. Make sure your computer's clock is set correctly. The game server uses the time at which you send the orders to determine the latest orders, not the time of their arrival.

Remember: Your turn has to be sent as plain text. Today, many mailers offer rich text or even HTML formatted text. These are not readable by the game server. If you want to send your orders as an attachment, they have to be encoded as text/plain MIME attachments. If you don't know what that is, or if you don't want to take chances, paste the orders into the body of your e−mail instead. Due to the increasing number of different formats, mail tools, and buggy implementations that exist today, the number of players who get this wrong increases steadily.

When your orders reach the game server, they are processed by a simple form of our syntax checker, ECheck. The results of this check will be sent to you, and you should read them carefully. While an English version of ECheck exists, it is not perfect, and inconsistencies between it and the server may occur. Orders which ECheck considers legitimate may be ignore by the server, and vice versa. This is an example of sample output you will receive in the mail from ECheck:

```
ECHECK (Version 3.4.2, Jun 12 2000), Zug-Checker für Eressea - Freeware!
```

```
Verarbeite Datei `faroul@beyond.kn-bremen.de,2'.

Es wurden Befehle für 1 Partei und 100 Einheiten gelesen.
Die Befehle scheinen in Ordnung zu sein.
```

The last two lines of the output are the important ones. In this case, they translate to: "There were orders for 1 faction and 100 units sent in. The orders seem to be okay". If it says 0 factions, or even 0 units, your mail may not be in a proper format. **Remember, the English ECheck is not perfect, and may not match what the server will accept**. To make sure your orders are valid, ask someone for help; the Eressea help list eressea–help@eressea.kn–bremen.de is a good place to start.

The game server parses incoming orders roughly twice a day. If you do not get a reply to your orders within 36 hours, there is something wrong, and you should consider sending them again. Try sending them from an alternative mail account if you have one.

If you fail to send in orders for three consecutive weeks, you will be removed from the game.

3.4 Things to remember

The first line of your orders must begin with ERESSEA <faction no.> <password>, where you replace <faction no.> with the id of your faction, and <password> with your password. A line containing the word NEXT should be at the very end of your order file, telling the server that your orders are finished completely, and that it should ignore everything else in your email.

You can write one order per line. If your mail program breaks long lines, then you have to add a continuation character at the end of the line. Simply add a \ at the end to tell the game server to continue processing in the next line, like this:

```
DESCRIBE UNIT "The heroes of the second war on Andune have enjoyed \
        their retirement for long. Now their country depends upon \
        them once again, and they march against the Dark Alliance."
```

4 Bugs and Exploits

Do not be alarmed that there is an entire section devoted to this topic. The number of bugs in Eressea is low, and we try to keep it that way. The ones that we are aware of, we try to fix as soon as possible.

4.1 How to cope with bugs

It is not possible to rerun a turn for an individual player. It's either all the players or none of them. Because of this, reruns are rarely ever done, and only if the bug affects a large number of players and is deemed threatening to their existence. Even then, it's still a decision that's made by the game masters alone, and is not guarenteed.

If you can't live with this, stop reading now.

There are several good reasons against reruns. Many players start with their orders as soon as they get the report. Announcing a rerun 24 hours later means they all have to start from scratch, destroying something on the order of 100 hours of work that's already been put into the next weeks turn. More importantly though, a rerun also means additional costs for the GM's, both time and money.

If your losses due to a confirmed bug are extremely severe, you can sometimes get silver or units as a replacement. Since this also amounts to extra work for the GM, there's no guarantee for this either.

4.2 How to report a bug

If you encounter a bug, no matter how serious it may seem, please report it. But first, read the manual again. Many of the reported "bugs" stem from simple misunderstandings. Check if there were any recent announcements about the kind of bug you reported. Don't report known bugs. If you can, please ask experienced players if what you see is really a bug. If you find out it is, or if you're really, really sure, send it to the developers, together with a good bug report.

A good bug report should include:

- Your faction's id.
- The ids of all involved units, ships, or other objects.
- Messages from the report that are relevant to the event.
- The full name of the region it occurred in.
- A cutout from the text report of the region, or the relevant parts of the region.
- Orders for the units involved.
- The e−mail confirmation you got for your orders.

Do not send all of your orders, the full report or the computer report. That's usually far too much information. We try to reply to all bug reports, but sometimes it might take a while. Be patient, give four days to the reply. If it's still important after four days, send us a reminder.

4.3 Cheating and exploits

First things first: Cheating gets you banned.

Cheating spoils the game for everybody. We consider the following to be cheating:

Sending orders for another faction.
> The exception being vacation replacements. If you are going on vacation, and somebody else sends in your orders during this time, please make this visible to the GMs and other players using the EMAIL and BANNER orders.

Playing more than one faction.

This is by far the form of cheating that's been practiced most. We have had to kick countless players because of it. Playing more than one faction, sometimes called "mule'ing", gives you an unfair advantage over other players, and will not be tolerated. Every player shall send in orders for at most one faction. Sharing your password with another player so he can send in orders for your units is not allowed either, except if that player does not have a faction of his own.

Exploiting bugs in the program.

Knowledge of some bugs could give you a huge advantage if you use it. Bugs should be reported immediately. Using them to your advantage will get you banned from the game.

Abusive social behavior

Eressea started as a game among friends. For a long time, a paragraph like this was unnecessary. Eressea has grown, and while we still think of all the players as nice people, and many have become good friends, not all of them are. Be nice to each other. Even your worst enemy in the game is probably a great person.

5 The World of Eressea

5.1 Geography of Eressea

Restfully, Selen Ard'Ragorn watched the door when Rahel, her young novice, clumsily stumbled into the small chamber in the library panel of the temple. A little bit amused she regarded the nervously twitching tail of the young cat, who desperately but unsuccessfully tried to even her creased robe.

"Come closer, my child", Selen asked. Rahel bashfully neared the decorated table where the abbess sat. As the young cat caught sight of the big parchment spreaded on the table, she amazedly miaowed. She saw a detailed handdrawn map of the whole known world. Informations from all countries controlled by the Gold–Eyed Cat had been collected and sketched in this map by skilled hands. Rahel discerned Andune, the little island almost divided into two, amid of the sea. Around Andune she saw the well–known contours of the neighboring islands, embedded in the eternal ocean.

The world of Eressea consists of many islands and continents with entirely different sizes. Islands and oceans are segmented to regions. The units of the players, buildings and ships as well as peasants and several raw materials are found in the regions.

Rahel still regarded the map, which was actually secret, when Selen pointed her finger on an island at the margin of the map. "Look at this, Rahel. There is an island that was just sketched in. Do you understand the way our mapmakers work?"

KARTENBEISPIEL

The novice contemplated the map. Appearently it was confined to the essential, the discovered districts where only roughly classified. Rahel recognised forrests and mountains, many swamps and some plains.

In this example, a swamp is located at (0,0), in its northeast at (0,1) you can find a mountain. Every faction in Eressea has its own coordinate system, which can be shifted with the command ORIGIN. This can be comfortable if you want to adjust your map to the one of another faction.

"Good", Selen comfirmed the so much younger cat. "These maps are mostly used for navigating our ships. But you notice they contain only little informations. Because of that..." – Selen opened a big, heavy book beside the map, – "...our scouts send us detailled reports about the explored regions every week. We gather these reports, because they are important for our decisions."

5.2 The Lands of Eressea

Selen pointed her finger on the open page. "Take a look at this and tell me, what you see." Rahel looked at the text and started.

The report is your survey of all regions your units passed through, you can see from a lighthouse and of course of those your units are staying in:

```
Tetos (-1,0), plain, 1042 peasants, 73/5 trees, 10953 silver, 132 horses. To the
northwest lies the the forest of Faldorn (-2,1), to the northeast the plain of
Litforuvys (-1,1), to the east the plain of Tumyvesfod (0,0), to the southeast
the swamp of Titymovut (0,-1), to the southwest the plain of Livedfir (-1,-1) an
to the west the mountain of Nipevan (-2,0).
```

"First, there is the region's name and of what kind it is. We can also see how many peasants live there and how much silver they've got. Finally, the scout has reported the amount of trees and horses he has

found in this region."

You can integrate peasants in your party by the command RECRUIT, MAKE is used to cut trees and tame wild horses.

"Look, Rahel. There are some more informations."

```
The local market offers incense at a price of 4 silver. Traders can sell balm for
12 silver, spice for 10 silver, gems for 21 silver, myrrh for 15 silver, oil for
12 silver and silk for 30 silver.

Statistik für Tetos (-1,0):

Unterhaltung: max. 547 Silber
Lohn für Arbeit: 11 Silber
Rekrutieren: max. 26 Bauern
Luxusgüter zum angegebenen Preis: 10
Personen: 20
silver: 821
wood: 13
swords: 2
horses: 4
```

"This are further informations our scouts found out. First, they went to the market and notated the prices. Then there are facts about the peasants and their money: How much silver will they spend for musicians and showmen, how are the wages for simple jobs, how many peasants are willing to join a faction and what amount of luxuries can be buyed or sold on the market to the prices above. In the last lines is remarked, how many members of our faction are staying in that region and what items they have got."

At Luxuries you can see the amount of goods buyed or sold by the peasants for the "list price" (see also Luxuries). Trading more goods will change the price durably! For further informations look at the chapter TRADE.

"Excellent, my child. This is a complete report. Sometimes we only get less extensive ones, especially when our scout only passed through a region with his horse."

Selen pointed at a chair. "You may sit down." Rahel took place, purring silent, a littlebit satisfied she had not disappointed her teacher, but also wondering what comes next. The ordinated of the Gold–Eyed Cat leaned back in her chair and watched her. "This are just numbers, usefull and worth to be preserved. But exploring the laws they are based on is very important, too."

Standing up, Selen took out another parchment of the bag she placed beneath the table and spreaded it above the map. Rahel tried to understand the chaotic drawing of almost horizontal lines, but she couldn't make head or tail of it. "Explain it to me, please."

"This, my child, is an attempt to find out about natural laws. Every week, the amount of peasants, trees and horses are changing in the regions. They die, are born or emigrate. I tried to find out why they do so, whithout having asked them." A silent smile appeared on Selens face. "It seems that most depends on the space, peasants, trees and horses must share." The young novice pointed at two little drawings scribbled at the edge of the parchment. "And what does this mean? It looks similar to the big one." "In the big picture, I sketched in the figures of a plain near the ocean with fertile soil. The little one describes the development of an inhospitable swamp. You see, it's similar, but the swamp's got less of all.

see also RECRUIT, ENTERTAIN

5.3 The Calendar of Eressea

Selen Ard'Ragorn rised of her chair. Rahel also stood up and admired how supple the old abtress moved. She already knew what would follow. At the end of every instruction, they were taking a walk through the spacious garden of the temple. Thereby, she also got some more lections.

They walked through a little grove, when Selen said: "Do you notice the descending sun? So early... Soon, it will be winter. Anon, the "storm moon" will be expelled by "hearth fire". A deprivating time for most of us. Very hard for the insects, they can't breed in winter." "But, magistra, our sailors are relieved that the time of destructive storms has gone and the sea turns safe again." "You're right, Rahel. So, you can find everywhere something positive."

Even when it was night, the guardians of the temple saw the two cats strolling through the garden, lightened by magic...

Eresseas year is divided into nine months with each three weeks:

harvest moon	summer
impenetrable fog	autumn
storm moon	autumn
hearth fire	winter
icewind	winter
snowbane	winter
flowerrain	spring
mild winds	spring
sunfire	summer

Every turn of the game corresponds one week in Eresseas world. Many things can be done in one week. But there are some actions lasting almost the whole week, you can only do one of them in one turn (See also the chapter Length of commands).

6 Factions and Units

As a player you lead one faction in Eressea. A faction consists of various units. These units can consist of one man, a few men or even thousands of men of the player's race. Every unit can possess as many items and as much silver as desired and learn any skill available in Eressea. Every turn you give orders to the units which they will execute to the best of their ability. You will be eliminated from the game if there are no members of your faction left, i.e. if all your units have been destroyed or dissolved, or if you have not sent any orders for three turns in a row.

You start the game with one unit consisting of one man with 2000 + (10 x TurnNo.) silver (i.e. you get 10 silver more for each turn the game has already been running) and one or two skills or items.

This first man is not special or unique; he is simply the first man belonging to your new faction. Using him, you can recruit more men and later on, produce items, construct buildings and ships, tame horses, forge weapons and so on.

Notice: this first unit is "disguised", i.e. its faction membership (the name and the number of the faction) is not visible to other players. For more information check the order HIDE. A demon faction's unit (to learn more about the different races check this chapter) automatically gets a random type of stealth.

New units are made by creating them with an existing one. A new unit does not contain any people, those will have to be either transferred from an existing unit to the new one or recruited immediately). Therefore the unit needs an appropriate amount of silver. Units which are made by other units aboard ships or inside buildings start right there, i.e. on the ship or inside the building. Here are some examples for possible units:

```
* Konrad Rabenhelm (tb2), 1 human, agressive, 20 silver, skills: melee 1,
  taxation 2, has: sword, "Collecting taxes"; Konrad
  Rabenhelm is a typical knight of his order. The Order of
  Justice is known by his gloomy and reserved members.
  They all seem to gnaw at a dark experience.

- Ambassador of the Clan (2ow), anonymous, 1 dwarf, has: horse,
  moneybag; The Ambassador is looking for allied peoples as well
  as for those who want to become allied to the Clan.

- Pebblenoses (pebb), Friends of Rocks (135), 4 trolls, has: 1 cart, 30
  gems.
```

Your own units are marked with a *, units of other factions with a −. Units belonging to factions you will HELP are prefixed with a +. Less information is available about units of other factions than your own units.

Every unit has a unique ID (usually assigned automatically) which is to be used in all orders. In the example above the first unit has the unit ID 'tb2'. All IDs are in 'base36' format i.e. it may consist of any combination of the numbers 0 through 9 and the letters a through z. Every unit has a name ("Konrad Rabenhelm") while a description (following the semicolon) is optional. In addition the units possessions and skills are listed.

That first unit of the example is the unit of the player who got this report. It consists of one human of his faction (the player's own faction name is not shown), has 20 silver and can fight in melee: its skill is at level 1. It also masters the taxation skill at level 2. As you can see, Konrad Rabenhelm has a sword. If he does not get new orders for the coming turn, he will continue collecting taxes.

The next unit is number 2ow, consists of a dwarf and has a horse and a moneybag. The moneybag indicates that the dwarf carries more than 500 silver. If the dwarf had more than 5000 silver, you would see a moneychest in his inventory. Which faction the foreign unit belongs to cannot be seen because it is disguised, i.e. it hides its faction membership. This is not a good choice for an ambassador because in that case the other players cannot get the player's email address. But there is the opportunity of sending an email directly to the unit or faction. To do so, send an email to unit-2ow@eressea.upb.de. The syntax for sending email to a unit in game is simple: **unit-<unit no.>@eressea.upb.de**; to send to a faction: **faction-<faction no.>@eressea.upb.de**. And finally there are a few trolls transporting gems on a cart.

In addition to humans, dwarves and trolls, there are many other races in Eressea. You can learn more about them in the races chapter.

With the COMBAT order you can tell your units to how to behave during combat. You might want to position your fighters in the front row while placing the mages at the back. Other units like lumberjacks or smiths might be better off escaping from the battle−field.

When a units gets wounded in combat its description will show an appropriate note (e.g. "exhausted", "wounded" or even "heavily wounded").

A unit guarding the region prevents all other factions from collecting taxes or producing raw materials there. To allow allied factions logging, collecting taxes and/or producing raw materials in regions guarded by your unit, you can give a HELP_GUARD order. If a hostile faction wants to collect taxes or chop trees in a guarded region without permission, it has to attack the guarding unit.

7 The Races of Eressea

When you start the game, you must choose one of the following races. Your faction will consist of people from this race only. Choose carefully, every race has its advantages and disadvantages, encouraging cooperation between players.

7.1 Profiles

The following races are available to players:

7.1.0.1 Aquarians

The Sea–People live by the ocean and on the ocean. Ships are their primary business, and most trade and transportation in Eressea depends upon this race building and sailing them.

- *Expert Sailors*: All ships of an aquarian faction can travel an extra region per turn.
- *Sea dwellers*: Aquarians can issue long orders while on the ocean.
- *Fishermen*: Up to 100 aquarians per region can issue earn 10 silver a turn with WORK.

7.1.0.2 Cats

Known for their enhanced senses, the cat people are excellent spies and master guards. Like elves, they do not like heavy labor.

- *Seven Lives*: When killed, cats have a one in seven chance of surviving. By some miracle of nature, they will also be restored to full health in this event.
- *Silent Hunters*: Cats cannot use Plate Mail.
- *Evasiveness*: Cats reecive a bonus of +1 on defense.

7.1.0.3 Demons

A fiery heart burns inside these volatile creatures. They instill fear in their enemies and feast on the peasant population. Most demons are feared for their cruel nature, but those who have made pacts with them can profit from their unrivaled skills.

- *Intrinsic Disguise*: Demons can change their appearance to become that of any other race.
- *Infernal Hunger*: Demons eat peasants in addition to their upkeep in silver. Ten of them can feed on one peasant per turn. If there are not enough peasants in a region to satisfy their hunger, they feed on the peasants in the order they are listed in the report. Demons, that do not find a peasant this way, starve.
- *Volatile*: All skills with at least one skill point have a 25% chance of shifting. The skill can lose up to 3 weeks of learning (40%), or rise up to 3 weeks of learning (60%). No skill can ever fall below level 0.
- *Ethereal*: Demons are not recruited from the peasant population. However, the normal recruitment limits still apply. Also, when a demon unit gives away men (see the GIVE 0 order) these men are not added to the peasant population of the region.
- *Panic*: In combat, taking a hit from a demon causes panic in the victim. The victim receives a modifier of −1 to all combat skills.
- *Regeneration*: Wounded demons regenerate 15% of their hitpoints per turn.

7.1.0.4 Dwarves

Their homes are the mountains, their weapons are famous, and their fortresses are known for their strength. However, they treat magic and horses with equal skepticism, and their sailing skills are among the worst in the world.

- *Efficient Miners*: Dwarves are efficient miners. They can mine 4 pieces of iron from 3 pieces of unmined iron in a region, i.e. only 75% of the iron they mine is substracted from the iron available in a region. This effect can be combined with that of a mine, dramatically increasing the output of a mountain.

- *Mountain Dwellers*: In mountains and glaciers, dwarves get a bonus of +1 to their tactics skill.

7.1.0.5 Elves

The magical people faery kingdom. They aren't built for heavy labor, but their archers are almost as feared a their magicians.

- *Green Thumb*: Each elf (up to one eighth of a region's maximum working population, e.g. 1250 in a plain) increases the chance of a tree to grow a seedling by 0.002%.
- *Forest Dwellers*: In forest regions, elves have a bonus of +1 to stealth and perception, and +2 to tactics.
- *Magicians*: Elf factions can have an additional magician, allowing them to have a maximum of four.
- *Expert Archery*: Elves cause an additional point of damage when using bows.

7.1.0.6 Halflings

Halfings have hairy feet that are made for running. They are fine traders and excellent entertainers. Ships and horses are not their field, but their buildings try to rival those of the dwarves. In the battlefield, they are less renowned for their fighting skills than for their cunning in escaping.

- *Cunning Escape*: When trying to flee from a battle, halflings get a bonus of 25%.
- *Dragonslayers*: Halflings get a bonus of +5 on attack and damage when fighting against dragons.

7.1.0.7 Humans

On good standings with all other races, humans are the jacks of all trades, but masters of none. They are a good choice for solo play, but equally good at helping an ally with everything they can't do as well as a human can.

- *Immigrants*: Human factions are the only ones who are allowed to have people of another race in their ranks. However they cannot recruit these themselves, but must get them from other factions. The number of immigrants allowed depends on the number of people in your faction. It is calculated as $\log_{10}(\text{people}/50)*20$. If that's Greek to you, don't worry, the current value will be in your weekly report. Immigrants are not allowed to study so−called "expensive skills", like alchemy, magic or tactics.

7.1.0.8 Goblins

They are petty thieves and like orcs, their strength is in numbers. They may not be the most powerful race on the word, but they might well be the most hated.

- *Master Thieves*: Goblins stealing with a skill of at least 4 will always get at least 50 silver, even if they were discovered.
- *Unarmed Defense*: Unarmed Goblins get a bonus of +2 to defense.
- *Overpowering*: When their numbers are ten times those of the opponent, goblins get a bonus to attack.
- *Regeneration*: A wounded Goblin will regenerate 20% of his hitpoints.
- *Weight and Capacity*: Goblins weigh only 6 weight units and they can carry 4.4 weight units.

7.1.0.9 Insects

The insect warriors mostly live in organised hives. They hate the cold and prefer the swamps and deserts of Eressea. Their hard carapace will protect them in the battlefields, their skills and discipline make them renowned teachers.

- *Cold Blooded*: In deserts and swamps, insects get a bonus of +1 on all skills. in mountains, all their skills are reduced by 1.
- *Summer Creatures*: Insects cannot enter glaciers.
- *Hibernation*: During the months of Herdfeuer, Eiswind and Schneebann, insects can only recruit in deserts.
- *Carapace Armor*: Insects are protected by their natural armor. Additional armor adds 50% of its normal protection.

- *Tacticians*: Insects get a bonus on tactics when appearing in strength. An insect tactician gets $\log_{10}(\text{fighters})-1$ to his tactics skill.
- *Nomad Traders*: Insects can trade in deserts and swamps without needing any form of building.

7.1.0.10 Orcs

Orcs start their life as fighters, and usually end it as fighters. Their strength is in numbers, but they lack discipline.

- *Easy Recruitees*: For two recruited orcs only one peasant is substracted from the peasant pool of the region. Thus you can recruit twice the recuitment limit of a region. Similarly, only for every two orcs given away (see the GIVE 0 order) a peasant is added to the peasant pool of the region.
- *Born Fighters*: Recruitet orcs start out with some experience in all weapon skills and they excel other races in melee combat. On the other hand they are slightly handicapped when it comes to learning non−weapon skills.
- *Laziness*: Orcs earn less money than other races with the WORK order.
- *We do not recommend orcs to beginners.*

7.1.0.11 Trolls

These walking boulders are among the strongest creatures of Eressea. They love to work with rocks. Horses are afraid of them, and swimming has never been known as one of the Troll's favorite pastimes.

- *Heavy Weights*: Trolls are strong and they can lift up to 10.8 units of weight, but at 20 units, they also weigh twice as much as other races.
- *Foot Soldiers*: While technically trolls can ride, there is no troll cavalry, and thus no bonus for riding in combat. In return, the enemy's cavalry only gets a +1 bonus against trolls instead of the normal +2.
- *Horsepower*: Four trolls can pull a cart, although only into the next region, making them less dependent on horses.
- *Unarmed Combat*: Unarmed trolls cause 2−6 points of damage.
- *Regeneration*: A wounded Troll will regenerate 15% of his hitpoints.
- *Quarrying*: Only 75% of the stones quarried by trolls are substracted from the amount of stones available in a region. This effect can be used accumulatively with a quarry.

7.2 Modifiers

Skill	Aquarians	Cats	Demons	Dwarves	Elves	Halflings	Humans	Goblins	Insects	Orcs	Trolls
Alchemy	0	−1	+2	0	−1	0	0	+1	0	+1	0
Armoursmithing	−1	−1	0	+2	−1	0	0	0	+2	+1	+2
Bow	0	0	0	−1	+2	−1	0	0	−2	0	−2
Cartmaking	0	0	−2	0	0	+2	0	−1	0	−1	0
Catapult	0	−1	0	+2	−2	−1	0	+1	0	0	+2
Crossbow	0	0	0	0	0	+1	0	0	+1	0	0
Endurance	0	0	0	0	0	0	0	0	0	0	0
Entertainment	0	0	−3	−1	0	+1	0	−1	−2	−2	−1
Espionage	0	+2	0	0	0	+1	0	0	0	−1	−3
Forestry	0	0	+1	−1	0	0	0	0	+1	+1	0
Herbalism	0	+1	−3	−2	+2	+2	−1	0	+1	−2	−1
Magic	0	0	+1	−2	+1	0	0	−1	0	−1	0
Masonry	−1	−1	0	+2	−1	+1	0	+1	+2	+1	+2

Melee	0	0	+1	+1	0	−1	0	0	−1	0	+1
Mining	−2	−2	0	+2	−2	+1	0	+1	+1	+1	+2
Perception	0	+2	+1	0	+1	+1	0	0	+1	0	−1
Polearm	0	0	+1	0	0	−1	0	0	+1	0	0
Quarrying	0	−1	0	+2	−1	0	0	0	0	+1	+2
Riding	0	0	−1	−2	0	−1	0	0	−3	0	−2
Roadwork	−1	−1	0	+2	−1	+1	0	−2	−1	0	+2
Sailing	+3	−2	−1	−2	−1	−2	+1	−2	0	−1	−1
Shipcraft	+3	−1	−1	−1	−1	−1	+1	−2	0	−1	−1
Stealth	0	+1	+1	−1	+1	+1	0	+1	−1	0	−3
Tactics	0	0	−1	0	0	0	0	−2	−1	+1	−1
Taming	0	0	−3	−2	+1	−1	0	0	−3	−1	−1
Taxation	0	+1	+1	+1	0	−1	0	0	0	+1	+1
Trade	+2	0	−3	+1	0	+2	+1	−1	−1	−3	0
Weaponsmithing	0	0	+1	+2	0	0	0	0	0	+2	0
Recruitment	80 silver	90 silver	150 silver	110 silver	130 silver	80 silver	75 silver	40 silver	80 silver	70 silver	90 silver
Hitpoints	20	20	50	24	18	18	20	16	24	24	30
Natural Armor	0	0	2	0	0	0	0	0	2	0	1
Resist Magic	0	0	15	5	10	5	0	−5	5	−5	10

Skill modifiers are only applied to skills a unit has learned at least once. No skill can fall below level 0.

7.3 Overview

All units need skills to produce or use items, gather knowledge about magic or special information of regions etc. Skills are always accounted on a per−unit basis, i.e. all members of a unit have the same skills. Skills can be acquired and improved by learning them, some skills also improve when being used.

The progress of learning a skill is measured in a so−called *skill level* which is recorded for every skill the unit masters. A skill level of 0 usually means that the unit is not experienced in that skill and thus cannot apply it. The higher the skill level the better a unit masters that skill.

7.4 Learning

A unit can try to advance in a skill by spending a turn learning it using the LEARN order. Learning a skill for a turn is not equivalent to reaching a new skill level since it becomes more and more difficult to advance in a skill with higher levels, i.e. the unit has to learn longer for each new skill level.

Basically, a unit has to learn for as many turns as the value of the next skill level it can reach to actually acquire this level. Thus a unit at skill level 0 has to learn on average for 1 week to reach level 1. Getting to level 2 now takes another 2 weeks on average, acquiring level 3 another 3 weeks and so on.

Your units can have good or bad luck with learning and the duration of gaining a new skill level may vary somewhat but on average you can stick to the above rule. How long your units have to learn for certain skill levels also depends on the skill modifiers of your race.

7.5 Skill Modifiers

All races have different modifiers on their skills (have a look at the race profiles on how race and terrain affect skills and learning). A positive skill modifier makes it easier for units of that race to learn or apply a skill, a negative modifier makes it harder, respectively.

The effective skill level is calculated simply by adding the modifier to the skill level acquired by learning the skill. Usually, the effective skill level is your daily bread and butter: it is listed in your report and accounted for when applying skills, i.e. producing items, building ships, fighting etc. So in general, these rules always refer to the modified skill level if not stated otherwise.

Take a freshly recruitet Dwarven unit for example:
At first it has no skills at all but to earn some money it needs to learn the taxation skill which it has a modifier of +1 for. Without learning, this modifier doesn't buy the unit anything, it still has to learn at least for one turn and thus reach skill level 1. Now the modifier comes into play – its value is added to the skill level reached through learning so the effective skill level is 2. This modified skill level is what the unit can actually make use of: in this case when taxing the peasants it is accounted a skill level of 2 instead of 1.

Obviously, skill modifiers influence how quickly a unit can reach a certain skill level. E.g. Dwarfs need to learn the taxation skill only once to reach a skill level of 2 while Elves (with a modifier of 0) need to reach levels 1 and 2 successively taking them 3 weeks on average to get there.

With a negative modifier things are essentially the same: a Halfling unit learning taxation for one turn would reach skill level 1 without taking the modifier into account. Unfortunately, Halflings have a pretty lousy physique to make much of an impression on peasants (actually, anyone) to get taxes out of them so their modifier on taxation is −1. Thus, one turn of learning does not get them anywhere, they still have an effective skill level of 0 (which might not show up in your report, still the Eressea server records it). The unit has to learn for another two weeks (on average, as always) to reach an effective skill level of 1 while that amount of learning would suffice for level 2 with Elves and level 3 with Dwarfes.

7.6 Applying Skills

In most cases it should be obvious which skill you require for which action in Eressea; details are listed below. Most skills a unit can actively use or apply (e.g. production skills) improve through such usage. But this is a rather slow process – on average it takes three times longer to reach the next skill level compared to learning.

7.7 Teaching

In Eressea, highly trained units can pass their experience to units with lower skill levels which cuts the time they spend learning for a skill level by half. For this to work the teaching unit uses the `TEACH <unit-id> [<unit-id> ...]` order specifying the pupil units it wants to teach and the pupil unit uses the `LEARN skill` order with the skill to learn. The teacher does not specify the skill he wants to train a pupil in as this is determined by the pupil's order. Thus a teacher could even teach different pupil units in different skills.

Teaching comes with these restrictions: the skill level of the teaching unit has to exceed the unit's skill level by at least 2 levels. Furthermore a teacher can share his knowledge with up to ten pupils, thus common combinations of teacher−to−pupil unit sizes are 1 to 10 or 10 to 100. When more than ten pupils try to benefit from a teacher their progress in learning is reduced proportionally.

7.8 Transferring and Recruiting Men

When men are added to a unit, these men bring their knowledge or their inexperience with them, which can lead to a *dilution* of the unit's skills.

To determine a skill level after adding men to a unit calculate the average of the original skill levels weighted with the amount of men: when a unit with 2 fighters at a melee skill level of 3 recruits one peasant (which is treated as if a person with skill level 0 is added to the unit), the resulting skill level of that unit is (`<existing men> * <skill level> + <added men> * <skill level>`) / `<total men>`, i.e. `(2 * 3 + 1 * 0) / 3 = 2`.

7.9 Expensive Skills

The skills magic, alchemy, herbalism, espionage, and tactics are all difficult to learn, hence you must pay to learn them. Espionage costs 100 silver per man for a week of training. Alchemy, herbalism, and tactics each cost 200 silver per man for a week of training. The costs for learning magic increase with skill level. You start with a cost of 100 silver, and may end up with a training cost of over 1000 silver. This table shows the costs for increasing magic from level 0 to level 20. It does not matter if the unit has a teacher or not (although if it does, it will gain 60 skill points). The unit which wants to learn (or be taught) must have all the silver in its possession.

If the unit does not have the full amount of silver it's progress in learning is reduced proportionally.

Only Aquarians can LEARN on a ship or in the ocean. If the ship is at land, all passengers can do something, except for the captain of the ship, should he wish to sail somewhere. Pay attentio to the fact that men cannot WORK, TAX, or ENTERTAIN if the region is guarded by an un−allied faction.

7.10 Miscellaneous details about certain skills

7.10.0.1 Production of resources and objects

All items and resources are made with the MAKE order. Most resources only need the appropriate region and skill level 1 to be produced. Most objects and items need higher skill levels. This table lists all resources and objects, and what skills and resources are need to produce them.

To produce an item, you must give a a unit the MAKE "<object name>" order. For example, MAKE "iron", MAKE "sword", etc. You can also specify how many objects should be produced by putting the number between the MAKE order and the object name. For example, MAKE 10 "shield". The unit will produce 10 shields if there is enough iron and it has the necessary level of skill in armoursmithing (i.e. 2), and the combined total skill levels needed (i.e. 20 total, such as 10 men with skill level 2 each, or 2 men with skill level 10 each).

7.10.0.2 Perception, Stealth and Espionage

The stealth skill can hide units, but if this unit is used to guard a region, or is on a ship or in a building, it will never be hidden, and is always visible.

Other units can spot hidden units using the perception skill. A unit cannot be seen if the stealth skill level is greater than the perception skill level of another unit. In this case, the stealthy unit is invisible to the other unit. A unit if displayed if the perception skill level of your unit is as high or greater than the stealth skill level of another unit.

Successfully hidden units can steal silver form other units with the STEAL order. To discover the theft, the unit with the highest skill level in perception is compared with the stealth skill level of the robber. If the stealth level is as high as the perception level, the victim is only told that money has been stolen. If the perception level is greater than the stealth level, the victim gets detailed information about the theft, such as the indentity of the robber.

A unit with a stealth skill level that is at least 3 levels above the highest sieging unit's perception level can leave the sieged castle at will. The most common use of this is to smuggle silver inside to feed the inhabitants.

With the SPY order, you can receive information about another faction's units. The espionage level of the spying unit is compared with the added skill values of perception and stealth of the target unit. If the espoinate level of the spy is lower than combined value of the two skill, the spy learns nothing. If the two values are equal to the espionage level, the spy

learns what skills the target unit has, but not their levels. If the espionage level is greater than the combined value, the spy learns both the skills and their skill levels. Any successful attempt also reveals the faction the target unit belongs to.

Then the perception skill level of the victim is compared with the stealth skill level of the spy. If the perception level is less than the stealth level, the victim learns nothing. If these skills are equal, then the victim knows he was spied upon, but not by whom. If the perception level is greater than the stealth level, the victim receives information about which unit spied upon him.

It costs 100 silver per person per week to learn espionage. Successfully using the stealth or espionate skills makes the unit more experienced in them.

7.10.0.3 Walking, Riding, Sailing and Shipcraft

There are many means to travel between regions. Walking, riding, sailing, etc. The MOVE order controls all of these.

A unit does not need any special abilities for walking. In order to ride horses, a unit needs the riding skill. The advantage to riding horses is that a unit can both go further and carry more, especially when using carts.

You will need a unit with the taming skill to catch wild horses and the cartmaking skill to make carts. Use the MAKE "horse" and MAKE "cart" orders respectively.

A unit with the riding skill can ride/lead two horses per person per skill level. Every two horses can lead a cart, so that large amounts of products can be transported between regions. If a unit uses carts, the persons in the unit sit in the cart, and not on the horses. Therefore, the weight of the unit's members is subtracted from the cart's carrying capacity.

In order to sail, a unit needs both a ship and the sailing skill. The shipcraft skill is used to make boats from wood.

The captain is the unit that steers a ship. It must have a certain skill level to sail different size vessels. This table lists the various ship types and the skills required to sail. The remaining skill needed to sail a vessel can come from any source. A trireme and a captain with level 4 sailing and 116 sailors with sailling 1, is just as good as the same captain with 20 men and sailing level 6.

7.10.0.4 Masonry and Roadwork

There are many buildings with various functions in Eressea. For example, castles, smithies, sawmilles, and lighthouses. To build any of these, you need a unit with the masonry skill and the appropriate resources for construction.

A castle is built with the MAKE CASTLE order. Any other kind of building is constructed with the MAKE "<building type>" order. A smithy, for example, would be build with the MAKE "smithy" order. You will need stone to build a castle. Most other types of buildings require wood, iron, and silver. Mage Towers even require Laen and Mallorn wood.

You can also build roads to speed travel between regions. With the roadwork skill, you can build roads and bridges so that units can travel more than one region per turn. In some regions, you will need to build special buildings before you can build roads: Swamps require a dam, Deserts require a caravanserai, and Glaciers require a tunnel.

7.10.0.5 Magic

You can also use and experiment with spells using the magic skill. Spells fall into several categories, combat, ship, normal, etc. Each faction is only allowed to have up to 3 magicians, although Elves are allowed to have 4 as a special ability. It costs at least 100 silver per person per week to learn magic. See this table for the costs of learning magic at all skill levels.

You cast spells with the CAST order. You also use this order to make magical items.

7.10.0.6 Alchemy and Herbalism

A unit needs the herbalism skill to search for herbs. In every region a certain kind of herb is available. A unit can find about one herb per skill level and person.

Units need the alchemy skill to turn those herbs into potions. Learning these skills costs 200 silver per person per week. Only 3 alchemists are allowed per faction.

7.10.0.7 Weapon skills and Endurance

Eressea has 5 different weapon skills: bow (bow, mallorn bow, elven bow), crossbow (crossbow, mallorn crossbow), catapult (catapult), melee (sword, claymore, axe, laensword), and polearm (spear, mallorn spear, lance, mallorn lance, halberd).

Units gain additional hit points if they have skill levels in the endurance skill. See this table for the benefits of each level of endurance.

More information about fighting is available in the combat chapter.

8 Movement: On Land and Sea

In one week, a unit may move one land region by foot. If the unit has sufficient riding skill and an appropriate number of horses, the unit may move up to two land regions. If the regions are connected by roads, units on foot may move two land regions, and units mounted on horses may move up to three regions.

In order to regulate unit movement, the world of Eressea is divided into a hexagonal grid. The six directions allowed are: Northeast, East, Southeat, Northwest, West, Southwest. Direct movement to the north or south is no possible.

The CARRY <unit id> order allows units to carry another whiel moving. The carried unit must be given the RIDE <unit id> order. With the CARRY and RIDE system is is possible for units that have no riding skill to ride with a unit that does have riding skill and horses or carts. Units on foot can CARRY other units if their total carry capacity is sufficient. Carrying units do not need horses or carts, sufficient numbers of men can carry other units. See the races chapter for the weight and capacity of certain races.

While travelling through a region, units can have their movement prevented by other units guarding the region with the GUARD order.

A unit or ship is overloaded when its carrying capacity is exceeded. In all situations, any unit or ship that is overloaded cannot move. The weight a unit is carrying including silver and all items, as well as any units it is carrying. The table below lists the weights and carrying capacities of all races and other vehicles. This table lists the weights of all items in the game.

Weights and carrying capacities of races and vehicles.

Race/Item	Weight	Carry Capacity
Trolls	20	10.8
Goblins	6	4.4
Other Races	10	5.4
Horse	50	20
Cart	40	140
Boat	N/A	50
Longboat	N/A	500
Dragonship	N/A	1000
Trireme	N/A	2000
Caravel	N/A	3000

8.1 Roads

Building roads allows units to move one additional region. On a network of roads, a unit may move up to 2 regions on foot, or 3 regions by horse. In order to take advantage of this, the unit must move continuously on completed roads.

8.2 Horses and carts

Any unit with the riding skill and enough horses can use the horses for transportation when moving. This allows the unit to travel one additional region.

Any unit without the riding skill can lead one horse by hand, per person. This means the unit still move by foot, but leads the horse with him. A unit leading a horse would move one region on foot, two regions if complete roads are present.

If a unit does have the riding skill, the number of horses and carts it may travel with is dependant on the riding skill of the unit, and how far the unit is ordered to travel. If the unit only moves 1 region (or 2 regions along a road), each person in a unit with riding skill can move up to 4 horses per level of riding skill. If moving 2 regions (or 3 regions along a road), each person in a unit with riding skill can move up to 2 horses per level of riding skill. You allways need riding skill to use carts and then for every 2 horses, a unit is allowed to use 1 cart. If a unit is allowed to travel with 8 horses, it may also use 4 carts. If it only uses 2 horses, it may move 1 cart.

Most _races_ have a carrying capacity of 5.4 weight units. A horse has a carrying capacity of 20 weight units. Therefore, 2 persons could ride on one horse, or one person could ride a horse carrying 10 swords. In theory, everything can be transported by a unit, including other units. Note that carts weight 40 weight units. A unit with horses or using carts can go on foot and not use up space in the cart. In this manner, the unit can carry additional items in addition to what the cart can carry. Simply put, the unit is walking alongside the cart, rather than riding in it. A unit moving only 1 region on land, or 2 regions along roads is automatically considered to be moving by foot.

> A unit with 4 persons and a riding skill of 1 can move at most, 20 horses and one reagion (or 2 regions on roads). This is calculated as follows: 4 people can lead 4 horses. In addition, each person can lead an additional 4 horses beause of their riding skill level (4 + (4 * 4) = 20).

> A unit with 5 dwarves without the riding skill can move one region on foot (or 2 regions along roads) with up to 5 horses. In this case, the carrying capacity of these 5 dwarves and 5 horses is 127 weight units ((5 * 5.2) + (5 * 20) = 127).

Carts have a carrying capacity of 140 weigt units, which means they can carry large amounts of goods. Each cart needs 2 horses (or 4 Trolls) to pull it. Horses that are pulling a cart cannot carry anything else as it takes all their strength to pull the cart. Note that 2 horses have a carry capacity of 40 weight units, which is identical to the weight of the cart itself. However, 4 Trolls can push a cart plus an additional 3.2 weight units. In either case, if you wish to move carts without using Trolls, you must have the riding skill and horses. Carts can still be carryed as freight rather than used to transport goods, but they are very heavy, weighin 40 weight units a piece.

> Example, one person with riding skill 1 has one cart and two horses, and wishes to move two regions without roads. In this case, the owner of the cart can move 130 weight units with him (i.e. 130 swords) as the two horses pull the cart. The cart can carry up to 140 weight units, but 10 units of this is occupied by the cart owner as he rides along with the cargo. In another example, a unit with 4 persons and riding skill 1 could move eight carts using 16 horses one region, or it could move 4 carts with 8 horses two regions. If you want to move 1 person with 1 cart and 2 horses on a ship, then the ship must have 150 weight units available on board to carry the person, 2 horses and cart (10 + 40 + 100 = 150).

If a unit has too many horses, or is carrying too much weight, the unit cannot move.

Note that carrying capacity is calculated on a unit by unit basis. Therefore 1 Person with Riding skill 3 and 6 horses and 3 carts wishing to move 1 region (walking in this case) has a carrying capacity of ((3 * 140) + 5.4) = 425.4 WU and therefore this example unit can move 7 stones if it wishes only to move one region. If this example unit wants to move 2 regions (not on a road) then it can only carry 6 stones, as the person must ride on the cart and this means then that carrying capacity of the unit is 420 WU minus 10 WU (the weight of the driver on the cart) = 410 WU. 7 Stones weigh (7 * 60) 420 WU. So, this unit can not move 2 regions (without roads) with 7 stones, as it would be overloaded.

8.3 Ship Movement

Only with ships can you leave your island and make contact with or engage in trade with other factions on other islands. With a ship it is possible to move up to 7 regions (even more than 7 regions with the help of aquarians or with magic!).

All ships greater in size than a boat can only come onto a land region (landing if you will) at Plains or Forest regions. All other terrain (region) types require someone to build a Harbour in them in order for ships greater than a boat in size to land at.

No ship can move directly from one land (coastal) region to another land (coastal) region. Any ship that is landed must first then sail onto the ocean before it can move to another land region. Additionally, a ship that is landed can only sail out onto the ocean in the direction from which it came from when it landed or in a direction adjacent to the direction from which it arrived at the land (coastal) region. For example, a ship arrives onto a land (coastal) region from the west, if this ship wishes then to depart (sail out) from this region it can only go west, northwest, or southwest. Exceptions to this rule are ships in any region with a harbor: ships on land in a region with a harbour can move toward any direction, so long as the region they are moving to is an ocean region or it is another land region that has a harbour and your faction commands the harbor building or the faction that does command the harbour building has `HELP GUARD` for your faction.

On the open sea (ocean regions that are not adjacent to any land regions) it is possible your ships can be sent off course or even damaged by storms, beware!

In order to move a ship you need trained a trained crew, that is a unit (or units) that have learned the skill "Sailing". On this chart under "Captain" is listed the minimum skill of the Ship Captain (that is the first unit on your report under the named ship) in order for the unit to move the ship. Example, in order to move a caravel, the ship captain unit must at least have Sailing skill 3. In addition to this, on board the ship must be a certain amount of "Total skill" in sailing skill, depending on the type of ship. The below chart lists the total sailing skill needed on board a ship to move it. This total sailing skill includes the captain unit and also includes any allies of the ship captain unit on board the ship that have sailing skill. The range of the ship is the distance in numbers of region such a ship can move in one week. Note, however, that any ship that has an aquarian Ship Captain receives a bonus of +1 to it's range, therefore a Trireme captained by an aquarian can move 8 regions per week. (Migrant aquarians in a human faction do not receive this bonus).

Ships – Range, Capacity, required skills

Type	Range	Capacity	Captain	Total skill
Boat	2	50	1	2
Longboat	3	500	1	10
Dragonship	5	1000	2	50
Caravel	5	3000	3	30
Trireme	7	2000	4	120

Any ship without enough qualified crew can not sail out. If, for whatever reason, a ship on the ocean finds itself without enough qualified crew then the ship can not be controlled and will drift randomly until the ship drifts onto land. However, any ship that is adrift will break apart (takes damage), such that after a short period of time it will sink. (see also here).

Every ship type has a carrying capacity. Any ship that is overloaded can not sail out. The weight of everything on board a ship counts towards the ships carrying capacity (people, silver, horses, carts, etc.) The listing of ship capacity is found in this chart and is also listed in your report

A unit that finds itself on a ship on the ocean at the start of any week can not do any long orders, except aquarians. Aquarians are permitted to do long orders on the ocean. Of course, all ship captains (regardless of their race) are allowed to move the ship with the long order `MOVE` or `ROUTE`. In any case, units on board a ship, just as on land, require 10 silver per week per person to live (representative of food). Hint: Make sure you keep an eye on that.

You can only enter a ship if you do not exceed its capacity by doing so. This is intented as a means to give ship captains more control over their ship and its capacity. This, however, does not mean that you can no longer overload a ship. There are countless other possibilities that can exceed the ship's capacity (GIVE, RECRUIT, MAKE ...). Ships that are still under construction can be entered regardless of the unit's weight and the current capacity of the ship.

Any unit that wishes to get off of a ship onto land must do so with the <u>LEAVE</u> order. If the region wherein the unit gets off of the ship (LEAVE) is not guarded by a non−ally, then the unit may move with the <u>MOVE</u> order in that same week, otherwise, the unit must wait one week before it may move if the region is indeed guarded by a non−ally. These same rules apply to attempting movement by <u>RIDE</u> and <u>CARRY</u> orders after getting off of a ship

Aquarians can swim from an ocean region onto a directly adjacent land region (with the MOVE order), but the reverse is not true. Aquarians can not swim from a land region onto any ocean region. Swimming aquarians can take with them anything (items, etc.) with the exception of horses.

9 Producing items

There is a large number of items one can produce in Eressea. On the one hand, there are raw materials, such as iron, stones, logs of wood, or horses. On the other hand, there are the end products, such as various kinds of weapons, armor, ships, wagons, buildings, roads, or potions. In order to produce any of this, the appropriate skill is needed. Once a unit has this skill, it can be given the `MAKE` order to produce something.

Depending on the desired item, a certain minimum level of skill is reqruied. Some items require high levels of skill, and therefore only a few can be produced. In any case, every will only be able to produce one type of item or product or work on one building or ship per turn. The following examples illustrate this point:

> A unit with 4 men and weaponsmithing 5 has altogether 20 production points. Provided the unit has the necessary raw materials, it can e.g. make 6 swords as the required minimum skill level for weaponsmithing is 3 thus you have to divide 20 by 3. Alternatively, the unit could produce 4 elven bows if they are elves, since the minimum skill level in weaponsmithing is 5 or just as well 10 spears (minimum weaponsmithing skill: 2).

> If this unit was inside a smithy that would halve its consumption of iron for shields, swords, and the like. The unit would be able to create 10 shields from only 5 iron.

> Important: Production points are summed up on a per–unit basis. The minimum skill level is required per man in the unit. A unit with 2 men and a weaponsmithing skill level of 1 is not able to make a spear since the minimum skill level is 2.

All raw materials can be obtained as soon as the necessary skill is acquired. The same applies to horses and herbs. This does not apply to Laen, an extremely rare and magical metal, and Mallorn, a rare magical wood. In order to produce Laen, a mining skill level of 7 is needed, in addition to a mine in the region. In order to produce Mallorn, a minimum forestry skill level of 2 is required.

Certain raw materials such as iron, are limited. If the units in a region wish to produce more than is available, the raw materials present will be divided up among the units according to their numbers and skill levels.

In general, the skill levels of all members of a unit are counted together and divided by the required minimum level of a skill. For each production point calculated this way a building or a ship can be extended by one size point or one item can be produced (provided the necessary raw materials are available). As an in the previous example, 4 men with 5 weaponsmithing each have a total of 20 production points. They can create items that require up to a minimum of weaponsmithing level 5. These men therefore can make up to 6 swords in one turn. (weaponsmithing 3 times 6 swords requires 18 points of weaponsmithing all together).

Once the construction of a building or a ship has started, one can continue building with as many units and men as one wants. It is not possible to build several ships or buildings with only one unit, even if it has enough production points and raw materials to do so. One cannot change the kind of building or ship once construction has begun (i.e. a sawmill will stay a sawmill and never turn into a castle).

For larger factions, the gathering of all the needed materials can be quite a nuisance. Raw materials are found in various different places depending on the type of raw material in question.

9.1 Raw materials

Iron and stones can only be mined and quarried in glaciers or mountains. Laen can only be found in a certain few mountains. A mine and at least a skill level of 7 in the mining skill is required to mine Laen.

After some time of producing raw materials, it gets harder and harder to get more, your report will for example sho '20 iron/4', meaning that with a minig skill of 4, you can produce another 20 iron before you'll need skill level 5 to continue.

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If a tree or mallorn tree is cut down to make wood, the forest will shrink and it will take time to grow back. Therefore, one has to be careful in the harvesting of trees, lest an entire forest is cut down and permanently destroyed.

As long as there are enough trees, one can cut down as many as one needs. The mount of trees found in a region will be shown in your weekly report. The same applies to the number of Mallorntrees, which provide Mallorn wood. Like Laen, Mallorntrees can only be found in certain regions. Mallorntrees multiply like normal trees, but they will not spread out to other regions. They will remain only in their region of origin.

You can catch and tame as many horses as you like, as long as there is at least one in the region. Only wild horses will breed on their own, but additional horses can be made with the help of horses inside a stable.

End products can be created as desired. The only restrictions are the raw materials in stock, and the total amount of production points of the producing unit.

The following table shows all the items which can be found in Eressea. They all can be obtained in some manner (i.e. taxation for silver, or trading to buy luxury goods). Most can be made if your unit has the appropriate skill level and (if needed) the right raw materials.

Weight, skills and raw materials
[*] Laen can only be mined in a mine.
[+] Only elves can produce elven bows.

Item	Weight	Skill Required	Min. lvl.	Materials
Silver	0.01	–	–	–
Gems	1	Trade	1	–
Incense	2	Trade	1	–
Balm	2	Trade	1	–
Spice	2	Trade	1	–
Myrrh	2	Trade	1	–
Oil	3	Trade	1	–
Silk	3	Trade	1	–
Herbs	0	Herbalism	1	–
Potions	0	Alchemy	2	Herbs
Seed		Herbalism	3	–
Mallorn Seed		Herbalism	4	–
Iron	5	Mining	1	–
Laen[*]	2	Mining	7	–
Wood	5	Forestry	1	–
Mallorn	5	Forestry	2	–
Stone	60	Quarrying	1	–
Horse	50	Taming	1	–
Cart	40	Cartmaking	1	5 Wood
Catapult	100	Cartmaking	5	10 Wood
Sword	1	Weaponsmithing	3	1 Iron

Laen sword	1	Weaponsmithing	8	1 Laen
Claymore	2	Weaponsmithing	4	2 Iron
Spear	1	Weaponsmithing	2	1 Wood
Mallorn spear	1	Weaponsmithing	5	1 Mallorn
Lance	2	Weaponsmithing	2	2 Wood
Mallorn lance	2	Weaponsmithing	5	2 Mallorn
Halberd	2	Weaponsmithing	3	1 Iron, 1 Wood
Axe	2	Weaponsmithing	3	1 Iron, 1 Wood
Crossbow	1	Weaponsmithing	3	1 Wood
Mallorn crossbow	1	Weaponsmithing	5	1 Mallorn
Bow	1	Weaponsmithing	2	1 Wood
Mallorn bow	1	Weaponsmithing	5	1 Mallorn
Elven bow[+]	1	Weaponsmithing	5	1 Mallorn
Chainmail	2	Armoursmithing	3	3 Iron
Laenmail	1	Armoursmithing	9	3 Laen
Platemail	4	Armoursmithing	4	5 Iron
Ammunition	10	Quarrying	3	1 Stone
Shield	1	Armoursmithing	2	1 Iron
Laen shield	0	Armoursmithing	7	1 Laen

9.2 Roads

In order to increase the movement rate of your units, roads can be constructed between regions. These roads allow for faster movement and do not become marshy during rain. They also will not become overgrown with trees, and always span rivers and canyons (bridges are automatically assumed to be part of any roads you build). In Eressea, rivers and such are not in the game because the size of the regions are so large. The scale of the game does not support rivers. Any unit which has the necessary skill and enough stones is able to build a road.

Roads start in the middle of a region, and run towards any bordering region. Any region in Eressea is surrounded by six other regions, therefore any region can have up to six roads. A complete road between two regions consists of two pieces: one road from region A towards region B, and one road from region B towards region A. If you build a road from (6, 3) heading southwest, you must build a road in region (6, 2) heading northeast in order to connect the roads, and therefore connecting the two regions.

In general, a road does not nee any prerequisites. There are however, some region types which are so inhospitable, that they require special buildings before any roads can be built: in Glaciers, a tunnel, in Swamps, a damn, and in deserts, a Caravanserai.

Stone required to build roads.
[*] A dam is required before roads can be constructed.
[+] A caravanserai is required before roads can be constructed.
[#] A tunnel is required before roads can be constructed.

Terrain	Stones Required
Plain	50
Forest	50

Swamp[*]	75
Highland	100
Desert[+]	100
Mountain	250
Glacier[#]	250

9.3 Ships

Ships are constructed from wood. This table shows how much wood is needed to build a specific ship. The larger the ship, the more difficult it is to build and to maneuver. Constructing ships requires a minimum skill level. Every person in a unit who has the minimum skill level can build the ship larger by one wood per round. Thus, a unit with 25 men, each having shipcraft level 2, would be able to build a longboat in 1 turn (25 men x 2 skill levels = 50 wood used per turn to make the boat).

Building ships – materials and skills required

	Boat	Longboat	Dragonship	Caravel	Trireme
Wood	5	50	100	250	200
Skill	1	1	2	3	4

Ships also have numbers with which they can be referred. Here is an example of a ship:

```
Pride of the Seven Winds (f1a8), Longboat, (245/500). This beautiful ship was
the first one which was used by a family of merchants, the Plötzenbogens.
Captain Grom stands on the quarterdeck and gives orders to his sailors. He has
everything under control.
```

Below the ship's entry, all units that are on board are listed (this is noted by indentation in your .nr report). The first unit, the captain, commands the ship. It decides which units are allowed to enter the ship. It can also rename the ship and it counts as a sailor.

Once construction has begun, it is impossible to change. A ship that starts as a caravel cannot be changed to a longboat, etc.

Units which are on board a ship are generally not able to perform any long orders. The captain of a ship can give the MOVE or ROUTE orders to sail the ship.

The Aquarians are the only race which is able to perform long orders on the ocean. Of course, some long orders such as TAX or ENTERTAIN do not make any sense while on a ship in the ocean.

In the event that a ship is docked in a land region, the units on board may do long orders. If the land region is guarded by a non−allied faction, the units onboard the ship may not TAX, ENTERTAIN, or WORK.

Any ship which is too heavily loaded will not be able to sail. The sailor's weight is not counted in the shown capacity. After the name and type of the ship, the extent of the cargo is shown. In the above example, 254 out of 500 weight units are currently used.

All ships which are larger than a boat can only land on plains or forest regions. In all other kinds of regions (such as mountains or swamps) a port must be built before a ship can land there. Ships can, however, cast off from any region. One can build a ship and set sail from any region.

9.4 Damage to Ships

Travelling by ship is dangerous, and ships may be damaged during their voyages. This damage is indicated by a percent rating, and it reduces the capacity and speed of the ship. The time needed to sail is rounded up, making damage time consuming.

The following events will damage a ship. The damage is given in percentage points, and will be added to damage the ship has already suffered. If the damage exceeds 100%, the ship will sink with all units on board.

- The ship was involved in a fight which lasted longer than one round (20% damage).
- The ship was harmed by a spell (up to 90% damage).
- A tidal wave damages the ship (50% damage).
- The ship hits rocks (i.e. it tried to enter a region to which it is not allowed to land at, for example, a caravel trying to land at a region that is not a forest or plain; 10% damage).
- A ship at sea without enough sailors (30% damage per round).
- The ship does not have an owner (5% damage per round).
- The ship is hit by a storm and drifts off course (2% damage).

To repair a damaged ship, a unit must be given the order MAKE SHIP <ship id.>. Repairing and building ships both use the same base order.

9.5 Buildings

Several buildings in Eressea offer distinct advantages to your faction. Except for castles, all of these buildings require maintenance in some form to ensure they are functioning and will not collapse from disuse. This maintenance can take the form of silver, stone, wood, even horses, and often more than one type of item.

Maintenance costs are independent of the size of the building, and must be paid at the beginning of a round between the GIVE command and the long orders. Thus a unit is not able to collect taxes first and then pay for the building's maintenance. If you do not have enough money at the beginning of a turn, the building will not work. If you have enough money at the end of the turn, the building will remain unharmed, although you have not benefited from it this turn. If you still do not have enough money, then any allied factions using the HELP SILVER command may have enough silver on hand to save the building. Otherwise, it will collapse and kill some of the units inside. Maintenance costs are charged to the owner of the building, i.e. the first unit in the building.

Maintenance costs have to be paid as soon as the construction has begun (except for the turn a MAKE command starts the construction of a new building).

Like units on a ship, units in a building are indented beneath the building's name in your .nr report. As previously mentioned, the first unit in a building is the owner. It decides which other units may enter the building, it can name and describe the building and its faction must pay the maintenance upkeep for the building. The owner of the largest castle in a region may also rename and describe the region.

Castles are different from other buildings in that they have multiple purposes, and do not require maintenance.

9.5.0.1 Castles

Castles can be build by giving a unit the MAKE CASTLE order. Only stone is required to build a castle, or enlarge an existing castle.

Castles offer several benefits to the faction that controls them. The most important is that one cannot buy or sell luxury items in a region that does not have at least a size 2 castle. Furthermore, castles increase the income of peasants in the region, and also protect troops during attacks.

The table below shows when a castle reaches a new size category. In general, one can say the larger the castle, the more difficult it is to enlarge. To enlarge a castle, the given minimum skill level in masonry must be met. Then one can stone can added to a castle for each person and each skill level per unit. A highly skilled unit with enough stones is able to construct a tower in one round.

Like ships, castles have id numbers which are used for commands. Here is an example castle:

```
The grand temple of the gold-eyed cat (58), Size 58,  Tower; Hit by the sun's
rays the temple which is surrounded by trees gleams white. The slender tower
rising above the city can already be seen from a far distance. North of it the
city Xontormia stretches to the river Whyren which is vaulted next to the
harbour by an incredible high an long bridge.
```

For every point of size, one person can be protected within the castle. These persons are the only units which will be protected by the castle during an attack. For each point of size, one stone is needed. The larger the castle, the more skilled workers you will need to enlarge it.

A larger castle attracts more peasants, and improves the wealth of the people. All workers and peasants get a bonus to their income which depends on the size of the castle. In addition, the owner of the largest castle in a region receives a certain amount of money other players earn through selling luxury items in the region.

If one destroys a castle, approximately half the stones used in the construction will be recovered. These will be placed in the inventory of the destroying unit.

Benefits and requirements of various castle sizes.

Type	Min. Size	Min. Masonry Skill	Income Bonus	Trade Tax
Foundation	1	1	+0 silver	0%
Tradepost	2	1	+0 silver	6%
Fortification	10	2	+1 silver	12%
Tower	50	3	+2 silver	18%
Stronghold	250	4	+3 silver	24%
Fortress	1250	5	+4 silver	30%
Citadel	6250	6	+5 silver	36%

Production points are calculated for masonry just like for any other production skill. For each production point a unit can extend a building by one size point (one stone in the case of castles). A unit with 20 men and level 1 masonry has 20 production points. Given enough stones it could build a fortification of size 10 but not further as extending a fortification requires at least a masonry skill level of 2. Starting again from scratch and with a skill level of 2 in masonry the unit would have 40 production points which it would use to build a fortification of size 10. In the same turn it can extend this fortification as it has the required minimum skill level but the remaining 30 production points now have to be divided by the minimum skill level of 2, thus it could build a fortification of size 25 within one turn.

9.6 Other buildings

Other buildings can be built using the MAKE <building type> and can be enlarged by using the MAKE <building type> <building id.> order. For example: MAKE lighthouse or MAKE smithy 3df1. For each building, a different minimum skill level of masonry is needed, which is given in the tables below. There are several buildings which have an upper size limit.

A building only has an effect on a unit if the unit fits entirely into the building. This means that units with too many men to fit into a building do not receive the benefit even if they are the only unit in the building.

If there are several units inside a building, they will be checked from top to bottom in the order listed on your report. The first unit which is too large for the building prevents all following units (even if those **will** fit) from receiving the benefits of the building.

9.7 Building types

The following is a listing of the types of buildings, their build costs, and what they do for you.

9.7.0.1 Lighthouse

Costs per point of size:	2 stones, 1 wood, 1 iron, 100 silver
Skill required:	3
Maintenance per turn:	100 silver
Maximum size:	None
Capacity:	4 persons

- Beginning from size 10, a lighthouse reduces the possibility that a ship drifts off. This effect extends $\log_{10}$(size of the lighthouse)+1 regions around the building.
- Beginning from size 10, a lighthouse grants the persons inside reports of all oceans in an area of $\log_{10}$(size of the lighthouse)+1 around the building. In order to receive these reports, the unit's perception skill level must be equal or greater than `distance x 3`. Therefore you will only get a report of an ocean which is 3 regions away if your unit has at least perception at level 9 and your lighthouse is at least of size 100.

9.7.0.2 Mine

Costs per point of size:	5 stones, 10 wood, 1 iron, 250 silver
Skill required:	4
Maintenance per turn:	500 silver
Maximum size:	None
Capacity:	according to size

- Only half of the iron which is produced by units inside a mine is substracted from the ore in the region. This effect is cumulative to special advantages of certain races.
- Units inside a mine get +1 on their mining skill.
- To produce laen you must be inside a mine.

  10 dwarfs produce 40 iron in a region. Due to the special ability of the dwarfs the supply of the region is only reduced by 30 iron.
  If the dwarfs are inside a mine, the supply will be reduced by 15.
  If there are only 7 iron left in the region, the dwarfs can only produce 9 iron without the help of being in a mine or 18 iron if they are in a mine.

9.7.0.3 Quarry

Costs per point of size:	1 stone, 5 wood, 1 iron, 250 silver
Skill required:	2
Maintenance per turn:	250 silver
Maximum size:	None

Capacity:	according to size

- Only half of the stones which are produced by units inside a quarry is deducted from the supply of the region. This number is rounded up (i.e. 45 stones quarried means 23 stones are deducted from the region's supply). This effect is cumulative to special advantages of certain races.
- Units inside a quarry get +1 on their quarrying skill.

10 trolls produce 40 stones in a region. Due to the special ability of the trolls the supply of the region is only reduced by 30 stones.
If the trolls are inside a quarry, the supply will be reduced by 15.
If there are only 7 stones left in the region, the trolls can only produce 9 stones without the help of being in a quarry or 18 stones if they are in a quarry.

9.7.0.4 Sawmill

Costs per point of size:	5 stones, 5 wood, 3 iron, 200 silver
Skill required:	3
Maintenance per turn:	250 silver
Maximum size:	None
Capacity:	according to size

- Only half of the wood which is produced by units inside a sawmill is substracted from the supply in the region. This number is rounded up (i.e. a unit occupying a sawmill which is ordered to make 45 pieces of wood will deliver these 45 pieces of wood while effectively lumbering only 23 trees in the region).
- Units inside a sawmill get a +1 modifier to their forestry skill.

9.7.0.5 Smithy

Costs per point of size:	5 stones, 5 wood, 2 iron, 200 silver
Skill required:	3
Maintenance per turn:	300 silver, 1 wood
Maximum size:	None
Capacity:	according to size

- Units inside a smithy only need half the normal amount of iron to make iron weapons and armour.
- Units inside a smithy receive a +1 modifier to their weaponsmithing and armoursmithing skills.
- Laen is not saved in a smithy

9.7.0.6 Stable

Costs per point of size:	2 stones, 4 wood, 1 iron, 100 silver
Skill required:	2
Maintenance per turn:	150 silver
Maximum size:	None
Capacity:	according to size

- Units inside a stable can produce horses by using the order GROW HORSE. For this the unit needs the skill taming and at least 2 horses.

- A man inside a stable has a percent chance to breed a horse equal to his taming skill. In addition, he is allowed multiple attempts, also equal to his taming skill. For example, a man with level 5 taming skill has 5 attempts of 5% each to breed a horse.
- Per breeding attempt the breeder needs to own one horse. If there are not enough horses available, the additonal attempts are lost.

9.7.0.7 Harbour

Costs per point of size:	5 stones, 5 wood, 250 silver
Total cost:	125 stones, 125 wood, 6250 silver
Skill required:	3
Maintenance per turn:	250 silver
Maximum size:	25
Capacity:	persons according to size, unlimited ships

- A harbour allows ships which are larger than a boat to land in regions which are not plains or forests.
- The owner of the harbour receives 10% of all the money which is earned through trade in addition to the possible income through castles.
- The owner also receives (2*Trade)% of all luxury items which are on board of incoming ships. If the unit which carries the goods is camouflaged on a higher level than the harbour master's perception level is, no goods will be received due to successful smuggling.
- In a region with a harbour, the prices of goods will increase with a probability of 20% instead of the normal 10% (without a harbour).
- There can be only one harbour per region. The one who finishes a harbour first is the owner.
- A harbour will only work if it is completely built.

9.7.0.8 Academy

Costs per point of size:	5 stones, 5 wood, 1 iron, 500 silver
Total cost:	125 stones, 125 wood, 25 iron, 12500 silver
Skill required:	3
Maintenance per turn:	1000 silver
Maximum size:	25
Capacity:	according to size

- On average, units inside an academy learn 25% faster. With a teacher the normal learning time is even reduced by 1/3rd.
- Teachers also get a chance of learning. On average, this way of learning takes them three times as long as normal learning when teach the maxing amount pupils; with less pupils the effect decreases. For this work, both teachers and pupils need to be inside the acadamy.
- Learning in an academy costs 50 silver per person for skills which can be normally learned without any costs and the double amount of silver for skills which cost something to learn them.
- An academy will only work if it is completely built.

9.7.0.9 Mage Tower

Costs per point of size:	5 stones, 3 wood, 2 Mallorn, 3 iron, 2 Laen, 500 silver
Total cost:	250 stones, 150 wood, 100 Mallorn, 150 iron, 100 Laen, 25000 silver

Skill required:	5
Maintenance per turn:	1000 silver
Maximum size:	50
Capacity:	2 persons

- Inside a mage tower, a mage regenerates 50% more mana than he usually does.
- The power of every spell casted inside a mage tower is increased as if the spell was cast one level higher.
- Casting errors or mistakes occur less often for any mage casting inside a mage tower..
- A mage tower will only work if it is completely built.

9.7.0.10 Caravanserei

Costs per point of size:	1 stone, 5 wood, 1 iron, 500 silver
Total cost:	10 stones, 50 wood, 10 iron, 5000 silver
Skill required:	2
Maintenance per turn:	3000 silver, 2 Horses
Maximum size:	10
Capacity:	according to size

- A caravanserei allows you to build roads in deserts. If the caravanserei is destroyed, half of the roads will be also destroyed.
- A caravanserei doubles the possible volume of trade. Its owner gets a part of the profit as per the castle rules.

9.7.0.11 Dam

Costs per point of size:	5 stones, 10 wood, 1 iron, 500 silver
Total cost:	250 stones, 500 wood, 50 iron, 25000 silver
Skill required:	4
Maintenance per turn:	1000 silver, 3 wood
Maximum size:	50
Capacity:	according to size

- A dam allows you to build roads in swamps. If the dam is destroyed, half of the roads will be also destroyed.
- A dam will only work if it is completely built.

9.7.0.12 Tunnel

Costs per point of size:	10 stones, 5 wood, 1 iron, 300 silver
Total cost:	1000 stones, 500 wood, 100 iron, 30000 silver
Skill required:	6
Maintenance per turn:	100 silver, 2 stones
Maximum size:	100
Capacity:	according to size

- A tunnel allows you to build roads in glaciers. If the tunnel is destroyed, half of the roads will be also destroyed.

- A tunnel will only work if it is completely built.

9.7.0.13 Inn

Costs per point of size:	4 stone, 3 wood, 1 iron, 200 silver
Skill required:	2
Maintenance per turn:	5 silver pro of size
Maximum size:	None
Capacity:	according to size

- Units inside an inn regenerate their hit points 50% faster than normal.
- All persons inside an Inn need 14 silver per round to live instead of the normal 10 silver per round.

9.7.0.14 Monument

Costs per point of size:	1 stone, 1 wood, 1 iron, 400 silver
Skill required:	4
Maintenance per turn:	None
Maximum size:	None
Capacity:	according to size

- The name and the description of the monument can only be entered once. This can never be changed again.
- The monument has no in−game functionality.
- A monument without anyone inside it will fall down by 10% of total size (but at least by 1 point of size) per round.

10 Silver

Money makes the world go round; even in Eressea. Many different ways to earn money exist in Eressea: You can earn money by working, entertaining the peasants, collecting taxes, trading, or even theft.

Working is more of a type of stopgap, units workig will earn barely enough to feed themselves. You can make quite a lot of money with entertainnment and taxation. Especially at the beginning of your ventures, trading might be the biggest source of income, profits of some thousands of silver are possible! Silver has its own weight: each 100 pieces of silver equal one unit of weight (UW). When calculating weight it is a common rule to round up; even one piece of silver can be too much.

Because persons (of most races) can carry 5.4 units of weight, they can carry up to 540 silver with them; when carrying 541 silver a single person is overloaded. A boat (50 UWs capacity) for example, can carry one person (10 UWs in most cases) with 4000 silver; even 4001 silver would be too much.

10.1 Expenses: food, maintenance recruitment costs

Every person of a faction and each peasant require 10 silver each turn to buy themselves the supplies needed to survive. Units of a faction help each other with silver when staying in the same region, i.e. it is basically enough if one unit has enough silver for all persons present (which can lead to catastrophes when done wrong and nobody else has any silver!). Units which move have to be suplied, where they will arrive. Usually this is done by having the moving unit carry enough silver to feed itself.

Without enough silver, units will suffer from hunger. Each starving unit is damaged by between 13 and 24 points of damage. Halflings are an exception: these greedy small folk suffer between 15 and 28 points of damage whenever there iss nothing for dinner. If a person is damaged more than it has hitpoints, it will die. A starving unit is not able to do anything besides WORK, and it cannot give persons to other units. Finally, the skill levels of starving units are reduced by half (i. e. the effective level of skill is reduced by half, rounded down).

Even some buildings require weekly maintenance costs in order to function and not collapse. These maintenance costs are due at the start of each turn, they must be collected the turn before and are due as soon as the construction of the building has started (so it's the same with unfinished buildings). If there is not enough money, the building will not function. If there is enough money by the end of the turn, the building will be protected from collapsing at least. More information on buildings can be found here.

If you want to recruit persons, you will not need anything more than some silver, because the peasants to be recruited are often especially hungry and thirsty. For each person that is going to be recruited you must to pay them between 40 and 150 silver per person. The exact cost depends upon the faction's race, more information can be found in the races chapter.

If a region is guarded by a foreign faction, that has neither set HELP GUARD nor HELP ALL for your faction, you cannot recruit any new persons in that region. There is one exception to this: if your STEALTH exceeds the PERCEPTION of the guarding faction you can recruit new persons. Newly created (empty) TEMP–Units can recruit new persons if the unit issueing the MAKE TEMP command is 'invisible' to the guarding faction.

You can only recruit persons of your own race! Persons from foreign races can only be admitted to human factions and they have to be given to them by other factions.

10.2 Income: work, entertainment and collecting taxes

You can earn money by working in the agricultural sector (see the WORK order). However, the bigger the forests in a region are, the smaller the area that can be used for farming, and the smaller amount of peasants (and player units) which are able to work: for each tree, eight peasants or persons in a unit are not able to work in that region (for each young tree: 4). How many persons can work in a region (i.e. without any woods) depends on the type of region. For more information, look at the WORK order.

Normally, a peasant earns 11 silver each turn. This wage may be increased by a castle bonus. A fully constructed citadel raises the wage up to 16 silver for each peasant per turn. See this table for a chart detailing the effects of castles upon local production. If, for instance, a citadel has been built in a plain and all the trees are cut down, 10000 peasants are able to supply themselves and another 6000 persons.

However, the player controlled units earn less; in the end they are just unskilled workers. How much they are able to earn can be seen in the report. You can determine how much your units will earn by WORKING by looking at this table for the WORK order.

Armed and trained henchmen can squeeze 20 silver out of the peasants for each man and skill level of taxation. For example, 6 men with level 3 taxation can earn a total of 360 silver a turn if there is that much money left to be taxed in a region. In order to tax, the unit needs the taxation skill, weapons, and the corresponding weapon skills (i.e. melee, polearm, bow, or crossbow).

Similarly, each faction can guard a region. If a unit is issued a GUARD order it will guard the region the next turn. Guarding units are instantly visible to everyone. They prevent other factions from collecting taxes. Other factions may be allowed to tax a region is the GUARD'ing unit is also issued a HELP GUARD order to allow the specified factions to tax.

If a region is being guarded by more than one faction, only the factions that received HELP GUARD from the guarding factions can collect taxes (or cut wood).

If the number of peasants in a region is close to the maximum capacity, the silver reserves in the region are going to be needed to support and feed the peasants. This leaves no silver available to be taxed, the population is already struggling to support itself. Units may still tax, but this causes peasants to starve to death, reducing the amount of silver produced next turn. In this situation, it is extremely useful to build a castle in order to raise the efficiency and wages of the local peasants. A wage increase of only +1 (i.e. to 12 silver per peasant) would cause 2,000 peasants to earn an additional 2,000 silver for you to tax.

The silver that remains after feeding and paying taxing units is then available for entertainment. Up to 5% of this remaining silver can be be earned by entertainers using the ENTERTAIN order. Each entertainer can earn up to 20 silver per skill level in entertainment.

10.2.0.1 Income possibilities:

Food and income costs.
For each tree, the maximum number of peasants that may work is decreased by 8, for each young tree the number is decreased by 4.

Region Type	Trees	Peasants	Wage	Total Income	Food costs	Taxes	Entertainment
Plain	200	3,742	11	41,162	37,420	3,742	187
Plain	200	3,742	14	52,388	37,420	14,968	784
Forest	818	3,742	11	38,016	37,420	596	29
Forest	818	3,742	12	41,472	37,420	4,052	202

In the last example, the total income is smaller because not all the peasants can work. This is because too many trees are preventing them from growing food.

The chart also does not take into consideration the peasants' savings. They will live on these savings when overpopulation strikes. The silver available for entertainment are also affected by the amount of savings the peasantry has.

In your reports, these savings appear in the region's description after the amount the of peasants. This silver can be collected via taxation without any danger of starving the peasantry. However, peasants will emigrate to neighboring regions when those regions are richer.

10.3 Theft & Stealing

There is a dishonest way to earn silver as well: theft. Units which are disguised can try to steal silver from other units.

If the stealth skill level of the thief is higher than the best perception skill level of target's faction in the region, the thief will steal 50 silver for each level of difference. In this case, the stolen silver comes from the whole silver pool of the target faction in that region, even if the faction doesn't have the OPTION SILVERPOOL turned on. The faction being stolen from will receive a message, telling it that it was stolen from, but not from who.

If the thief's stealth skill level is as high as the best perception skill level of the target's faction in the region, the theft fails and the target faction receives a message telling it that it was the victim of a theft attempt, but the identity of the thief was unknown. If the thief's stealth skill level is lower than the best perception skill level of the target's faction, then the target's faction will know who the thief was.

10.4 Establishing trade relations

In every region, the peasantry produce one special luxury item. Your units may purchase this product. In all regions that do not produce this special luxury product, there is a continuously rising demand. If you are not afraid of the risks involved in long distance travelling, trading is a very lucrative method of earning silver.

In order to trade, a unit needs the trade skill. For every level of trade skill, a unit can buy up to 10 luxury items or sell 10 luxury items. The better the trader is and the more traders are present, the more items can be bought and sold each turn.

Furthermore, some form of castle is needed for the trade to take place. At least a fortification size castle is required. It does not matter who controls the castle, the owner cannot directly prevent the trading from taking place. However, he can indirectly prevent trading from going on by simply attacking the trading units with his own armed units.

Units can only trade from a ship if the region is not being guarded or if all of the guarding factions have set HELP GUARD to the unit's faction.

The owner of the biggest castle within a region receives part of the trade profits of the region, much like customs. This silver is deducted from the earnings of every trader. If there are two castle of the same size in a region, no one will receive the customs money. The amount deducted for customs can be found in this table.

This table shows the basic prices of luxury goods. The number of units of luxury goods that can be bought without raising the price is 1% of the number of peasants in the region. Every time this amount is bought (the total bought by all factions), the price rises by the basic price. A region with 2,000 peasants means 20 luxury items can be bought without raising the price. The price drops to normal the next turn because more luxury goods are produced.

Basic prices of luxury goods.

Luxury good	Basic price
Oil	3
Spices	5
Silk	6
Gems	7
Incense	4

Myrrh	5
Balm	4

The sale price of a luxury item in a region is a multiple of the basic price, and is declared in the report of the region. As soon as 1% of the peasants has bought a certain good, the sale price drops by the basic price and rises again slowly in the following turns. Each turn, there is a 10% chance for each luxury good for its sale price to increase by its basic price. In regions with a port, this chance is 20%. For example, in a region with 1,000 peasants, as soon as 10 oil is sold there, the sale price of oil will drop by 3 silver (one basic price). Next turn, there is a 10% chance this sale price will rise again by 3 silver (one basic price).

The sale prices of luxury items are independent of faction. Without trade agreements between players, the selling prices of luxury goods can easily be ruined.

All purchases and sales of luxury goods are divided evenly amongst players. The dropping or raising of prices will affect all players who buy or sell that turn.

In a region with 8,000 peasants, the sale price of incense is 4 silver, and the sale price of spices if 15 silver. 1% of the peasants in this region is 80. If all the traders in the region sell 200 spices, the first 80 units are sold for 15 silver a piece, the next 80 units are sold for 10 silver a piece (down one basic price for spices), and the last 40 spices are sold for only 5 silver a piece.

If 100 incense is bought in the same region, the first 80 are bought at 4 silver a piece, and the next 20 are bought at 8 silver a piece (an increase of one basic price).

The region does not lose any money when luxury items are sold to the local peasantry. The peasants create luxury goods to be sold elsewhere, replacing the silver taken out of the region. The silver does not appear of thin air, rather it is abstracted away under the guise of peasant productivity.

10.5 Silver and item pools

Especially with big factions you might lose track of the available amounts of silver and other items. Obviously, distributing silver among your units is a burden.

The silver pool relieves the player from this task. When a unit is given the recruit order, it automatically takes enough silver (if the faction possesses enough silver on all its units in that region) to recruit the new persons. The same occurs when a unit tries to learn a skill that costs silver. Remember that using the silver pool may take away silver needed to feed other units.

Buildings can likewise be supplied out of the silver pool if the silver is in the region at the beginning of the turn. If the faction which owns the building cannot pay the maintenance costs, the building is ineffective for this turn. At the end of the turn, the faction will try to pay the maintenance costs again. If there is still not enough materials or silver, the building collapses.

Units will never give away more which they need for their own food. If you want them to hold onto more or all of their money, you can order them to RESERVE the silver.

TEMP units cannot reserve silver. They take the money they need to recruit out of the silver pool, but if they need any money or items when moving into another region, it must be explicitly given to them from other units with the GIVE order.

Beware: When TEMP units receive silver, they will used it to recruit men to reach their desired size. If you give a TEMP unit 100 silver, it may not have 100 silver after it is done recruiting up to full size.

Silver that is transferred with the GIVE or @GIVE order is automatically reserved and will not be used in the silver pool.

The silver pool and RESERVE orders will not stop units from sharing silver to feed each other. All silver in a region will be used to feed a faction's units, despite any RESERVE orders or the turning off of the OPTION SILVERPOOL order.

The item pool is identical to the silver pool regarding materials. Every unit which needs something (stones, wood, etc.) for the construction of buildings will take it from any unit in the region. Units can also RESERVE materials so that no other unit will use them for another purpose. As with silver, all items transferred with the GIVE or @GIVE orders are automaically reserved.

Beware: The item pool only works for production, i.e. the MAKE order. If a unit needs weapons for collecting taxes, those weapons must be transferred with the GIVE order first.

Inexperienced factions should think carefully about using the item pool, it is easy to accidentally take resources from other units and upset orders.

11 The Art of War

You cannot avoid conflicts in Eressea. There are conflicts because of silver, regions, taxes, trading routes and so on. Therefore you must search for friends and allies because: "Friends come and go, but enemies always increase."

11.1 Sieging

If you have enough armed men, you can besiege a castle. How many men you need depends on the size of the castle: for every size–point of the castle you need two men. Therefore you need 128 men to siege a size 64 castle. These men must be armed or have a catapult, and must be able to use their weapons (i.e. have the appropriate weapon skills).

You must guard the region with the castle one week before you can start sieging the castle. After this, in the next turn, you can start the siege. Therefore you must be careful about guarding units of foreign factions. If a castle is besieged, its inhabitants are cut of from the outer world and all sources of income. If the besiegers have catapults, they fire these and slowly destroy the castle.

If a unit's stealth skill exceeds the perception skill of the besieging unit by at least three levels, it can leave and enter the castle at will e.g. to smuggle goods into the castle.

You can besiege a castle as long as you want. If the besieged faction can't end the siege through negotiation then only an attack against the besieging faction can end the siege.

11.2 Taking sides: resolving allegiances

Use the ATTACK order to order one of your units to attack another player's units. The timing of ATTACK orders is randomly executed. During an attack, all units in the region gather and fight man to man. A battle lasts at most 5 rounds, plus a special round called the tactician's round.

The attackers are all units who had the order ATTACK against one or more units of the defenders.

The defenders are units which were attacked directly, combat ready units of the attacked faction, and combat ready units of any factions allied with the attacked faction (i.e. allied using HELP COMBAT).

There are different reasons why a unit joins the battle. These are in following priority:

1. The unit attacks another unit. This unit will always enter combat.
2. The unit is attacked by another unit. You must distinguish between three cases:
    ♦ The unit itself attacked another unit. This unit will always enter combat.
    ♦ The unit is ready to fight. This means it had a COMBAT FRONT or COMBAT BACK setting. This unit will enter combat.
    ♦ The unit has a COMBAT FLEE setting. In this case it tries to flee (look here for rules about escaping).
3. A unit of the own faction is attacked by somebody. The unit enters combat if neither COMBAT NOT or COMBAT FLEE is set. In the latter case the unit does not try to flee, because it was not directly threatened. Instead, it will stay in the region and not participate in the fighting.
4. A unit of an allied faction (a faction in which HELP COMBAT was set) is attacked by somebody. The unit enters combat if neither COMBAT NOT or COMBAT FLEE is set. In the latter case it does not flee, because it is not directly threatened. Insetad, it will stay in the region and not participate in the fighting.

Allies help the defenders automatically even when the defender itself attacked. Attacked units defend themselves with the whole faction except units which explicitly have orders keeping them from fighting. For an attack the COMBAT status matters. It is clear that units with COMBAT NOT or COMBAT FLEE set cannot attack.

Warning! Units in a besieged castle can't help units outside the castle.

If more factions want to attack a single faction they should ally by setting HELP COMBAT to each other, because it is possible that the attacked faction will counter−attack one of the two factions. In this case, the two factions will help each other only when this status is set.

To attack a common enemy together every faction has to attack at least one unit of the enemy. To defend against a common enemy it is enough to have set HELP COMBAT amongst each other.

Normally, two factions are considered allied when they both have COMBAT HELP set towards each other, and neither attacks a faction that the other is also allied with.

Example 1:

> A helps B and C. C attacks B, A joins the fight because B is allied. C isn't allied because it attacked an allied faction.

Who fight against whom?

A faction fights against its enemies. Its enemies are factions which attack it, factions which it attacks, or factions that attack its allies. A faction "helps" everyone who is fighting against one of its enemies. In this case, the COMBAT status doesn't matter.

Example 2:

> A helps B and C. B and C attack each other. A helps neither B nor C, because nobody counts as ally and nobody is enemy of A.

Example 3:

> A attacks B and C. B and C help each other even if they are not allied, because A is a mutual enemy. If B has only archers and C only front fighters the fighters of C save the archers of B. Exception: B and C are enemies, because for example B fights against D, an ally of C. In this case they don't help each other and also not against A.

Active units in a battle can't execute long orders. Every unit which attacks another or defends itself is active. Every unit has a counter, which counts the active rounds of the unit. If every person on average was active more than one round of combat, no long order can be executed that turn.

11.3 Beginning the battle: the tactician's ambush

At the beginning of the battle the faction with the best tactician gets an extra round to attack while the enemy cannot defend. A tactician, who fights in the front row, gets a +1 bonus to his tactics−skill. If both sides have equally skilled tacticians, both sides can attack.

Every tactician gets a bonus which starts by 0 and can get very high, although the probability of getting an extreme high bonus is relatively low.

A battle lasts at most, 5 rounds. In every round the combatants attack in random order.

11.4 Formations

In the battle there are two rows. The front and the rear row. units with COMBAT NOT set are in the third row and units with COMBAT FLEE set are behind in the fourth row. Only units in the first two rows can participate in the battle. Units in the third row which are attacked defend themselves, units in the fourth row flee (look here).

Units which fight in the second row (COMBAT REAR) can only be attack in close combat if they join the front. Otherwise, they use their bows and crossbows and cannot be attacked in close combat. They are however, vulnerable to ranged fire from enemy ranged weapons (33% chance of hitting the rear row with a ranged weapon).

Magicians can cast spells in first and second row. If no combat spell is set the magician's arm themselves and fight with their weapons.

If a faction and its allies have more then ten times more enemies at the front row, all units from second row move to front.

11.5 Mustering of soldiers

It should be clear now who actually participates in the battle. The next question is against whom does a unit fight. A faction A fights against a faction B in of the both following cases:

- faction A has attacked faction B
- faction A attacked a faction C which B has set HELP COMBAT

You should pay attention to the fact, that the question who fights against whom is decided on factions. It is enough to be attacked by one single unit of the enemy to defend with all units which are ready to fight.

Now the units arm themselves. Every man in every unit takes a weapon and armor he is able to use. Magicians with a combat spell set don't take a weapon, they use their spell. Attention: unused weapons and armor are not given to units which are not armed.

The owners of a catapult will use it to attack. In close combat they also wield weapons they are able to use.

During the combat the units try to wield the weapons they can use best. If there are more weapons of one type the selection is random. So an archer who is suddenly moved to the front takes a sword if he has at least MELEE 1. If there are not enough weapons in one unit the selection of weapons is determined by skills (i.e. weapons go towards the unit with the highest skill in that weapon).

The enemy defends himself in the following way:

- Against missile weapons he defends himself with half his weapon skill level (rounded down).
- Against a close combat weapon he defends, if he is able to, with a close combat weapon. If he is unarmed the rules for unarmed combat apply.

11.6 Melee Combat

Individual fighters face each other according to these rules:

- The base defense value (DV) of a man in combat is 7. This means he has an 80% chance to parry an attack and not be hit (i.e. the attacker will roll equal to or less than 7 on a scale of zero to nine).
- The difference of the two skill levels is added to the DV. The attacker's weapon skill is subtracted from the DV, while the defender's weapon skill level is typically added to the DV. In most cases, the DV is equal to: 7 − attacker's skill level + defender's skill level.
- Weapons may have individual bonuses or penalties for both attacking and defending. For example, halberd wielders have a −1 penalty to hit when attacking (either starting an attack or counter−attacking), but receive a +2 bonus to parry enemy attacks.
- This DV is further affected by modifiers based upon the weapons used and other circumstances.
- To determine whether the opponent gets hit a random number between 0 and 9 is calculated. If the result is greater than the DV, a hit is dealt. If the result is 9 another random number between 0 and 9 is added to the first 9. Thus opponents with DVs greater than 8 can still be hit.

Every enemy attacks once and defends once (if he is attacked)

Missile weapons may have an extra penalty to hit, reflecting the difficulty of using these weapons.

A hit causes damage depending on the weapon used. Different weapons cause different amounts of damage. It's always helpful to have a high weapon skill level, the difference between the attacker's weapon skill level and the defender's weapon skill level is added to the damage. Only the weapon skill levels of the weapons actually used are considered and modifiers e.g. based on horse−back combat do not affect the damage dealt. This applies to both ranged and close combat.

If a fighter receives more damage than his current hit points, he dies. The damage taken in a battle is cumulative.

If a fighter wears armor, the protection value of the armor is subtracted from the damage of every hit. If is possible to use up to one armor and one shield together. However, armor (but not shields) usually slightly increase the chances that a fighter will be successfully hit in combat. Shields provide less protection, but also slightly reduce the chance a fighter will be successfully struck in combat.

Lastly, the skill ENDURANCE gives units extra hit points.

11.7 Ranged combat

Missile weapons and catapults are best used from the second row. There they are screened by the close combat fighters. Missile weapons have a 67% chance of hitting fighters in the front row, and a 33% chance of hitting fighters in the rear row.

This table shows the differences between the missile weapons. It is very hard to use a bow, but you can use it every round. Crossbows are much easier to handle but you can use them only every other round. For units with low skill levels it is best to use crossbows. For elite fighters it is better to use bows. Catapults do heavy damage at the beginning of the fight, but it takes a very long time to reload.

Every catapult fires randomly in one of the 5 first combat rounds, and then takes 5 rounds to reload.

Catapults require ammunition. Ammunition is made by units having the quarrying skill. Skill level 3 is required to create one salvo worth of ammunition, enough to fire 6 shots.

All attacks with a missile weapon are penalized by the value in the penalty column of the table. The defender also tries to dodge, adding half his skill level to his DV before subtracting the attacker's skill level with the ranged weapon.

Missile combat − Ranged penalty to hit and reload times.
[*] Units inside a castle get twice the normal defensive bonus against ranged weapons.

Weapon	Skill	Hit Penalty[*]	Reload Time
Crossbow	crossbow	0	2
Catapult	catapult	4	5
bow/elven bow	bow	2	0

The reload time indicates how many rounds it takes to reload the weapon. Therefore a catapult can be used once in combat. Crossbows fire every third round and bows every round.

11.8 Bonuses and penalties

Various factors affect the chances of succesfully hitting an opponent:

1. unarmed or wrong weapon skill: Unarmed units fight with a skill level of −2 while Orcs with a skill level equal to their highest weapon skill − 3. Fighters with weapons but no appropriate skills also fight with skill level −2.
2. castle bonus: Units in castles get a bonus to defense. This bonus depends on the size of the castle. The different buildings give a bonus from +1 to +5. Units attacking from inside the castle don't get this bonus, but the bonus applies if attacked with missile weapons.
3. horse bonus: In plains, deserts, and highlands units in the first row can use horses. The ride a horse in battle you need at least a RIDING skill level of 2. Mounted units get a +2 bonus for attack and defense because they are faster and more agile. Units which attack castles, are in castles, or upon ships do not get the horse bonus. Trolls cannot use horses in combat.
4. lance/spear bonus: mounted lance and spear wielders get another +1 bonus to attack. This is in addition to the standard +1 OB bonus lances (but not spears) give when attacking.
5. halberd bonus: spear and halberd fighters without horse get a +1 bonus to defense against mounted units. This is in addition to the standard +2 DB bonus halberds always give when defending.

Examples:

- Base DV of the defender: DV = 7
  Attacker with skill level 3, defender skill level 4 −> DV = 7 − 3 + 4 = 8
- Base DV of the defender: DV = 7
  Defender is inside a citadel −> +5 DV −> DV = 7 + 5 = 13
  The attacker has only a chance of 10% to roll a 9 (on a scale of zero to nine) and therefore receive another roll of the dice. The attacker then only has a 40% chance of rolling a 6 or higher so that the total of the two dice exceeds 15. This means that the attacker has an overall 4% chance of successfully striking a defender in a Citadel (10% x 40% = 4%). Obviously, Citadels provide excellent defense assuming one does not leave them to attack.
- Base DV of the defender: DV = 7
  This time the defender is outside the citadel:
  Attacker with skill level 3, defender skill level 4 −> DV = 7 − 3 + 4 = 8
  If the attacker has RIDING of at least 2 and uses a horse, he receives a horse bonus of +2 to his attack skill level (in effect, a −2 to the defender's DV). −> DV = 7 − 3 + 4 − 2 = 6
  In this case the attacker has a 30% chance to hit the defender (i.e. the attacks rolls a 7, 8, or 9 on a scale of zero to nine).
- Base DV of the defender: DV = 7
  A swordsman with MELEE 3 attacks a horseman with RIDING 1 and POLEARM 2. −> DV = 7 − 3 + 2 = 6
  The swordsman receives his weapon skill level (MELEE 3) as a bonus to hit, but receives the horseman's weapon skill level (POLEARM 2) as a penalty to hit. The horseman does not receive a +2 horse bonus to defense because his RIDING skill is too low.
  The swordsman must roll higher than 6 to hit the horseman (30% chance on a scale of zero to nine).
- Base DV of the defender: DV = 7
  A horseman with RIDING 3 and POLEARM 3 attacks an archer with BOW 3. The horseman receives a total attack bonus of +6 (+3 for his POLEARM 3, +2 for using a horse with RIDING of at least 2, and +1 for using a spear or lance while mounted). The archer defends at −2 because the archer does not have a close combat weapon. DV = 7 − 6 − 2 = −1
  The horseman will hit the archer with every attack (zero is greater than −1, so every roll will cause a hit).
- Base DV of the defender: DV = 7
  An archer with BOW 3 fires his bow at a horseman with RIDING 3 and POLEARM 3. The Archer receives a total attack bonus of +1 (+3 for BOW 3, and −2 for using a bow). The horseman defends at +3 (+1 for half of POLEARM 3 rounded down, and +2 for mounted with at least RIDING 2). DV = 7 − 1 + 3 = 9
  The archer has a 9% chance to hit the horseman (10% chance to roll a 9, and then a 90% chance afterwards to roll one or more on the second roll).
- Base DV of the defender: DV = 7
  A spearman with POLEARM 3 inside a castle attacks a horseman with RIDING 2 and POLEARM 3. The spearman's total attack bonus is +3 (+3 for POLEARM 3, he does not receive the halberd bonus or the castle bonus because he attacked). The horseman's total defense bonus is +3 (+3 for POLEARM 3, no horse bonus because he is inside a castle, and no lance bonus because he is defending). DV = 7 − 3 + 3 = 7
  The spearman must roll higher than a 7 to hit (20% chance on a scale of zero to nine).

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- Base DV of the defender: DV = 7
  A horseman with RIDING 2 and MELEE 2 attacks a spearman with POLEARM 3. The horseman attacks with a +4 attack bonus (+2 skill level, +2 horse bonus) against the spearman's +6 defense bonus (+3 skill level, +2 halberd DB, and a further +1 halberd bonus against mounted units). DV = 7 − 4 + 6 = 9
  The horseman has a 9% chance to hit the spearman (10% chance to roll a nine, and therefore earn a second roll, which has a 90% chance of rolling a one or more).
- Base DV of the defender: DV = 7
  A spearman with POLEARM 3 attacks a horseman with RIDING 2 and MELEE 2. The spearman attacks with a +2 bonus (+3 from POLEARM 3, −1 for using a halberd to attack. There is no halberd bonus against a mounted unit because the spearman attacked). The horseman defends with a +4 defense bonus (+2 for MELEE 2, and +2 for riding a horse with at least RIDING 2). DV = 7 − 2 + 4 = 9
  The spearman has a 9% chance to hit the horseman (10% chance to roll a nine, and therefore earn a second roll, which has a 90% chance of rolling a one or more).
- Base DV of the defender: DV = 7
  A horseman with RIDING 2 and POLEARM 3 attacks another horseman with same skill levels. The attacking horseman attacks with a +6 attack bonus (+3 for POLEARM 3, +2 for riding a horse with at least RIDING 2, and +1 for attacking with a lance/spear while mounted). The defending horseman has a defense bonuse of +5 (+3 for POLEARM 3, and +2 for riding a horse with at least RIDING 2). DV = 7 − 6 + 5 = 6
  The attacking horseman has a 30% chance to hit the defending horseman (rolling on a scale of zero to nine).

11.9 Escaping

Men with COMBAT NOT will try to flee if they are attacked and have less than 20% of their hit point total. Men with COMBAT FLEE set will try to flee if they are attacked or if they have less than 20% of their total hit points. Men trying to escape will attempt to do so every round, and may take damage before they successfully escape. Unit members that flee the battlefield only move to an adjacent region if the rest of the unit is killed during combat. They retreat from battle and watch its outcome from a safe distance. If the unit survives, the fugitives will rejoin their unit. Otherwise all of them will flee to one of the adjacent regions and form a new unit.

Escaping is a long order, you can't execute more long orders in this turn.

Escaping units take as much silver with them as they are able to carry (this means a maximum of 540 silver). If they have a horse and are able to ride, they take it with them. They also take all weightless items with them. All other items will be destroyed. Neither the enemy nor the peasants in the region get the lost equipment.

11.10 Ships

Battle upon ships is much the same as battle upon land. The ships board each other and the enemy units fight against each other. Ships without or too few men drift out of control.

If you want to disembark units from a ship, you must wait one turn. The first turn the units leave the ship. This gives the enemy a chance to react.

You can attack from land without delay. The fight between ships is only possible on ocean.

11.11 Piracy

Piracy gives a captain the possibility to capture enemy ships in neighboring regions.

The captain is lying in wait for ships which move into the neighboring regions. He steers the ship into the region when a ship belonging to a targeted faction arrives nearby. Factions can be targeted by using the PIRACY <faction num.> command. You can follow a ship with the order FOLLOW SHIP. To turn pirate you can set a new identification number

for the ship. This is done with the order NUMBER SHIP.

You should pay attention to a few facts:

- This also works if the ship is on the coast. So it is an effective possibility for securing a coastline.
- Pirate captains are really stupid. They can't judge if their target is more powerful than themselves. They will willingly move their in and attack a fleet of 100 ships. Piracy has its risks.
- If there are more than one targets, the captain picks one randomly.
- If a pirate of an allied faction who is in the same region, has found a target, your captain will attack the same ship if this is also an allowed target.

11.12 The aftermath of battle

Units which were damaged in battle stay damaged. This is shown in reports.

After the fight mages can save units which have died. Heal potions are also now used. The saved units get 1 hit point per man.

Wounds heal over time. Wounded units get 10% of their maximum hit points every turn, but at least 1 hit point per turn. Undead units cannot regenerate hit points.

After this the fallen men are counted and all useful items from the dead are handed out to the survivors. All materials except silver, iron, wood and stone have only a 50% chance of surviving a battle.

11.13 Tables

Weapon damages from on foot or on horseback, bonuses/penalties to attack/defense, and skills used.

Weapon	Damage (foot)	Damage (horse)	OB	DB	Skill Used
Catapult	(3d10+5) x 6	(3d10+5) x 6	0	0	Catapult
Crossbow	3d3+5	3d3+5	0	0	Crossbow
Mallorn Crossbow	3d3+6	3d3+6	0	0	Crossbow
Bow	1d11+1	1d11+1	0	0	Bow
Mallorn Bow	1d11+2	1d11+2	0	0	Bow
Elven Bow	2d6+4	2d6+4	0	0	Bow
Spear	1d10	1d12+2	0	0	Polearm
Mallorn Spear	1d10+1	1d12+3	0	0	Polearm
Halberd	2d6+3	2d6+3	−1	+2	Polearm
Lance	1d5	2d6+5	0	−2	Polearm
Mallorn Lance	1d5+1	2d6+6	0	−2	Polearm
Sword	1d9+2	1d9+2	0	0	Melee
Claymore	2d8+3	2d8+3	−1	−2	Melee
Axe	2d6+4	2d6+4	+1	−2	Melee
Laensword	3d6+10	3d6+10	+1	+1	Melee
Unarmed	1d5	1d6	0	0	N/A

- x d y +z means x * (1..y) + z; 2 d 10 + 5 will give results between 7 2 times 1, plus 5) and 25 (2 time 10, plus 5).
- Damage (from on foot) and Damage (from on horse) indicate how much damage that particular weapon does, either from on foot, or mounted. It does not matter whether the target is mounted or on foot, the damage inflicted solely depends upon whether the wielder is on foot or on a horse. Note that the difference in weapon skill level will add or subtract from the damage dealt.
- OB and DB are the offensive and defensive bonus. The OB is applied whenever a unit attacks (either initiated the attack, or it is counter– attacking). The DB is applied whenever a unit tries to parry. Axes are better at attacking, while halberds are better at defending.

<div align="center">

Hit Points gained from the endurace skill
The formula is `((skill level / 2) ^ 1.5) * 20%`

</div>

Endurance skill level	1	2	3	4	...	10	...	15
Bonus Hit Points	+7%	+20%	+37%	+56%	...	+220%	...	+410%

Armor Name	Protection	Chance to be hit in combat
Laenmail	6	100% normal
Platemail	5	130% normal
Chainmail	3	115% normal
Laenshield	2	75% normal
Shield	1	85% normal

- A man can use only one suit of armor, therefore multiple suits of armor do not provide additional protection. Units can use shields together with armor. Again, a man can only use one shield at a time.
- Platemail subtracts 5 points of damage per hit, but increases the chance to be hit by 30%. A shield subtracts 1 point of damage and reduces the chance to be hit by 15%. Natural armor only half counts if you wear armor. So a race with 2 natural armor can get an armour value of 9 (6 from Laenmail, 2 from a Laenshield, and 1 from half their natural armor). or 7 (5 from Platemail, 1 from a Shield, and 1 from half their natural armor).

A soldier attacks an unarmed man and has a 60% chance to hit him. If the defender wears chainmail the chance is increased to 69% (60% x 115% = 69%). However, the defender would take 3 less damage per hit. If the defender has a shield instead, the chance of him being hit is reduced to 51% (60% x 85% = 51%). The defender would then take only 1 less damage per hit. With a Laenshield, the chance to be hit is reduced to 45% (60% x 75% = 45%), and the defender would take 2 less damage per hit. Armor and shields are cumulative. With chainmail and a shield, the chance of being hit is 58.65% (60% x 115% x 85% = 58.65%). The defense value is always rounded down.

<div align="center">

Hit Points, Resist Magic, and Natural Armor of all races.

</div>

Race	Hitpoints	Resist Magic	Natural Armor
Humans	20	0%	0
Aquarians	20	0%	0
Dwarves	24	5%	0
Orcs	24	−5%	0

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Elves	18	10%	0
Halflings	18	5%	0
Goblins	16	−5%	0
Trolls	30	10%	1
Demons	50	15%	2
Insects	24	5%	2
Cats	20	0%	0

- Magic resistance indicates what percentage of magic damage is substracted. A negative number means this percentage of damage is instead added to the total.
- Natural armor reduces the damage from successful hits. Only half of natural armor is added if armor is worn.

12 Alliances

Alliances are the basis of cooperation in the world of Eressea. If you are looking to trade, declare war, or make peace, alliances are the cornerstone of player interaction. All alliances are formed using the HELP order.

If you use the HELP order to support another faction, it is by no means required to act likewise. It is up to the other faction to decide on how to reciprocate the alliance. The wise usually put alliances to the test before relying upon them.

In addition, there are several different types of the HELP order. To ensure that HELP is not abused, it is possible to limit what kind of "assistance" your allies can give you. Examples of sabotage include: a unit that is supposed to travel extensively could be weighed down with a bunch of stones, or an opponent's elite units could be reduced to regular units by adding unskilled men into their ranks.

12.1 The different types of support

HELP <faction no.> GIVE
> Your own units will accept everything given to them by units of the indicated faction (silver, items etc.) This order is like a permanent CONTACT order.
> In order to give men or units to units of a different faction, the receiving unit still has to use the order CONTACT <unit no.>

HELP <faction no.> COMBAT
> Your own units (both FRONT or REAR position) will take part in any fight in which the indicated allied faction is attacked. If you are allied with both sides of the waring factions your units will not take part in the fight.

HELP <faction no.> SILVER
> You will support the indicated faction with silver coins if necessary. Should any of the other faction's units need silver for nourishment the silver will be taken from your faction. Your units will never give away silver that they need to support themselves.

HELP <faction no.> GUARD
> Normally, if a region is guarded, no other faction will be able to tax or entertain the local peasants. Units moving through the guarded territory may be stopped. Elven guards also prevent the chopping of trees.
> If you order your faction to HELP <faction no.> GUARD, the indicated faction will be allowed to move, tax, entertain and log trees in regions guarded by your faction.
> This order will also allow the indicated faction to enter your ships and castles.

HELP <faction no.> FACTIONSTEALTH
> If you disguise your units via the HIDE FACTION NUMBER faction-id} order as belonging to a different faction, all factions provided with this help status can discover the true identity of such units.

HELP <faction no.> ALL
> This order will help the indicated faction in all of the above areas.

13 Magic

Magic is a mysterious and powerful means to accomplish your ends. It combat, it can wreak tremendous havoc amongst your enemies.

There are five schools of magic: Illaun, Tybied, Gwyrrd, Cerddor and Draig. Every faction has to choose among those schools of magic by using the `LEARN MAGIC <school of magic>` order. Once a school has been chosen it cannot be changed. Every magician of that faction will learn its school automatically, there is no way to learn another school. It is not possible to change a faction's school of magic once any unit has learnt the magic skill.

Any person with the magic skill counts as a magician and each faction may have only three of those at a time. It is possible to get rid of a magician by using the `FORGET` command to remove the magic skill from a unit. Elves are an exception to the rules, they are allowed four magicians instead of the usual three. Learning the skill magic costs `(50 + (50 * (1 + level) * (level / 2)))` silver per person, which the unit must carry.

The Skill level indicates the power of effect the skill will have. The costs indicates how many pieces of silver are needed for one turn of normal learning in order to advance towards this skill level.

Skill level	1	2	3	4	5	6	7	8	...	19	20
Average time to learn	1	3	6	10	15	21	28	36	...	190	210
Costs	100	200	350	550	800	1100	1450	1850	...	9550	10550

Note that these costs can depend on modifiers, e.g. inside an academy. doubles the required amount of silver.

Only magicians of the same school of magic can teach each other, though. Therefore, a Draig–magician cannot teach one of the Illaun school.

When a magician does not have enough silver for learning, his chances of actually learning somethin in that turn decrease. This effect is proportional to the amount of silver he has and the required amount listed above.

With every skill level the magician gains there is a chance he learns new spells. When a unit gains a new spell, its description will appear in the report once. Store these spell description so you can look them up anytime you need them. In case you lose your spell descriptions you can request them to be appear again in your next report via the `SHOW` order (you are strongly discouraged from using this order every turn instead of storing your spells descriptions externally).

A spell description looks like this:

```
Big Bang

Description:

 This spell annihilates a complete island. The magician is teleported to a random region.

 Type: Normal Spell
 Components:
   1500 Mana
   10 permanent Mana
   1 Dragon's head
 Modifications: None
 Level: 20
 Rank: 5

 Syntax:
 CAST "Big Bang"
```

Note: There is no such spell.

13.1 Spells

Normal spells are cast by giving the CAST order. CAST is a pseudo−long order, comparable with ATTACK. A unit can cast multiple spells per round but cannot execute other long orders. However, the costs of subsequent spells multiply exponentially. The first spell in a turn costs the normal amount of mana in the spell description. The second spell costs twice that amount of Mana, the third costs four times the amount etc. Experience in the skill level is only gained for the first spell cast during a turn, i.e. by casting multiple spells a magician cannot improve his magic skill more quickly than other skills can be improved by applying them.

Besides normal spells there are three different types of combat spells: pre−combat, combat, and post−combat. All three kinds can be used by issuing the COMBATSPELL order. These spells are not cast normally. The order instead gives the unit permission to use the spell in case it is attacked. Depending on the type of spell, the unit will use it before, during, or after combat. You may also specify a level to use the spell at if you wish e.g. to reduce the consumption of mana. You may also add the NOT suffix to the order to tell the unit to stop using a certain spell in combat.

If a magician has a pre−combat spell set, and is involved in combat, it will cast the spell once before the beginning of the battle.

Its combat spell will be cast once every combat round provided it has sufficient mana. Combat spells are not treated as normal spells with multiplicative costs. They always cost the standard amount of mana and do not increase the costs of other spells.

If the magician survives the battle and has enough mana, he may then cast his post−combat spells.

Combat spells are not cast like normal spells. The magician has to take part in the battle, preferrably somewhere in the rear battle row. See the COMBAT order for more details.

13.2 Mana

Mana is the magical power that magicians use for casting magic spells. Mana is consumed by casting spells and it regenerates over time. A magician can store up to a certain amount of mana depending entirely upon his magic skill level. The rate at which the magician regenerates mana is also solely dependent upon his skill level in magic. The exact numbers may be found in your report but as a rule of thumb it is reasonable that a magician can store up to $skill^2$ mana at any one time and recover up to his skill level in mana per turn. This number may vary between zero and the actual skill level however. Magic resistant races regerate mana somewhat faster than non−magic resistant races.

The maximum amount of mana is not constant. There is a spell by which one magician can transfer mana to another. The receiving magician can raise his maximum amount of mana for a turn when this spell is used. He may cast spells which cost more mana than his maximum. Surplus mana above his maximum is lost at the end of the turn.

Some spells actually cost permanent mana. After casting the spell, the magician can store less overall mana. Only very potent and powerful spells that cause lasting effects cost permanent mana.

13.3 Components

If the spell descriptions shows just a certain amount of mana below the spell the costs of the spell are constant. For example, the Big Bang spell always costs 1,500 mana. If there is a cost like "3 Mana * level", the amount of mana used per casting is three times the skill level of the magician. Mostly, but not always, the level corresponds with the magic skill level of the magician. The cost of casting these spells can be reduced by casting it at a lower level than the actual skill level of the magician. See the CAST order for more details. If permanent mana is required to cast the spell, the magician's maximum mana is reduced as well. Further components may include herbs, resources, money, potions, or even more rare items.

13.4 Modifications

Some spells can be cast with a variable power level. This level must be lower than the magician's skill level in magic, and can even be lower than the default level of the spell. By casting a spell with a lower power level a spell can be cast to create a lesser effect and cost less mana.

```
CAST LEVEL <n> "<spell name>"
```

This also applies to combat spells:

```
COMBATMAGIC LEVEL <n> "<combat spell name>"
```

This is useful for saving mana to use on post–combat spells

13.5 Remote Spells

Spells may be cast remotely, allowing casters to cause effects in regions other than the one they are currently residing in. To use a remote spell, use the following syntax:

```
CAST REGION <x> <y> "<Spell>"
```

In this case, the spell will affect the indicated region. However, this modification raises the amount of mana required by the spell. The spell's costs doubles with the distance (measured in regions) between the location of the caster and the target.

The spell's power level can also be changed for a remotely cast spell:

```
CAST REGION <x> <y> LEVEL <n> "<spell name>"
```

Note: It is very important to specify the region before the level of the spell.

Besides remote spells there are two other special types of spells. As a rule of thumb, spells cannot be cast on ships that are sailing. The only exceptions are ship–spells. Furthermore, sea–spells can be cast on sea by non–aquarian magicians.

13.6 Rank

The order in which spells take effect is based upon the spell's rank. During a turn spells are cast in order of increasing rank. Rank 1 is the lowest (and fastest), while rank 9 is the highest (and slowest). Most spells have a standard rank of 5, while anti–magic spells almost always have a rank of 2. Spells of the same rank are cast in the same order indicated by the orders

13.7 Example:

There are three spells, named "A", "B", and "C".
A has rank 5 and costs 10 mana.
B has rank 2 and costs 20 mana.
C has rank 5 and costs 5 mana.

Assume that a magician has the orders:

```
CAST "C"
CAST "B"
CAST "A"
```

First B is cast because that spell has rank 2. It is the first spell of the magicians in this turn, and therefore costs the normal

20 mana. Then spell C is cast because it is first in the orders, and has the same rank as spell A. C is the second spell of the turn, and costs double $(5 * 2^1 = 10)$ mana. Lastly, A is cast. Since A is the third spell of the turn, A costs quadruple mana $(10 * 2^2 = 40)$.

13.8 Spell failure: fizzles

There are intrinsic risks to using magic. Many spells have hidden risks and may backfire. A spell can simply fail even if all the components are present and the caster has sufficient mana.

This is not a bug – you receive a typical message in your report ("The spell failed."). Any missing components or mana will also be mentioned. Remember that spells are not failsafe; any spell has a chance of failing.

The probability of a fizzle depends on many factors, such as the skill level of the caster, the power level of the spell, the target, the location, etc. Be warned: fizzles can have very unpleasant side effects!

13.9 Magic Resistance

The magic resistance of a unit is each persons inherent ability to resist spells directed against him. The most common effect of magic resistance is reduced damage from combat spells against a unit. The magic resistance of a unit is basically equal to the natural magic resistance of the unit's race. Magic resistance against a spell is also influenced by the unit's experience. The bonus to resistance depends upon the unit's highest skill level, and is compared to the magician's magic skill level. The basic chance of success is approximately 50% if the magician and the target both have equal skill levels.

In combat, magic resistance is also affected by certain weapons and armor, most notably Laen shields or Laen mail. Otherwise, only natural racial magic resistance and experience can protect a unit from a magical assault on the battlefield.

13.10 Mage towers

Mage towers increase the mana regeneration of a magician by +50% and increase the effective power level of each spell by 1 in addition to the modifiers incurred by a ring of power without increasing the mana costs. Additionally, the probabiliy of a spell failure is greatly reduced.

13.11 A request to the players

We ask all the players to keep the spells as much of a secret as possible. Talking amongst your allies about your faction's powers is all right. We suggest that you keep your spells' exact abilities secret, in order to make you more valuable to your allies. In this manner, they will never know for sure when you are needed, or not needed, and the alliance will be more secure. Please do not create web pages with all the spell descriptions or send information through the mailing lists. We feel that part of the enjoyment from Eressea is learning about new spells through discovery. We know that we cannot control everyone, and we hope there is enough integrity in Eressea that we can rely upon this soft rule to be voluntarily obeyed. Thank you.

14 Schools of magic

There are five schools of magic in Eressea. Every faction can dedicate itself to only of them. On the first you want a unit to learn the magic skill you have to use the LEARN Magic <school name> order. This will make the unit learn magic and set the magic school for your faction – from then on you cannot switch to a different school.

The following descriptions of the five schools of magic should give a rough idea of what kind of magic they represent. They are intentionally vague to leave room for interpretation and imagination on behalf of the players.

14.1 Illaun

```
"[...] and only, if we sink into the world of dreams, will we catch a glipse
into these other dimensions. Dimensions of light and darkness, paradise,
and great vastness. Views of the past, present, and future. But not only of
our own world, but into a myriad of other worlds, which exist in our
spirit and elsewhere. The boundaries blur [...]"
```

Fragment from the book of the times, written by Althochelfisch, age unknown, origin unknown, the whereabouts of the original unknown. No copies are known to exist, translation of the fragment by Rehlan Staubnix, librarian of the department of esoteric writings, Academy of Xontormia.

14.2 Tybied

```
"Now, hmm, my young elf, you have recieved in the last half year one
introduction of the practical magic. Fireballs, illusions, teleportation...
and now, hmm, it is on me, to dispel your nonsense once again. Thankless,
I say to you."
```

```
"Let me explain to you, hmm, what magic is real. Surely someone told you
the fact that it concerns the manipulation of energy, and, hmm, so the
subject goes. It's all foolishness! You must learn, from examples you can
comprehend, from those, hmm, you will learn magic exists. Its, hmm,
internal structure, its sources, hmm, its strength. Only then, hmm,
will it become all yours, such grandness as it is. Then you will know,
manipulate it as one, its Threads and Patterns changed,
hmm, and at your discretion reassembled. Which then,
hmm, I must admit, in that, hmm, practice can be quite useful."
```

From a lecture for a beginning student, by Feoral Birnkern, lecturer in theoritical magic, academy of Thall.

14.3 Cerddor

In a small tavern in Eryn'yn'Falathvorn, Sud–Andune:

```
Niolamel regarded the singer in fascination. The young elf could feel, see
the strength which proceeded from his formal voice. She briefly regarded the
remaining listeners. At the table beside her, sat the burly mountain elf from
Dunfanaghy-Massiv. What had caused the heavily armed and prepared elf to
strike so far south as he had? Quite peacefully sat the elf, one who belonged
to such a wild and barbarishly ill-reputed clan, where he listend to the to
the voice of the singer.
```

```
An old man continued to sit at a table, one human in the uniform tunic of
the 13th Legion. He did not look attractive, age had left clear marks over
him. His right arm was broken, an obvious war crime. His right face was half
covered in a deep scar, the blow from a war axe, Niolamel assumed. He too
seemed to be taken prisoner by the voice of the singer, and for one moment,
it appeared to the elf, as if the scar on the face of the old man would
fade, and new life would pulsate in his grey skin.
```

14.4 Gwyrrd

Draiochean bhean'Gwynewa carefully crept nearer the clearing, when the crack
of branches behind her caused her to stop in fright. Nevertheless, it couldn't
be her mother, Gwynewa? The old cat could become terribly furious if she
caught one of her daughters doing something she had strictly forbidden
previously, and entering the elven forest she had strictly forbidden to
her. Which naturally did not prevent Draiochean from doing it. 'When could
a cat ever be forbidden something!' proudly thought the still young cat.

The cause of the cracking stood guiltily, and moved before her. It was
Llyfr'yn Darllenydd, ones of the sons of the charcoal burner Grym ng'Darllen.
The inpudent fellow had already crept around her for some time. Draiochean
decided to take the opportunity with a few of her claws, when she was
blinded by a bright light that shone from the nearby clearing. She quickly
ducked back into the thicket, and motioned for Llyfr to do likewise.

In the clearning, the elves had assembled and formed a circle around an
unnaturally blazing fire. Draiochean heard quiet singer, which souned to her
ears like the rushing of the wind amongst the leaves of an ancient forest.

The singing becamse louder, and the elves in the glade began to dance.
Very slowly, very composed, and then a little bit faster. Suddenly the
dancing stopped, and the singing fell silent. The magician called out
arcane words to teh forest. Draiochean and Llyfr's hearts beat faster, and
he timidly seized her hand, when something ancient and large picked them
both up, and raised the two of them into the air...

14.5 Draig

"Thus you know, manling, that your time has already expired before they come.
The forces of the Draig gather themselves at the boundries of order. They
will shatter you, as we have shattered your swords and spears. They will
sweep you from the face of the earth like the evening wind blowing dust
from the petals of a desert flower. The Draig are power, and power is the
Draig... I see you doubt? You think you can conquer the Draig?
Presumptuous manling, you will never restrain the Draig, because the length
of one hundred lifetimes is nothing. You want to be be a servant
of the Draig? Know then that the Draig need no servants, because the
Draig were at the beginning, and they will be at the end."

Prophecy Igjarjuks, oldest one of the Wyrme, on its death bed after the battle of Melvaunt, to Casandra, clan of the death
falcons

15 Alchemy and Herbalism

Alchemy potions are made from herbs and can be used by any unit. Potions are made using the alchemy skill, and herbs are gathered with the herbalism skill. Learning alchemy costs 200 silver, and only three people per faction may learn this skill. Herbalism also costs 200 silver, but there is no limit to the number of people who can know this skill.

Gathering herbs is essentially a kind of production, the correct order to do so is MAKE HERBS. The number of herbs found depends on skill level. In addition, only one type of herb grows in any one particular region. If one is not careful in harvesting, all the herbs in a region can be harvested, leaving none to grow back. In this case, the regional herb must be planted again using the GROW HERBS command.

Be careful, fresh herbs don't last forever. Herbs will rot with time.

When an herbalist has reached level 7 in the herbalism skill, he or she may make an estimate of how many herbs are left in the region.

Herbalism has no guarentees. Finding herbs is a long and difficult process. Even with high levels in herbalism it is possible to find only small amounts, or no herbs at all.

15.1 Potions

Potions are made from herbs by giving the order MAKE <name of potion>. At least two different herbs are needed per type of potion. Whenever an alchemist reaches a new level of skill in alchemy, he or she will learn a new recipe for a potion. The potion's level will be up to half of the new level in alchemy.

Each of your alchemists may brew **level_of_alchemy/level_of_potion** potions of one type per turn.

The herbs growing in the world of Eressea are listed in this table, a list of all (as yet) existing potions is found in this table. To help minimize confusion between people speaking different languages, a third table (LINK) lists the german and english names of all herbs and potions.

Using a potion requires the order USE. Most potions give their benefits to the unit giving the order. Exceptions are potions which affect a region, then the region where the unit was at the beginning of turn is affected. Another case is the "Dumpfbackenbrot" potion: you can apply it to a certain unit with the order USE "Dumpfbackenbrot" <unit-id>. The application of the potion fails if the STEALTH skill of the acting unit is less or equal to the victim's PERCEPTION+2. In this case, you get an error message and the Dumpfbackenbrot is not used up (thus it remains where it is).

Normally a potion affects 10 people or 10 goods during the turn it is used, as mentioned in its recipe. Its effects end at the end of the turn it is used. Each turn, a unit may only use one type of potion. No two different potions may affect any one unit. However, there are exceptions, such as potions which used automatically (like the healing potion after a battle). Multiple potions work on more than 10 people in a unit, but in any case the effect only lasts until next week. So a given unit of 50 people may use five potions of one type for all to gain its effect. However, the effects will not last until next week, nor can the effects be spread out over multiple weeks or over only certain units. A potion used on a unit of 10 people will still affect all 10 people, even if that unit is broken up into many smaller units.

If a given unit consists of 12 people, normally this will not matter. The potion will work on only ten of them. The "Beserker's Blood" potion is an exception because during a battle the people of a unit are treated individually. If you want to use this potion make sure that **all** people of the unit are affected, or it will not work!

16 Advice for Beginners

16.1 Keep your Password Secret

There have been several occasions in the past when careless players lost their factions because another player submitted a QUIT order in their name. This can only happen if you give away your password. You should hever give the password to anyone, not even your allies, and you should change it on a regular basis. Nothing is worse than losing two years of empire–building to something like this.

16.2 Eressea is a Fantasy Game

While there are many players that play Eressea simply for the strategic aspects, the majority does a good deal of socializing and roleplaying. Try adding some atmosphere to the world, or at least don't break the atmosphere intentionally. Names like "Cyborg Elves" are out of place in Eressea.

16.3 How to Get Gelp

If you have problems when writing your first orders or if you don't understand why something happened, you can be helped. E–mails to eressea–help@eressea.kn–bremen.de are answered by a team of volunteers. Almost everyone makes a mistake in the beginning. Even experienced players have lost half their resources in an initial blunder and recovered. Don't be discouraged if something goes wrong.

16.4 Use ECheck

ECheck is a little tool that checks your orders for 'grammatical' correctness. When submitting orders you get an automated reply with a very simple syntactical check. By installing ECheck at home the checks can be much more thorough. Be warned, sometimes ECheck accepts/rejects orders the server doesn't and the server may not be using the most recent version. ECheck was not written by the creators of Eressea and is not always perfect.

16.5 Comment Your Orders

There are two forms of comments; persistent comments beginning with // (two slashes) 'survive' a turn, i.e. your next turn's report still contains them. Temporary comments starting with ; (a semicolon) are discarded by the Eressea server. Persistent comments in your orders can help you to remember why you did something or what you want to do next week. They can also be very helpful if you're on vacation and someone else is taking care of your faction.

```
REGION 4,4 ; Lochinver
; remember to recruit a magician before sending this in
UNIT zbt ; Ezra, 2 elves
MAKE swords
GIVE sjur 5 swords
// next turn, make spears for 45zt
```

16.6 What You Should Do in the First Few Weeks

Your first goal should be to explore your immediate surroundings and find out who your neighbors are. Look for the important resources, stake your claims, and get in touch with the other players. When sending out scouts, make sure they have enough money to survive but not so much that they cannot move. If the scouting unit needs to recruit, remember that it uses some of the money that you give it to pay the recruitment.

You should also start to create an infrastructure. Try getting a regular income either through entertainment or taxation; they are the easiest forms of making money. Working is not, and you cannot trade before you have at least two regions with some form of castle. Aim at getting your first armed units. There are some skills that may not seem important at the

beginning but that you should nevertheless try to learn them as soon as possible – perception and tactics are two of them often neglected by beginners.

Keep an eye on the expenses to supply your units with food. Large units need huge sums of silver to survive and if they do not have it they will starve. You need only one unit with the sufficient amount of silver, it will give as much to your other units as they need to survive. However, remember that your startup money is meant to be invested. Only by spending it your faction can grow and your units improve their abilities. If you save more than you need to, you will gradually fall behind.

16.7 There is no 'Winner'

The open–ended nature of Eressea ensures that the game cannot be won by a single player. There is not even a goal that you should achieve other than enjoying the game. Even so it is possible to lose. A warmonger may wipe you out, powerful monsters might threaten your people, and you might consider giving up. The history of Eressea is filled with such defeats. But there are also inspiring stories of people who did not give up even in the grimmest situations. Some chose exile and shipped the last of their units into a new land, rebuilding what they lost, finding new allies and occasionally triumphing after many years. There is probably nothing that is more rewarding than making such a comeback. Don't give up lightly. After all, it is just a game.

16.8 Submitting Orders

The easiest way to write orders is to use the order template at the end of your report. It lists all your units with their default orders and you simply replace these with the orders you would like them to execute in the coming turn. Simply cut and paste the template from the report, edit the orders, and mail the result back to the game server.

While there is no official graphical interface for Eressea, several have been created by dedicated players. At the time of this writing, Magellan and EMap are by far the most popular of them, each boasting a user base of several hundred. We recommend that you give them a try.

Except for your password, the orders are case–insensitive. Names that include spaces must be quoted. Some examples:

```
NAME SHIP "Titanic II"
USE "Great Amulet of the Chickenpox"
LEARN "Unarmed Combat"
```

16.9 Long and short orders

There are two fundamental types of orders. Long orders take an entire turn to complete, and your unit can only perform one of them during a turn. Short orders are instantaneous, and any number of them can be issued.

The long orders are:

> WORK, SIEGE, STEAL, RIDE, FOLLLOW, RESEARCH, BUY, TEACH, LEARN, MAKE (except MAKE
> TEMP), MOVE, ROUTE, SPY, TAX, ENTERTAIN, SELL, CAST, GROW.

If a unit receives a long order, this order will become its persistent default order for the next turn. Your order template for the next week will show it. The only exception to this is MOVE.

16.10 How to make short orders persistent using @

Sometimes giving the same short order continuously makes sense even for short orders. A weaponsmith might want to always give the swords he made to another unit using a GIVE order. This can be achieved by prefixing the order with a @ character. The order `@GIVE trsp 100 sword` for example would become a persistent order that reappears in your order template every week.

17 Orders

This chapter explains all the possible orders that you can give to your units. We'll start by explaining the notation we have used throughout. As an example, let's take `HELP faction-id COMBAT [ NOT ]`, an order to specify whether or not you do or don't help another faction when it is attacked.

- Keywords, in this case `HELP`, `COMBAT`, and `NOT`, are written in capital letters. You don't have to write them in capital letters yourself, though most people do.
- Place holders are written as in small letters. You're not supposed to copy them, but instead to fill them in with your own. In this case, instead of faction–id, write the id of the faction that you want to apply the order to. Occasionally, you see this written as <faction–id>. It means the same thing, and the < and > symbols must not appear in your orders.
- Words in [] brackets are optional so they may or may not be part of the order. In this case, `NOT` does not have to be included – but the order has different meanings depending on whether or not you include it.

Long orders are marked with an <L>.

ATTACK unit–id <L>*

> This will cause the unit to attack the specified other unit. You must specify a separate `ATTACK` order for every unit you want to attack. A unit that has set its combat behaviour to `FLEE` or `NOT` cannot attack.
>
> This order is only considered long if the battle takes more than one round. Otherwise, an additional long order can be executed.
>
> The ATTACK order is a pseudo–long order. You can issue more than one ATTACK order, but an ATTACK order prevents the execution of other long orders if a battle actually takes place. Note, that for this purpose a unit is only participating in battle if on the average all persons of this unit have attacked or defended at least once during the battle. Thus, if one side defeats the other and not all persons of a unit attacked an enemy or defended against an enemy attack, the unit can execute another long order. This evaluation is done unit by unit. It is recommended to add another long order to be executed after very short battles. Do not count on its execution and do not include any results of these orders (silver, products, etc.) into your plans.

BANNER "text"

> Use this order to change the description of your faction. It will be shown to all players that see at least one of your units in their report, and you should use it to give your real name, alternate email Addresses or information about holiday leave.
>
> Example:
>
> ```
>     BANNER "On vacation. Backup player until June 7th, 2001 is Henning Peters, faroul@gmx.de"
> ```

BUY amount luxury–item <L>*

> Given this order a unit tries to buy the specified amount of the specified luxury item. The unit needs to be skilled in trading, the luxury item needs to be for sale and there has to be a trading post or larger castle in the region. The unit can acquire 10 luxury items per person and trading skill level. For more information see the chapter on trade.
>
> BUY and SELL are pseudo–long orders, i.e. a unit can carry out any number of `BUY` and `SELL` orders in the same turn but no other long order. Note that the limitation of 10 luxury items per person and trading skill level applies to all `BUY` and `SELL` orders of a unit in total.

CARRY unit–id

> With this order you can give other units a ride. The carried units have to issue the RIDE order for the carrier. One `CARRY` order is required for each unit to be transported.
>
> ```
>         ERESSEA 125 "FooBar"
>             UNIT 311
>                 RIDE 456 ; I need a ride
>                 [...]
> ```

```
        ERESSEA 300 "BarFoo"
            UNIT 456
                CARRY 311 ; transport unit 311
```

CAST [parameter] "spell" [parameter] <L*>

This will make the unit cast a spell. The exact syntax of each spell can be found in the spell description and in the chapter on magic. To get the description of a spell use the SHOW order and it will appear again in your report.

This order cannot be used to cast combat spells. See the COMBATSPELL order in this chapter for more details on how to use magic in battles.

While CAST is technically a long order, you may issue multiple CAST orders in one week.

Usually, new spells are obtained by reaching a new skill level in magic.

COMBAT
COMBAT AGGRESSIVE
COMBAT [NOT]
COMBAT REAR
COMBAT DEFENSIVE
COMBAT FLEE
COMBAT HELP [NOT]

This order determines a unit's behaviour in combat.

COMBAT AGGRESSIVE: The unit will take the front row in every combat involving its faction and it will fight to the death. This is reasonable for cannon fodder.

COMBAT: The unit will take the front row in every combat involving its faction. It will try to flee from the battle field when it is severely wounded (less than 20% of its hit points left). It's a good idea to set this for 'valuable' front row fighters like well–trained swordsmen.

COMBAT REAR: The unit will take a second row position in every combat involving its faction. It will try to flee from the battle field when it is severely wounded (less than 20% of its hit points left). After the front row is shattered, the units of the second row engage in close combat. You might want to give this order to your bowmen.

COMBAT DEFENSIVE: This status is identical to COMBAT REAR except the unit tries to flee after it is slightly wounded (less than 90% of its hit points left). A sensible order for magicians.

COMBAT NOT: The unit takes part in combat only if is ordered to ATTACK or is itself directly attacked by an enemy unit. The unit tries to flee from the battle field as soon as it gets slightly wounded (less than 90% of its hit points left). This would be a reasonable status for craftsmen and units with advanced stealth skills.

COMBAT FLEE: Units given this order try to escape to one of the surrounding regions when they would be drawn into combat. For every unit the basic chance of a successful flight is 25% (Halflings: 50%). Another 10% are added for a horse and 5% for each level of the unit's stealth skill. Yet, the best possible chance of escape is 75% (Halflings: 90%).
When a unit flees it takes only a few items with it: as much silver as it can carry, all weight–less items (herbs, artefacts, etc.) and at most one horse per person.

COMBAT HELP: The COMBAT HELP NOT order prevents a fighting unit from involving other units (of your own or allied factions) in the combat. If a unit with this combat status is attacked, no other allied unit participates in the combat – as long as no other unit without this combat status gets attacked. Also see the HELP order.

Note that you can set only one of the COMBAT, COMBAT AGGRESSIVE, REAR, DEFENSIVE, NOT, or FLEE

status but at the same time set COMBAT HELP or COMBAT HELP NOT for a unit.

For more details, also see the chapters on combat and alliances.

COMBATSPELL [LEVEL n] "spell" [NOT]

The specified spell is – depending on the spell type – set as normal, pre– or post–combat spell. Optionally, a casting level can be set, e.g. to keep some aura for a post–combat spell. When magicians get involved in a battle they cast their combat spells automatically.

Note that not all spells can be used as combat spells. The spell description tells you the nature of a spell. To retrieve the spell description, use the SHOW order.

CONTACT unit–id

To give items to another unit, the recipient unit needs to be allied to you (see HELP GIVE), unless it explicitly grants your unit the right to give it something using the CONTACT order.

Example:

```
ERESSEA 125 "FooBar"
    UNIT 311
    GIVE 456 1000 Silver ; Pay Tribute!
    [...]

ERESSEA 300 "BarFoo"
    UNIT 456
    CONTACT 311 ; payment is allowed.
```

DEFAULT "order"

This order allows you to specify an order for the following turn(s). It is displayed in your next orders template as the default order.

Caution! The standard default order will be overwritten by that! Thus, you can even assign MOVE as a default order.

DESCRIBE UNIT "text"
DESCRIBE BUILDING "text"
DESCRIBE SHIP "text"
DESCRIBE REGION "text"
DESCRIBE PRIVATE "text"

Changes the description of the specified object. A description is displayed behind the object and can contain up to 400 characters. Objects do not receive a description automatically.

For ships, buildings and regions there are the same rules as for NAME: Buildings and ships can only be described by the unit owning them (the first unit under the object in your report). A region can only be described by the lord of the biggest castle in that region.

DESCRIBE PRIVATE allows you give a unit a "private" description that is visible to the unit's owner only.

DESTROY [size]
DESTROY [size] ROAD direction

A unit owning a ship or building can reduce its size or destroy it completely anytime. The size parameter determines the amount by which a building is torn down or the percentage by which a ship is damaged. Note that ships can only be disassembled or sunk in a region next to an ocean; a crew would never sink their own ship out on the ocean.

Streets can be demolished via DESTROY [size] ROAD direction. When other factions guard the region, their HELP GUARD status has to be set for your faction. Furhtermore, the unit executing the DESTROY order has to be skilled in roadwork.

EMAIL e–mail–adress

Sets the e–mail address your report will be sent to. Your e–mail address has to be specified 'as is'.

Correct: EMAIL eressea@beyond.kn–bremen.de

Wrong: EMAIL "email: eressea@beyond.kn−bremen.de"
Wrong: EMAIL "Henning Peters <eressea@beyond.kn−bremen.de> "

END

This terminates the order−block of a temporary unit created by <u>MAKE TEMP</u>.

Example:

```
MAKE TEMP 1
    NAME UNIT "Joggonarag Thorggh"
    RECRUIT 1
    LEARN magic
END
```

ENTER CASTLE building−id
ENTER SHIP ship−id

Enter the given building or ship (you have to use `ENTER CASTLE` for all buildings even if you want to enter a port for example). If the owner of the building or ship does not belong to your own or an allied faction, it has to issue the <u>CONTACT</u> order in the same turn.

A unit on a ship or in a building <u>leaves</u> it automatically when ordered to `ENTER` another one.

ENTERTAIN [amount] <L>

A unit with this order spends a turn entertaining the peasants. It can earn up to 20 pieces of silver per person and skill level in entertainment. The peasants spend five percent of their silver on entertainment. If there are more entertainers in the region than the peasants would pay, the silver is divided up among the entertaining units. You can specify a maximum amount of silver to be earned through entertainment.

Example: The peasants of a region own 1200 pieces of silver. Thus, the maximum amount of silver to be earned in this region is $1200 \times 5\% = 60$.
Take two units: A with one person and an entertainment skill level of one, B with two persons and an entertainment skill level of two. A could earn $1 \times 1 \times 20 = 20$ pieces of silver, B $2 \times 2 \times 20 = 80$ pieces, i.e. a total of 100 pieces of silver.
Since the region will only yield 60 pieces of silver, they are split up at a ratio of about 20:80. Thus, A earns about 12 and B about 48 pieces of silver.

Units on board a ship in a <u>guarded region</u> can neither <u>work</u> nor entertain.

ERESSEA faction−id "password"

This order marks the beginning or your faction's orders in an order file. It is an absolute requirement to use this order.

FOLLOW UNIT unit−id <(L)>
FOLLOW SHIP ship−id <(L)>

Makes your unit follow another unit or a ship.

Being assigned `FOLLOW UNIT` makes your unit watch and follow the given unit when it moves. If the other unit can move faster than your unit, your unit will loose its track and the other unit will get away. The pursuers will follow as far as they can.

`FOLLOW SHIP` allows you to follow ships having trespassed the region in same or the previous turn. A captain being told to `FOLLOW SHIP` pursues the ship until his ship has caught up with it (if his own ship is fast enough). If the pursued unit does not move, your own unit can execute another long order.

FOLLOW just works for the turn the order is issued. If the command should be repeated (until revoked by removing it) put a @ in front of it.

Example:

```
UNIT 87b6
    FOLLOW UNIT hz7
    ENTERTAIN
```

Unit 87b6 will watch unit hz7 and follow it if it moves. If it doesn't, 87b6 will try to earn money by entertaining the peasants.

FORGET skill

This will order a unit to completely forget a skill; all knowledge of the skill is lost to the unit – including knowledge given by birth with some races. This can be useful in situations where a unit knows a quota–limited skill like magic and you want to train another unit in the skill instead.

GIVE unit–id HERBS
GIVE unit–id CONTROL
GIVE unit–id UNIT
GIVE unit–id amount MEN
GIVE unit–id amount item
GIVE unit–id ALL MEN
GIVE unit–id ALL [item]
GIVE 0 amount MEN
GIVE 0 amount item

Your unit can hand over any item it possesses to another unit, but only if this unit accepts the given object. The other unit will do this only if it belongs to the same or an allied faction or if it has been ordered to contact the giving unit in the same turn. Most items can also be thrown away (`GIVE 0 ...`).

Of course, the giving and the receiving unit have to be in the same region. `GIVE` does also work on the high seas between two ships as well as from a ship to the shore or the other way around.

Items and silver handed over by `GIVE` are automatically reserved and do neither account for the item pool nor can they be reserved by another unit.

Instead of a certain number of items you can also use `ALL`. E.g. `GIVE unit-id ALL silver` makes your unit give away any silver it owns. `GIVE unit-id ALL` hands over all items, herbs, potions and silver, but not the men of a unit. Using `GIVE unit-id ALL MEN` explicitly makes your unit give all its men to the receiver and your unit is afterwards.

If you want to give men from one unit to another, you can use `GIVE unit-id amount MEN` order. This mixes the skills of the two units. If you give all men of a unit to another one, do not forget to hand over all items as well. Otherwise they are lost to the peasants.

Using `GIVE unit-id UNIT` you can give a complete unit to another faction including all items the unit owns. Your unit is not 'added' to the foreign unit as usual; instead it joins the other faction. Thus, each faction can gain up to 5 men per turn.

A unit owning a ship or building can pass the ownership to another unit via the `GIVE unit-id CONTROL` order. The owner of a building or a ship can decide who is allowed to enter it. `GIVE unit-id CONTROL` should be also used if the owner is going to leave the ship or building and a specific should be the new owner. Otherwise another unit could gain the ownership although it is not the second unit in the building or on the ship respectively.

Example:

```
    GIVE k3f 300 silver  ; give 300 silver to k3f .
    GIVE 0 5 stones  ; throw away 5 stones.
    GIVE TEMP 3 7 MEN  ; give 7 men to the new unit temp 3.
```

Caution! The orders between MAKE TEMP and END are orders for the new unit. The new unit does not have money, so the following orders will not work:

```
MAKE TEMP 1
    GIVE TEMP 1 200 silver  ;  error!
    RECRUIT 2
    MOVE West
```

```
        END
```

Better put it this way:

```
        GIVE TEMP 1 200 Silber
          MAKE TEMP 1
               RECRUIT 2
               MOVE West
        END
        ; GIVE TEMP 1 200 Silber  ;  or even here!
```

GROUP ["name"]

GROUP allows you to divide your faction into smaller groups being able to have a different <u>HELP</u> status than the rest of your faction. E.g. you could form a group of mercenaries helping your client on his island while the rest of your faction does not.

You could also delete every HELP COMBAT status for a participant of a tournament preventing him from disturbing a single combat. It is also possible to attack an ally with a bunch of disguised warriors without betraying yourself by giving up HELP COMBAT for your whole faction. And someone who wants to protect his woods from his allies, too, can form a group of gamekeepers granting HELP GUARD to nobody.

E.g. a unit is ordered to join the group "Pirates of the Seas" via GROUP "Pirates of the Seas". If this group does not yet exist, it is created and initially has the same HELP status as the rest of the faction. GROUP without a name can be used to leave a group. Each unit can belong to one group only. A unit issuing the HELP order changes the HELP status of its group if it belongs to one or the status of the whole faction if it does not belong to a group.

During a battle, each group forms a separate army, just like it happens if units are <u>disguised</u>.

GROW HORSES <L>

GROW HERBS <L>

Given this order a unit can try to grow horses in a <u>stable</u> or to grow herbs in a region.

With the GROW HORSES order, a unit has one try per person, taming skill level and turn to grow a horse. The chance of success for each try is **skill−level(taming)** percent.

Example: 3 persons with a taming skill at level 5 get $3 \times 5 = 15$ tries each with a 5% success rate to grow a horse.

Growing horses requires a stable with at least two horses and at least one horse per breeding try (i.e. 15 horses in the above example).

The GROW HERBS order demands a minimum skill level of six in herbalism. The unit tries to grow one herb per skill level; it needs a corresponding amount of the appropriate type of herb as well as a "Phiole des Lebens". You cannot grow a different kind of herb than the one originally found in the region.

GUARD [NOT]

Units can guard regions if they are armed and have the appropriate weapon skill. To guard a region prevents non−allied units from collecting taxes, gathering resources and recruiting peasants in that region (from the following turn on) and non−allied units trying to travel through the region will be stopped with a certain probability.

Your units on ships cannot <u>WORK</u> or <u>ENTERTAIN</u> in a guarded region (except the guarding faction has set <u>HELP GUARD</u> status for your faction).

The GUARD order becomes effective only one turned after being issued because the guards have to find out where non−allied units earn money before they can prevent them from doing so. If a guard moves to another region, it quits its guarding duties.

A guarding unit will be visible to all units in the same region, no matter well–trained it is in stealth. This gives all other units one turn to react to the new situation. A guarding unit can also besiege a castle in that region.

More than one faction can guard a region simultaneously. In that case, only factions allied to all guarding factions can collect taxes in the region.

Note: Monsters (faction 0) are always regarded as being armed even if they do not carry visible weapons.

HELP faction–id GIVE [NOT]
HELP faction–id COMBAT [NOT]
HELP faction–id SILVER [NOT]
HELP faction–id GUARD [NOT]
HELP faction–id FACTIONSTEALTH [NOT]
HELP faction–id ALL [NOT]

This order allows you to control how you support allied factions. The specified faction is not notified of your changes and is not required to apply the same settings. The types of support are explained in the Alliance chapter.

Example: `HELP 7 GIVE NOT`

HIDE [level]
HIDE FACTION NUMBER faction–id
HIDE FACTION [NOT]
HIDE race

`HIDE [level]` tells a unit how hard it should try to hide from units of other factions. Of course, the specified level cannot exceed the unit's stealth skill level. If no level is given, the skill level is used. See the chapter on the stealth skill for more details.

`HIDE FACTION NUMBER faction-id` makes a unit disguise as the specified faction. This disguise cannot be uncovered with normal means.

The specified faction needs to appear in your report for this order to be effective.

Heed the following peculiarities of this order:

◊ The race of a disguised unit remains unmodified. A goblin pretending to belong to the Wood–Elves faction still is a goblin.
◊ Disguised units behave as they would if not disguised. E.g. they do not donate silver to allies of the faction they disguise as. To perfect the disguise, form groups with the appropriate help status.
The disguise does not give access to buildings or ships where it would be denied otherwise. The same is true for taxation.
◊ You can attack units who are (or pretend to be) allies. In such a case the alliance is cancelled immediately.
This prevents players from using probe attacks (which could be automated) to determine whether a unit only pretends to belong to a certain faction or not.
Caution: Check very carefully who you attack. Assaulting an ally may have devastating consequences.
◊ Disguised units form a seperate army during combat. Example: Assume there are three factions: the Wood Elves, the River Elves and the Iron Dwarfs. Each faction has one unit: Wood–Elf, River–Elf and Iron–Dwarf. While Wood–Elf pretends to belong to the River Elves, all other units do not disguise their faction.
Now Iron–Dwarf attacks the River Elves, i.e. River–Elf and Wood–Elf, who he believes to be one of the River Elves, too. Hence the battle report shows three armies: The Iron Dwarfes, the River Elves and an army that pretends be of the River Elves faction.
Thus, you can detect that a unit hides its faction, since there are two River Elves armies. The true faction identity of such units is not revealed, though.

`HIDE FACTION` makes a unit completely conceal which faction it belongs to. Only espionage can reveal the true identity of such a unit.

With the `HIDE race` order, demon units can fake their race. Only an amulet of true seeing allows you to reveal a chimera like this.

LEARN skill <L>

With this order a unit spends one turn learning the specified skill. On average, a unit can reach skill level 1 after one turn. Getting to level 2 takes two turns and yet another 3 turns of learning result in skill level 3 and so forth. In most cases, a skill level of 2 is two times more effective than level 1 and level 3 three times more effective than level 1 etc. For more details see the chapter on skills. There is also a description of every skill. You might also want to look at the `TEACH` order which is one way of increasing the speed of learning.

LEAVE

A unit with this order leaves the ship or building it currently occupies. The `ENTER` and `MOVE` order under certain circumstances force a unit to leave the occupied ship or building. Using the `MOVE` order on board a ship will either make the unit sail the ship to the indicated region (even if it is not an ocean region) or yield the error message that the unit is not the captain of the ship. In that case, the unit has to actively leave the ship before it can travel on land.

A unit leaving a ship can execute a `MOVE` order in the same turn only if it is allied with the faction guarding the region. Otherwise, `MOVE` works not before one turn later. Similarly, an `ATTACK` can only take place in the next turn.

Aquarians may leave their ships anchoring in a coastal ocean region and get on shore with the `MOVE` order. Obviously, they may only do so as long as they can carry all their items by themselves and neither own horses nor carts.

When the owner of a ship or building leaves, the ownership is not necessarily passed on to the next unit in the report. You should use the `GIVE CONTROL` order to hand ownership of a ship or building to a certain unit when leaving it. It is guaranteed though, that if there is a unit of your faction in the same building or ship, it becomes the new owner.

MAKE <L>
MAKE TEMP alias ["name"]
MAKE [size] building−type [building−id] <L>
MAKE [size] ship−type <L>
MAKE [size] SHIP [ship−id] <L>
MAKE [size] ROAD direction <L>
MAKE [amount] HERBS <L>
MAKE [amount] potion <L>
MAKE [amount] item <L>

`MAKE` is the basic order for production.

Items are fabricated via `MAKE [amount] item`. Depending on the item, the unit is required to have a certain skill and certain resources. If you do not specify an amount, the unit produces as many items as possible with the given skill level, number of persons and, if applicable, resources.

For further reference, see the production chapter.

You can optionally specify an amount when producing items, e.g. to conform to an arrangement about lumbering with one of your neigbours.

With the `MAKE TEMP` order you can create a new unit. You assign this new unit a temporary alias since the actual id the unit will receive is unknown at that moment. The alias can be used in all other orders by prepending it with `TEMP`. Make sure to put persons into the new unit or it will not come into existence.

If the alias is unoccupied the unit will receive it as its actual id. Also you can name the unit right away. Thus, the orders

```
MAKE TEMP 1
```

```
        NAME UNIT "Clowns"
        NUMBER UNIT jest
```

are equivalent to

```
    MAKE TEMP jest "Clowns"
```

The amount of units in a faction is limited to 1000. If your faction exceeds 1000 units, the MAKE TEMP order becomes ineffective. To create new units you have to remove other units first, e.g. by merging them.

Each MAKE TEMP order eventually has to be followed by the END order. It separates the TEMP unit's orders from the orders of the parent unit.

You can reference TEMP units of other factions in your orders as long as you yourself do not create a TEMP unit with the same alias as in the other faction. Therefore, accessing other factions' TEMP units requires some coordination.

If you want a new unit to recruit persons (using the RECRUIT order) you have to provide it with a sufficient amount of silver. Without it, recruiting fails and the new unit is not created. If there is enough silver but the unit does not recruit peasants, it is not created as well, its silver being lost to the peasants.

Example:

```
  UNIT 17;       Fighter [15,700$]
    MAKE TEMP 1 "Dragon Slayer"
        LEARN melee
    END
    GIVE TEMP 1 5 MEN

    GIVE TEMP spy 100 silver
    MAKE TEMP spy
        RECRUIT 1
        NAME UNIT "Scout"
        DEFAULT "LEARN perception"
        MOVE West
    END
```

The MAKE building-type order is used to erect new buildings. Units inside a building extend it when given the MAKE or MAKE building-type orders. When you want a unit to extend a building it does not occupy, the building id has to be specified in the MAKE buildingtype building-id order. Castles and most other buildings do not have a size limit. For a castle you need a unit with the masonry skill and stones. Wood, iron and silver in various amounts is required for the other buildings.

MAKE shiptype starts the construction of a new ship. Ships cannot be extended like castles; instead, the type of the ship is specified at the beginning of construction. Being inside a ship, its construction can be continued with the MAKE or MAKE SHIP orders. Units not on board the ship have to use the MAKE SHIP ship-id order. Ships have a limited size depending on their type and they cannot be expanded beyond this limit. To build a ship, wood and the shipcraft skill are required.

Construction of both buildings and ships can be limited to a certain number of levels per round by specifying this number in the MAKE order. This is very useful in connection with the item pool.

> Example:
> turn one – MAKE LONGBOAT
> A new ship is constructed and is gets 76 assigned as its id.
> turn two – MAKE SHIP 76
> The construction of ship 76 is being continued

To ease travelling in a region by building streets and bridges, you can use the `MAKE ROAD direction` order. Building roads requires the roadwork skill and stones. For more details, see the production chapter.

The production of potions can only be carried out by highly skilled alchemists. For more details see the alchemy chapter.

MESSAGE [TO] UNIT unit−id "text"
MESSAGE TO FACTION faction−id "text"
MESSAGE TO SHIP ship−id "text"
MESSAGE TO CASTLE building−id "text"
MESSAGE TO REGION "text"

Using these orders, you can send a message to foreign units, other factions or to all factions in a region. Sender and receiver have to be in the same region. A message sent to a unit who cannot see the sender is delivered anonymously.

`MESSAGE TO CASTLE/BUILDING` or `MESSAGE TO SHIP` sends the message to all units in the building or on the ship but only to one unit per faction.

As with all other text, a long message can be divided into several lines by using a \ (backslash) at the end of each line.

```
MESSAGE TO UNIT z14 h6b "Give 100 silver each to John the \
            Greedy (9i6) immediately or our guards will take \
            care of you!"
```

MOVE direction [direction [etc.]] <L>

The MOVE order lets units travel in the world of Eressea. The direction can be one of northeast, northwest, east, west, southeast and southwest. Region coordinates are irrelevant for this order.

Direction	Abbreviation	Direction	Abbreviation	Direction	Abbreviation
northeast	ne, northe	east	e	southeast	se, southe
northwest	nw, northw	west	w	southwest	sw, southw

NAME [FOREIGN] UNIT "name"
NAME [FOREIGN] FACTION "name"
NAME [FOREIGN] BUILDING "name"
NAME [FOREIGN] SHIP "name"
NAME REGION "name"

Renames the addressed object. To rename all sorts of buildings, you have to use `NAME CASTLE`. Ships and buildings can be renamed only if the renaming unit is their owner, i.e. if it appears directly under the object in your report. A region can be renamed by the lord of the biggest castle in that region only.

The new name can be up to 80 characters long and mustn't contain brackets. Longer descriptions should be applied by DESCRIBE.

The additional `FOREIGN` allows you to rename other factions' units, ships and even buildings if these do not have a name yet (e.g. units called "Number abc"). You can even rename other factions if they are older than ten turns. (i.e., name foreign Building abcd "new name")

The renaming of a faction has to be executed by a unit, too:

```
ERESSEA 7 "seven"
    NAME FACTION "Wrong" ; no effect
    UNIT 89
        NAME FACTION "Correct"
```

NEXT

Marks the end of a faction's orders. Use `NEXT` as the last order in your order files.

NUMBER UNIT [new_id]
NUMBER FACTION [new_id]
NUMBER SHIP [new_id]

NUMBER CASTLE [new_id]

>Hiermit kann man einer Einheit, einem Schiff, einem Gebäude (nicht nur Burgen) oder gar der eigenen Partei eine neue Nummer zuweisen. Ist die Nummer bereits belegt, so ändert sich die Nummer nicht.

>Einheiten, Schiffe, Gebäude und Parteien können Nummern im üblichen 'Zahlen'bereich (bis zu vier Stellen 0–9, a–z) bekommen.
>Ohne Angabe einer Nummer wird eine zufällige Nummer gewählt.

OPTION REPORT [NOT]
OPTION COMPUTER [NOT]
OPTION ZIPPED [NOT]
OPTION BZIP2 [NOT]
OPTION STATISTICS [NOT]
OPTION SILVERPOOL [NOT]
OPTION ITEMPOOL [NOT]
OPTION TEMPLATE [NOT]
OPTION ADDRESSES [NOT]

>These options control various aspects of your report. They can be toggled on or off.

>`REPORT`: The human readable version of the report. If you work only with tools that use the computer report, you do not need this version.

>`COMPUTER`: The machine readable version of the report required by most tools.

>`ZIPPED`: Controls whether your report is compressed in the zip format.

>`BZIP2`: Controls whether your report is compressed in the bzip2 format.

>`STATISTICS`: Appends brief statistics to all regions in the report.

>`TEMPLATE`: Includes a template for next turn's orders.

>`ADDRESSES`: Lists the e−mail addresses of all visible factions in your report.

>`SILVERPOOL`: Usually units have to pay any expenses from their own silver. With this option enabled, necessary silver is also taken from other units in the region (also see the income chapter).

>`ITEMPOOL`: The item pool is the equivalent of the silver pool for items (also see the income chapter).

ORIGIN x y

>This will place the (0,0) origin of the faction's coordinate system into the region (x,y).

PASSWORD "new password"

>This order sets a new password which is to be used in the ERESSEA order from the next turn on. A password must consist only of letters and digits. A password containing invalid characters is rejected; nevertheless, the faction receives a new randomly generated password instead.

>Example: It's die zweite Woche of the month of Herdfeuer:

```
ERESSEA 11 "oldpassword"
    PASSWORD "wrong" ; no effect
    UNIT 75
        PASSWORD "MoftZga" ; to be used from next turn on
        [...]
```

>It's die letzte Woche of the month of Herdfeuer:

```
ERESSEA 11 "MoftZga"
    [...]
```

New factions initially get a random password.

Caution:

1. In contrast to the rest of the orders, the password is case−sensitive.
2. The password order has to be issued by a unit.
3. A order file has to contain either the same password as in the previous turn or the one that was set in the previous turn.
   The password of the previous turn is valid even if multiple order files have been submitted for the current turn, which contain the PASSWORD order with differing passwords.
4. The password is only changed successfully if you receive the according message in your next turn's report.

PIRACY [faction−id [faction−id [...]]]

With this order, a ship's captain starts waylaying ships that end their movement phase in a neighbouring region. If such a ship arrives, he automatically sails there. Only ships of the specified factions trigger this reaction. If no faction is specified, the captain waylays all ships of factions which his own faction has not set the HELP COMBAT status for. See the piracy chapter for more details.

PREFIX [prefix]

This order allows you to prepend the race name of your faction's units with a prefix. The prefix has no other side effects. If no prefix is specified in the order, an existing race name prefix is removed.

Currently, these prefixes are available: *dark, light, gully, high, hill, mountain, wood, swamp, snow, sun, moon, sea, valley, shadow, cave, blood, wild, chaos, night, mist, grey, cold, gloom, black.*

The PREFIX order can be used for the whole faction or for a group. Thus, you can assign different prefixes to different groups in your faction.

QUIT "Passwort"

Causes a faction to quit and leave the game. For safety reasons, you have to supply your faction password.

This order has to be issued by a unit:

```
ERESSEA 27 "FumbleBatz"
    UNIT 80
        QUIT "FumbleBatz"
```

RECRUIT amount

Hires new men for your faction from the peasants in the region. Depending on your faction's race, you have to invest a certain amount of silver per recruited person (see the modifiers table for further detail). The unit carrying out the RECRUIT order has to hold the necessary silver. If a new unit is created, it cannot recruit men unless a sufficient amount of silver is given to it.

You can only hire new persons of your faction's race. Units composed of immigrants in a human faction cannot recruit more immigrants.

When an exisiting unit hires new men its skills are diluted since the new persons do not have any skills. The original skill levels are distributed among all persons in the unit after recruiting.

Recruitment does not prevent other long orders from being carried out.

Example:

```
UNIT 42
    RECRUIT 10
    LEARN melee
    GIVE TEMP 4 100 silver
    MAKE TEMP 4
        RECRUIT 2
        LEARN quarrying
    END
```

REGION x,y

REGION orders are optional. They are put into the order template simply for reference, and to help order−checking tools distinguish units in different regions.

RESEARCH HERBS <L>

The unit tries to find out which herb is growing in the region and how many plants are still growing there. Your unit needs a skill level of 7 or higher in herbalism to be able to execute this order.

RESERVE amount item

With this order a unit can grab and retain items and silver from other units in the same region. Note that the requested items are taken from any unit (usually from top to bottom in the list of units in the orders template) as long as these units do not reserve the items themselves.

RESERVE only becomes effective when the item pool or respectively the silver pool is activated.

Caution! TEMP units cannot reserve items or silver. All they need has to be transferred to them via the GIVE order.

All items a unit receives via the GIVE order cannot be taken from it by another unit with the RESERVE order (also see the chapter on pools).

RESTART race "password"

Allows to give up a faction and immediately start with a new one if yout faction is at least nine weeks old. If your faction is older than 81 turns you may choose a new race. With a younger faction you get the same race and you may not pass items to units of other factions. Your magic school stays the same in any case. In contrast to restarting a faction older than 100 turns, you can use the RESTART order only once for a young faction.

The new faction sets out in the region where the RESTART order is issued. This region must neither be an ocean nor of any other non−standard terrain. Apart from these restrictions, the same rules apply for restarted and 'real' new factions.

RIDE unit−id <L>

Your unit will join a carrier unit. The transporting unit has to explicitly carry the unit needing a ride. This allows units to travel by horse or cart without the riding skill.

Example:
Faction 125:

```
UNIT 311
    RIDE 456 ; I'd like to ride on your cart!
    CONTACT 456
    [...]
```

Faction 300:

```
UNIT 456
    CARRY 311 ; Ok, climb up!
    CONTACT 311
```

ROUTE direction [direction [etc.]] <L>

Given this order, a unit travels through the world of Eressea just like with the MOVE order.

Additionally, you can establish a circular route, so a unit travels continuously between two or more regions. All directions that were successfully travelled in one turn are taken from the head of the direction list and appended at its end.

To skip steps in the movement phase (e.g. to halt a ship in a region though it could actually travel farther in one turn) use the PAUSE keyword (abbr.: P). If a unit halts at the end of its movement phase and the movement phase of the next turn starts with one or more PAUSEs, they are put at the end of the direction list so the movement phase of the next turn does begin with a real direction.

A unit on horseback travels three regions per turn on roads. It has the following ROUTE order:

```
ROUTE ne east pause east east se west west pause sw west nw
```

In the next turn the order looks like this:

```
ROUTE east east se west west pause sw west nw ne east pause
```

And in the next turn:

```
ROUTE west west pause se west nw no east pause east east so
```

And again in the next turn:

```
ROUTE sw west nw ne east pause east east se west west pause
```

In the next turn the order looks like in the first turn.

SABOTAGE SHIP   <L>

Using this order, a spy can try to sink the ship he's on. See the chapter on espionage for more details.

SELL amount luxury   <(L)>
SELL ALL luxury   <(L)>

A unit skilled in trade can use this order to sell the luxury items it owns to the peasants. As a presupposition, a tradepost needs to be erected in the region and there needs to be a demand for the luxury good. Trade does not require the permission of the local sovereign but it might be more diplomatic to request it, nevertheless.

When on board a ship in a guarded region you can trade only if you are either allied with the guarding factions or they contact your merchant.

For further reference, see the trade chapter.

SELL ALL automatically sells the amount of the luxury item that is demanded in the region. Be careful! If more than one faction uses this order in a region, the demand is still exceeded.

SELL is a pseudo−long order, just like BUY. You can combine both and trade at most skill−level(trade) × 10 luxury items per turn but issue no other long order.

BUY and SELL do not appear in the standard report, so it looks as though merchant units had no default order. But this is only to prevent a long list of orders in the report. The computer report and the orders template show these orders only if you add the @ prefix to them.

SHOW "spell"
SHOW "item"
SHOW "potion"
SHOW ALL SPELLS
SHOW ALL POTIONS

If you need to see the description for a spell, a special item or a potion, let one of your units issue a SHOW order and you will get the information with next turn's report. Make sure the unit using the order owns the item and knows the spell or how to make the potion.

SIEGE building−id <L>

With this order you can lay siege to a castle. All contact to the outer world is prevented, but a unit with a high skill level in stealth might be able to sneak into and out of the besieged castle. The units in the castle cannot get silver from the outside and will starve to death, if they are not able to break the siege in time. The besiegers fire their catapults each turn and by this gradually destroy the castle.

Only guarding units can besiege a castle. To besiege a castle you must be able to control the inhabitants at least as well as if you want to guard. Additionally, foreign units are given one turn to react appropriately on this new situation.

SORT BEFORE unit−id
SORT AFTER unit−id

This allows you to change how units are sorted in the report and in the orders template. For example, you could put pupils right after their teacher.

Mark the following restrictions:

- ◊ unit−id has to specify one of your own units.
- ◊ The order imposed by units being inside or outside buildings and ships overrides the SORT order. To be effective, all re−sorted units have to be inside the same building or ship or none at all.
- ◊ A unit cannot be sorted before an owner of a building or ship.
- ◊ The order is ineffective for owners of buildings or ships.

The order of units is modified at the very end of a turn. Therefore, you can re−sort units in the turn they reach a region via one of the movement orders.

SPY unit−id <L>

With espionage you can spy on units of other factions. To determine the success of the espionage the spy's espioange skill level is compared with the perception skill level of the target unit.

With a base chance of 10% you can learn something about the target unit. Your chances increase by 5% for each skill level by which the spy's espionage skill level exceeds the target unit's perception skill level.

If the spy is successful, he learns some random type of information from the victim. He might find out about the target unit's combat status, its items, a single skill or the true faction it belongs to.

The true faction identity can only be determined if the spy is skilled at least 6 levels better in espionage than the victim in perception. All other information can be learned with a standard espionage success.

Eventually, the following formula is used to determine whether the victim notices the espionage: (100 − espionage(spy) x 5 + perception(victim) x 2)%

STEAL unit−id <L>

Using this order your unit will try to steal from the specified one. If the offender's stealth skill is higher than the victim's perception (which means the perception skill of the best unit in the region) the victim only notices that it has been robbed. The offender steals 50 silver for each man and skill level difference.

If the offender's stealth is equal to the victim's perception the theft fails and the victim becomes suspicious. If the victim's perception is even superior to the offender's stealth the offending unit is catched red−handed and identified.

But beware, the thief always steals with his victim's silver pool activated, even when the other player does not use the pool feature. Doing this he can also steal from other units which have not been the target of his order.

TAX [amount] <L>

Given this order, a unit collects taxes from the peasants in the region. The unit has to be equipped with a weapon and be skilled in the corresponding weapon skill as well as in taxation. It can earn up to 20 pieces of silver per person and skill level; catapults cannot be used for this task. You can optionally specify a maximum amount of silver to be collected.

If more than one faction tries to tax the peasants of a region the silver is divided up proportionally. To prevent other factions from collecting taxes in a region use the GUARD order.

TEACH unit−id [unit−id etc.] <L>

To reduce the time required to learn a skill, a unit can be taught by another unit. This requires that the teacher is at least two levels better than the pupil in the relevant skill. The pupil learns twice as fast as without teaching

The units specified in the TEACH order all need to give a LEARN order and each teacher can teach up to 10 students at a time. It is not necessary to specify the skill you want to teach, since the students already specify this in their LEARN orders. In fact, it's possible for a teacher to teach different skills to his students at the same time.

Example:

```
UNIT 78
    TEACH 54 67 TEMP 2 68
```

UNIT unit−id

This order starts the order−block for one of your units.

Example:

```
UNIT 45
    MOVE West
UNIT 46
    ENTER CASTLE 7
    WORK
```

USE [amount] "item"

Use the specified item, usually a potion. A unit cannot use different potions in one turn but it is possible to use several potions of the same type to extend their effect on more than 10 men. The effect of a potion usually stops at the end of the turn and surplus portions of it are wasted.

WORK <L>

Tells the unit to do manual labor, working in agriculture or fishing. It will produce enough silver to survive, but little more. The exact salary depends on the size of the biggest local fortification. Orcs will earn less than others. A unit aboard a landed ship cannot work if the region is guarded by a faction that is not allied with it.

	None	Foundation	Tower	Stronghold	Fortress	Citadel
Income	10	11	12	13	14	15
Orcs	10	11	11	12	12	13

There is a limit on workers in a region depending on its Terrain. Additionally, each tree in a region will take up space and reduce this number by 8 workers.

	Max. Workers	Max. Trees
Mountain	1000	125
Plain	10000	1250
Glacier	100	12
Highlands	4000	500
Swamp	2000	250
Desert	500	62

// comment

Unlike the comment made with a ; (semicolon), this comment will be sticky, and survives through the evaluation of the turn. It can be useful to comment long−term plans for a unit.

```
UNIT 123;    Merlin [20,450$]
    // upkeep for tower
    @GIVE 234 1000 silver
    // Dont forget to study polearm from time to time
    TAX
```

The // comment is handled like an order and needs to be on a separate line. Thus, the following is not legal:

```
@GIVE 345 100 silver // for sawmill
```

17.1 Sample Turn

An extended version of these orders was actually the first turn of a real faction. It might not be the best way to start, though. Note that all orders exceeding one line are augmented with a \ (backslash) at the line break.

```
ERESSEA 1 "gnuibaz" ; server generated password
```

```
; ECHECK -Len -z -l -w4 -r75

REGION 0,0;      Xontormia
Unit 1;    Unit 1 [1,7000$]
  Name Faction "Hekolat's disciple of the blue moon"
  Name Unit "Ibna Hekolat"
  Describe Unit "A keen eye and a strong arm \
       are this man's riches."
  Recruit 1
  Learn Magic
  Password "Never make your password public"

  Make Temp 1
    Name Unit "Yob Nakkela"
    Describe Unit "A roaming monk."
    Recruit 1
    Move west
  End
  Give Temp 1 500 silver

  Make Temp 2
    Name Unit "Kensanata's Lumberjacks"
    Recruit 3
    Learn Forestry
  End
  Give Temp 2 300 silver

  Make Temp 3
    Name Unit "Marina Nakkela"
    Describe Unit "A roaming ambassador."
    Recruit 1
    Move east
  End
  Give Temp 3 300 silver

  Make Temp 4
    Name Unit "Parsival's Men"
    Describe Unit "Every evening they entertain the locals \
         with their feats."
    Recruit 10
    Learn Entertainment
  End
  Give Temp 4 1000 silver

  Make Temp 5
    Name Unit "The Guard"
    Describe Unit "They provide for law and order in this \
           region."
    Recruit 10
    Learn Polearm
  End
  Give Temp 5 1000 silver

  Make Temp 6
    Name Unit "Mandrago"
    Describe Unit "Dripping with sweat they toil \
        in their smithy."
    Recruit 5
    Learn Weaponsmithing
  End
  Give Temp 6 500 silver

Next
```

17.1 Sample Turn   75

18 Credits

18.1 Acknowledgements

Many people have helped to make Eressea the game it is today. The development team would like to thank (in no particular order):

- Benni Bärmann, Sören Schwarz, Martin Hershoff, Ingo Wilken and Stefan Reich for additional programming.
- The volunteers of eressea–help for relieving us of much of the support work.
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- Christian Büthe and Raphael Sturm, as well as everyone else who took part in the often heated debates about gameplay.
- Andreas Krawinkel, for his technical support.

Special thanks goes to Alex Schröder, who published his source for German Atlantis, and Russell Wallace, who invented and wrote the original Atlantis.

18.2 Technical Tidbits

These are frequently out of date. As of this writing (October 2001), the only running game of Eressea can be described by the following numbers:

- Eressea is written in C and has a total of over 90.000 lines of code. It was originally based on Russell Wallace's Atlantis 1.0, which had a mere 7000 lines of code.
- The world of Eressea takes up 54 MBytes of disk space, but a run of the game server requires 320 MBytes of physical RAM. There are more than 270.000 units in 1800 factions.
- Running the server takes about 20 minutes. Sending all of the reports however takes 5−6 hours.

18.3 About this Document

Initial HTML and LaTeX version:
> Henning Peters

English version:
> Enno Rehling, Jonathan Hsu, Jens Feldkamp, Art Dieterly, Gary Jones, Thomas Deiler, Stefan Garnatz, Hans Germany, Michael Klöppel, Zerofoks, Hephaistos

19 Mail

19.1 Useful Addresses

If you have any questions regarding the game, you can ask the good folks at eressea–help@eressea.kn–bremen.de for help. These are players helping us out with the support work, and they are extremely knowledgeable and quick to respond.

All automated Mail goes to the eressea–server@eressea.upb.de address. There are a couple of operations that you can trigger by using the right subject in your emails:

19.2 Sending in orders

To send in orders, use the subject ERESSEA ORDERS in your mail, and put the orders in the body of your email.

19.3 Requesting your password

If you've forgotten your password, simply send an email to the server with the subject ERESSEA PASSWORD faction and your password will be sent to the address that your report is usually sent to.

19.4 Requesting the report manually

If for whatever reasons you have not received or have lost your report, or want to retrieve it from another address, send an email to the server with the subject ERESSEA REPORT faction "password" (filling in your own faction and password of course), and your report will be sent to the address that the request came from.

19.5 Mailinglisten zu Eressea

Zu Eressea gibt es eine ganze Reihe von Mailinglisten, die man auch über den Newsserver lesen kann.

Auf http://eressea.upb.de/cgi–bin/mailman/listinfo ist eine Liste aller Mailinglisten zu finden. Dort kann man sich auch eintragen, falls man diese per Mail bekommen will. Um Beiträge schreiben zu können, muss man mit der Adresse, die zum Versenden der Mails benutzt wird, angemeldet sein.

Will man sie lieber über den Newsserver lesen, so kann man das unter news://eressea.upb.de/ tun. Hierzu richtet man im Mail– oder Newsprogramm ein News–Konto (NNTP) ein, mit `eressea.upb.de` als Server. Um dort selber Beiträge schreiben zu dürfen, muss man sich mit der Parteinummer und dem Parteipasswort anmelden (das kann man in den Optionen des Kontos irgendwo einstellen).

E–Announce
> Hier schreibt nur die Spielleitung, und alle lesen mit. Von der Mailingliste kann man sich weder abmelden, noch den Mailerhalt einstellen, solange man bei Eressea mitspielt.
> Es ist die offizielle Ankündigungsliste von Eressea. In dieser Liste werden Regeländerungen und andere wichtige Dinge bekanntgegeben, ebenso erscheint hier die Zeitung von Eressea und die Zugstatistik.

eressea-moderated
> ist für Diskussionen um Eressea als Spiel.

E–RPG
> Rollenspielmails von Eressea–Herrschern. Hier gebt ihr Eure Spieler–Identität an der Tür ab, und seid nur der Herrscher Eures Volkes.

E–Client
> Diskussion um andere Clients, oder wie man am besten einen programmiert.

E–Magellan

Hier lesen die Magellan–Entwickler mit, und Experten, die sich mit dem Programm auskennen. Fragen werden in der Regel fachmännisch und schnell beantwortet.

E–Doc

An der Anleitung von Eressea arbeiten inzwischen mehr als nur eine Person, sei es die englische Anleitung oder Ändeurngen an der deutschen.

Außerdem gibt es noch ein paar weitere Newsgruppen auf dem Server, die keine Mailingliste haben.

Nahezu immer sind Eressea–Spieler im IRC–Channel `#eressea` anzutreffen, ebenso gibt es einen Channel `#e-help`. Ins IRC ("Internet Relay Chat") kommt man z.B. mit Programmen wie mIRC oder xchat.

19.6 Der gute Ton in den Mailing–Listen

Die Mailing–Listen zu Eressea werden von nahezu allen Mitspielern gelesen. Darum sollte man sich ein klein wenig zurückhalten, besonders dann, wenn man längere Texte verschickt.

Wenn man auf Mails in den Listen antwortet, kopiert bitte nicht die ganze Original–Mail mit Header und Signature mit hinein. Ein paar Zeilen mit dem wesentlichen (ggf. mit "[...]" verkürzt) reichen völlig. Mails wie "Finde ich auch" (ohne weiteren Kommentar) sind oft überflüssig.

Viele neuere Mail–Programme (besonders im DOS/Windows–Bereich) hängen den Mail–Text nochmals im Word– oder HTML–Format (z.B. Netscape) hinten dran; dies ist unnötig und unerwünscht und sollte abgestellt werden. Ebenso unnötig sind irgendwelche Certification–Keys und ähnliches – letztlich geht es in den Listen um Belanglosigkeiten und keine Staatsgeheimnisse.

Es passiert leider immer wieder, daß Leute Teile ihrer Auswertung und/oder Befehle in die Kommentar–Liste schicken. Dies ist nicht nur leichtsinnig (andere Spieler können diese Informationen mißbrauchen) sondern auch unnötig, da es dabei meist um Fragen geht, die nur diese Partei betreffen.

20 Appendix: Order List

20.1 Short Description of Orders

The "S/L" column indicates whether an order is (S)hort or (L)ong.

Short List of Orders

Order	Description	S/L
ATTACK unit−id	attacks the unit	(L)
BANNER "text"	Sets text for the address list	S
BUY amount luxury−item	buy luxury item	L
CARRY unit−id	transport another unit	S
CAST "spell"	cast spell	L
COMBAT	set the combat behaviour	S
COMBAT NOT		S
COMBAT REAR		S
COMBATSPELL "spell"	set spell for combat	S
CONTACT unit−id	contact foreign unit	S
DEFAULT order	sets the default order for the next turn	S
DESCRIBE BUILDING "text"		S
DESCRIBE PRIVATE "text"		S
DESCRIBE REGION "text"		S
DESCRIBE SHIP "text"		S
DESCRIBE UNIT "text"	describes object	S
DESTROY	"building, ship, or road"	S
EMAIL email@adresse	sets the e−mail address the report is sent to	S
END	ends a MAKE TEMP block	S
ENTER CASTLE building−id	Enter building. CASTLE must be used regardless of building type	S
ENTER SHIP ship−id		S
ENTERTAIN [amount]	earn 20 or more silver	L
ERESSEA faction−id "password"	marks the beginning of a faction's orders	S
FOLLOW SHIP ship−id	follows a ship	(L)
FOLLOW UNIT unit−id	follows a unit	(L)
FORGET skill	forget the skill	S
GIVE 0 amount MEN		S
GIVE 0 amount item		S
GIVE unit−id CONTROL		S
GIVE unit−id HERBS		S

GIVE unit–id UNIT		S
GIVE unit–id amount MEN		S
GIVE unit–id amount item		S
GROUP ["name"]	forms groups of units	S
GROW	grow herbs or horses (needs a stable)	L
GUARD [NOT]	guard the region	S
HELP faction–id ALL [NOT]	set up/revoke an unilateralb> alliance	S
HELP faction–id COMBAT [NOT]		S
HELP faction–id GIVE [NOT]		S
HELP faction–id GUARD [NOT]		S
HELP faction–id silver [NOT]		S
HIDE FACTION [NOT]	hide faction membership	S
HIDE [level]	set hide level	S
HIDE race	Demon: disguise as another race	S
LEARN skill	learn a skill	L
LEAVE	leave ship or building	S
MAKE	extend a building or ship	L
MAKE TEMP unit–alias–id ["name"]	creates a new unit	S
MAKE [amount] HERBS	pick herbs	L
MAKE [amount] item	make an item	L
MAKE [amount] potion	make a potion	L
MAKE [level] ROAD direction	build road	L
MAKE [level] SHIP [ship–id]	extend a ship	L
MAKE [level] building–type [building–id]	erect or or extend a building	L
MAKE [level] ship–type	build a new ship	L
MESSAGE CASTLE building–id "text"	Send a message	S
MESSAGE FACTION faction–id "text"		S
MESSAGE REGION "text"	Send a message	S
MESSAGE SHIP ship–id "text"	Send a message	S
MESSAGE UNIT unit–id "text"		S
MOVE direction [direction etc.]	move unit	L
NAME [FOREIGN] BUILDING "name"		S
NAME [FOREIGN] FACTION "name"		S
NAME REGION "name"		S
NAME [FOREIGN] SHIP "name"		S
NAME [FOREIGN] UNIT "name"	names the specified object	S
NEXT	ends the orders of a faction	S
NUMBER CASTLE [new_id]		S

NUMBER SHIP [new_id]		S
NUMBER UNIT [new_id]	gives a new id	S
OPTION ADDRESSES [NOT]		S
OPTION BZIP2 [NOT]		S
OPTION COMPUTER [NOT]		S
OPTION ITEMPOOL [NOT]	Turns the item pool on or off.	S
OPTION REPORT [NOT]	various options	S
OPTION SILVERPOOL [NOT]	Turns the silver pool on or off.	S
OPTION STATISTICS [NOT]		S
OPTION TEMPLATE [NOT]		S
OPTION ZIPPED [NOT]		S
ORIGIN [x y]	Sets the origin of the coordinate system to x,y	S
PASSWORD "new password"	set new password	S
PIRACY [faction_1 [faction_2 [...]]]	commit acts of piracy	S
PREFIX [prefix]	prepend the race name with a prefix	S
QUIT "password"	quit the game	S
RECRUIT amount	recruit more men	S
REGION x,y	no function (only for tools)	S
RESEARCH HERBS	search for herbs	L
RESERVE amount item	reserve item	L
RESTART race "password"	restarts a faction with a new race	S
RESTART "password"	lets a young faction start from scratch	S
RIDE unit–id	be transported by unit–id	L
ROUTE direction [direction etc.]	travel	L
SABOTAGE SHIP		L
SELL amount luxury–product	sell specified luxury goods	L
SHOW "spell"	retrieve spell description	S
SIEGE building–id	siege the building	L
SORT AFTER unit–id		S
SORT BEFORE unit–id	sort unit in report	S
SPY unit–id	spy on unit	L
STEAL unit–id	steal 50 Silver or more	L
TAX [amount]	tax peasants (max. 20 silver/skill level)	L
TEACH unit–id [unit–id etc.]	teach units	L
UNIT unit–id	marks the beginning of a unit's orders	S
USE potion	uses potion	S
WORK	earns 10 silver or more	L

20.2 Order of execution

The orders of Eressea are executed in a fixed order. Orders which have the same number below are executed at the same time.

Some orders are first gathered together from all units in the region before being executed. These orders are WORK, ENTERTAIN, TAX, RECRUIT, BUY, SELL and the flavours of MAKE affecting resources . Resources are stone, iron, Laen, wood, Mallorn, herbs and horses. MAKE CASTLE or MAKE SHIP are executed immediately.

This is to treat all factions evenly instead of giving all ressources to the faction that happens to be the first.

1. new default orders are set
2. GROUP, MAKE TEMP
3. NAME, DESCRIBE, GUARD NOT, HELP, COMBAT, COMBATSPELL, HIDE, ORIGIN, SHOW
4. BANNER, EMAIL, SCHOOL, OPTION, PASSWORD
5. MESSAGE
6. USE
7. ENTER, CONTACT; 1st attempt
8. LEAVE
9. Contacts are removed, then ATTACK
10. RESERVE
11. SIEGE
12. ENTER, CONTACT; 2nd attempt
13. FOLLOW is set
14. GIVE, FORGET, DESTROY
15. RECRUIT, executed on a per–person basis
16. Maintenance costs for buildings are accounted. If they cannot be raised, the building has no effect for that turn.
17. RESTART, QUIT, CAST
18. TEACH
19. LEARN
20. WORK, STEAL, BUY, SELL, MAKE, SABOTAGE, SPY, TAX, ENTERTAIN, GROW
21. At this point some orders are executed step by step, e.g. the gathering of resources:
    1. gathering of resources (piece by piece)
    2. entertainment (piece by piece)
    3. work (piece by piece)
    4. taxation (in portions of 10 pieces of silver)
    5. buy (piece by piece)
    6. sell (piece by piece)
    7. steal (piece by piece)
22. Ships with too small a crew suffer damage
23. MOVE and ROUTE, including RIDE and TRANSPORT are executed, and units order to follow other units do so
24. GUARD if the unit did not move
25. Ships at sea collect taxes
26. DEFAULT
27. empty units are removed
28. Peasants, horses and trees grow if possible; the remaining peasants move into other regions
29. costs of food supplies for units are collected
30. maintenance cost for buildings are collected; if the maintenance cannot be afforded, the building can collapse.
31. SORT
32. NUMBER

Your orders do not have to reflect this order of execution. It is perfectly legal to submit these orders:

```
GIVE TEMP 5 300 silver
```

```
MAKE TEMP 5
    RECRUIT 1
    COMBAT NOT
    LEARN forestry
END
```

First, a new unit is created which is ordered not the participate in combat. It receives 300 pieces of silver, recruits 1 man and learns forestry, even though this line up of Eressea orders contradicts their actual order of execution.

21 Description of Skills

Here you find short descriptions of all skills that a unit can learn in the the world of Eressea. For detailed information about how to learn and utilise skills, see the skills chapter.

Alchemy
> For producing potions from herbs. Learning this skill requires 200 pieces of silver per turn.

Armoursmithing
> For making armour from iron or laen.

Bow
> For utilising bows and for taxation.

Cartmaking
> For making carts and catapults from wood.

Catapult
> For utilising catapults. Cannot be used for taxation.

Crossbow
> For utilising crossbows and for taxation.

Endurance
> Makes a unit more resistant to physical damage in combat or due to lack of food.

Entertainment
> For earning silver by entertaining peasants.

Espionage
> For spying on other units to learn e.g. about their skills. Learning this skill requires 100 pieces of silver per turn.

Forestry
> For making wood or mallorn from a region's trees.

Herbalism
> For picking herbs to make potions and for growing herbs.

Magic
> For casting magic spells. Learning this skill requires an amount of silver that depends on the skill level.

Masonry
> For making buildings from various resources.

Melee
> For utilising swords, claymores, and axes and for taxation.

Mining
> For making iron and laen from a region's natural resources.

Perception
> For detecting hidden units or to prevent thievery.

Polearm
> For utilising spears, lances, and halberds and for taxation.

Quarrying
> For making stones from a region's natural resources.

Riding
> For increasing a unit's movement speed and for beneficial combat modifiers.

Roadwork
> For making roads from stones.

Sailing
> For sailing ships on sea.

Shipcraft
> For making ships from wood.

Stealth
> For hiding from other units, stealing from them or eluding a siege.

Tactics
> For gaining an additional round in combat by surprising the enemy. Learning this skills requires 200 pieces of silver per turn.

Taming

For taming horses to ride them.

Taxation

For earning silver by taxing peasants. Taxation also requires that a unit can master a weapon.

Trade

For earning silver by trading luxury items.

Weaponsmithing

For making weapons from wood, iron, mallorn or laen.

22 Potions and Herbs

For details about the production of potions refer to the alchemy chapter.

List of Potions

Level	Name	Effect
1	seven mile tea	10 men on foot can travel as fast as if mounted
1	goliath water	10 men can carry as much as 10 horses
1	water of life	Transforms 10 pieces of wood into 10 young trees
1	potion of truth	Allows to reveal illusions
2	Schaffenstrunk	Doubles the productivity of 10 men when using the `MAKE` order
2	ointment	Heals up to 400 hit points
2	peasant blood	Up to 100 demons can do without killing peasants
3	brain wax	Increases the chances for up to 10 men of learning a skill
3	Dumpfbackenbrot	For up to 10 men: either they lose on turn of learning, learning fails or a teacher becomes ineffective for one turn
3	potion of nest warmth	Allows insects to recruit men even in winter
3	horsepower potion	50 horses give birth to up to 4 foals
3	berserkers blood potion	10 men receive a +1 attack modifier in combat
4	peasant love potion	1000 peasants grow twice as fast as usual
4	elixir of power	10 men get 5 times their normal hit points
4	healing potion	4 men survive otherwise lethal hits

List of Herbs

Herbs	Terrain
Flachwurz, Würziger Wagemut, Eulenauge, Grüner Spinnerich, Blauer Baumringel, Elfenlieb	Plain/Forest
Gurgelkraut, Knotiger Saugwurz, Blasenmorchel	Swamp
Wasserfinder, Kakteenschwitz, Sandfäule	Desert
Windbeutel, Fjordwuchs, Alraune	Highland
Steinbeißer, Spaltwachs, Höhlenglimm	Mountain
Eisblume, Weißer Wüterich, Schneekristall	Glacier

The herb growing in a plain or a forest is fixed when the region is created. When a forest turns into a plain or vice versa the type of herb does not change.

23 Appendix: Tables

Terrains – Size, Trees and Roads

Terrain	max. workers	max. trees	stones for a road
Mountain	1000	125	250
Plain	10000	1250	50
Glacier	100	12	250
Highland	4000	500	100
Swamp	2000	250	75
Desert	500	62	100

The column "max. trees" specifies the number of trees that can fill up all the space in the region and make working impossible. Note that a region can contain more trees than the amount specified here.

In glaciers, swamps and deserts, roads can only be built in combination with certain buildings.

Stealth and Perception

Stealth – Perception	Effect
Stealth = Perception	Unit can be seen; thieves cannot steal, but target gets an anonymous message only
Stealth > Perception	Unit cannot be seen; thieves are successful and stay undetected.
Stealth < Perception	Unit can be seen; Thieves are unsuccessful and identified by their targets.

Buildings

Building	Resource Cost				Skill	Upkeep		Limit	Capacity
	Stone	Wood	Iron	Silver		Silver	Resources		
Lighthouse	2	1	1	100	3	100	–/–	none	4 people
Mine	5	10	1	250	4	500	–/–	none	size
Quarry	1	5	1	250	2	250	–/–	none	size
Sawmill	5	5	3	200	3	250	–/–	none	size
Smithy	5	5	2	200	3	300	1 wood	none	size
Stables	2	4	1	100	2	150	–/–	none	size
Harbour	5	5	–/–	250	3	250	–/–	25	size
Caravanserei	1	5	1	500	2	3000	2 horses	10	size
Academy	5	5	1	500	3	1000	–/–	25	size
Mage Tower (*)	5	3	3	500	5	1000	–/–	50	2 people
Dam	5	10	1	500	4	1000	3 wood	50	size

Tunnel	10	5	1	300	6	100	2 stone	100	size
Inn	4	3	1	200	2	5*size	–/–	none	size
Monument	1	1	1	400	4	none	–/–	none	size

(*) additionally, 2 mallorn und 2 laen per point of size

23.1 Close Combat Modifiers

Close combat – the modifiers are accumulative.

Combatant	Attack	Defense
Unarmed	–2	–2
Armed but unskilled	–2	–2
In castle		+1 ... +5
Rider with skill level 2 (only in planes, deserts and highlands; not in castle)	+2	+2
Rider with lance/spear and skill level 2	+1	
Spear/halberd vs. rider		+1