DAWN OF THE 9TH AGE CAMPAIGN RULES (Version 1.02)

Basic concept **2**

Victory conditions **3**

Competitive aspect **4**

Turn phases **4**

Phase 0. Diplomacy – simultaneous for all players 4

Sides table 5

Phase 1. Army movement 5

Phase 2. Combat 6

Phase 3. Loot 7

Phase 4. Random events 7

End of turn. 9

Quest and mission list per race **9**

Racial special rules **13**

Basic concept

Thirty-two factions (2 per race) take part in the campaign, each one has a starting province (capital, where their fortress is located) and an invasion army – a force that moves around the map and interacts with other players.

Each players may control up to three different factions (none of the same race). All factions without designated players count as passive – they defend their starting province, do not move, do not take part in diplomacy and consider all other armies as hostile. Each player submits two army lists per faction they control – an invasion army (main army) and a garrison (the one that defends the capital and any outposts built by the player). These lists may be the same.

All lists are built in accordance to the most up-to-date rules and have a 4500-point limit. Should the rules suffer any changes during the time the campaign takes place all players can (and must should their lists become invalidated because of the changes) submit new lists with any changes they would like.

From game to game, the invading army may only change:

- Hero's equipment (items/virtues/abilities/etc…)
- Path of magic and number of spells taken by their wizards
- Magical banners (remove/change/add)
- Unit's command groups (add/remove musicians, champions, banners)
- Exchange one unit priced up to 300 points for any one unit or a hero (only hero's base cost is taken into account) of an equivalent cost
- Any change to the army list must not exceed a total of 15% of the list's cost

Outside of the starting provinces, there are neutral provinces, which can be captured, pillaged or simply traversed. Each province has an income indicator, pillaging indicator, and can also be locations of quests and special events. Provinces also have an indicator of "population" – a conditional predisposition to certain factions and a sign of "sphere of influence" – a race that can influence the life in the province (both these factors are taken into account in case of random events). Information about province's income, population and sphere of influence is open to anyone.

The map is divided into 5 continents (Vetia, Augea, Tarphia, Sylexia, Virentia). Should any side control an entire continent by the end of the campaign (sides are (roughly) - order, chaos, etc…) than all the armies of that side on that continent receive bonus Campaign Points.

Two random provinces contain quests open for anyone to complete or interfere with. Each player also receives a quest province for the campaign – this quest is secret to other players. Sometimes in order to discover this province other tasks have to be performed first.

Quest and random battles are played against a proxy-player.

The game is divided into turns; the turns are divided into phases. Turn order for all players is random in each phase and is determined each turn separately, but some race's abilities may override this rule.

The campaign lasts for 20 turns, but can be extended or shortened by agreement.

If a player's army is crushed (a 3-17 loss or worse), the player may create a new army list and begin in his starting province (even if it is captured by the enemy). In any other losing case, a retreat takes place from the province of the loss into any allied or neutral neighboring province. Should there be no free zones to retreat to – the victor decides where the loser's army must retreat.

It is highly appreciated that the attitude towards the background story is responsible (yes, the new T9A background). All units should be named, an army should have coat of arms and the activity during the campaign should represent the army's nature. After any battle takes place, a small report is welcome. A campaign might recruit a chronicler.

Victory conditions

During the campaign, a faction accumulates Campaign Points (CP); the victorious faction is the one, which has the most by the end of the campaign.

CP are awarded for:

1. Global objectives
   Each faction receives two global objectives (generated randomly from the race's list) at the start of the campaign. For each objective accomplished, it is awarded 100 CP
2. Minor quests
   During the campaign, each faction will receive minor quests every 3 turns even if the previous ones are not completed. For each objective accomplished, it is awarded 25 CP
3. Continent control
   If a continent does not contain any armies or forts of other sides, all factions on the continent are awarded 25 CP
4. Victory in combat
   For each victory in combat a faction is awarded points based on the final score (victory points scored by the army):
   a. 5 CP for 7-12 VP
   b. 10 CP for 12-16 VP
   c. 13 CP for 17-19 VP
   d. 15 CP for 20 VP
   Some armies have special rules that increase the number of CP received for victory in combat.
5. Gold
   For each province under player's control he receives gold in accordance to the territories' income indicator. For plundering any territory the player receives its triple income. Some territories only award gold for plundering. At the end of the campaign gold is converted into CP by a 1-to-1 ratio. Some racial abilities may alter this ration.
6. Quest battles
   For victory in any quest battles the faction is awarded 25 CP regardless of the final score. Each quest battle may be played only once in each province.
7. Unit awards
   At the end of each battle every surviving unit is awarded with "stripes" depending on their achievements in battle. Units receive "stripes" for:
   - 1 for keeping a banner (BSB does not count)
   - 1 for each captured banner (destroying or forcing to flee an enemy unit with a banner)
   - 1 for destroying a unit

   Heroes receive "stripes" for:

   - 1 for surviving the battle
   - 1 for killing an enemies' hero
   - 1 for killing a monster
   - 2 for killing a hero on a monster

- 1 for killing a champion during a challenge

At the end of the campaign all stripes are converted into CP by a 1-to-1 ratio.

8. Capturing a capital
   Successful capturing of an enemies' capital awards bonus 25 CP in addition to any CP awarded in battle (in order to successfully capture a capital the end score of the battle must be no less than 15-5 in favor of the attacker)

Competitive aspect

All battles except quest and naval are scored into the respective player's tournament rating.

Turn phases

Action order in each phase is random. For example, player empire_1 may act first in the movement phase, 4th in the combat phase and 8th in the loot phase. The campaign judge/manager informs everyone about his or her turn order.

Phase 0. Diplomacy – simultaneous for all players

During this phase a player may:

- Declare war on one other player – all armies of that player become hostile to you
- Negotiate an armistice with a player – all armies of that player become neutral to you
- Negotiate an alliance with a player – al armies of that player become allied to you
- Break an alliance with a player – all armies of that player become neutral to you

Hostile armies block movement (your army may not leave or move through a sector occupied by the enemy) until they are defeated. They also block quest and province capturing actions.

Neutral armies may move and fulfill quests in neutral territories, however must receive permission to move through controlled territories of other neutral army. In case of a refusal the army may not enter that province without a declaration of war. Such declaration of war is not treachery.

When entering an alliance all current enemies of the player become mutual enemies throughout the whole alliance, and even leaving the alliance still keeps that status for those players until peace is negotiated. Any faction that declares war on any ally automatically declares war on the entire alliance.

An ally of an ally is not considered an ally automatically. For example if empire_1 allies itself with empire_2, and empire_2 is allied with dwarves_1, then empire_1 and dwarves_1 are considered neutral towards each other until an alliance is negotiated.

In case an ally negotiates an alliance with an enemy of its other ally, that ally may treat this action as treason (a -25 CP penalty is applied to the treasonous faction) and may break an alliance with such an ally.

Allied armies may move freely on province controlled by their allies.

When breaking an alliance, a faction that is breaking off receives a penalty in the form of five CP per turn of the alliance's existence, but a minimum of 25 CP.

Unlikely alliance. If an alliance is negotiated between armies of opposite sides (side table below) than such a treaty will cost each player a 15 CP penalty. Breaking such an alliance does not bring any penalties.

Armies of such allies, located in the same province, must roll their general's discipline test (no modifications or re-rolls allowed). In case of a failure the army declares a surprise attack on its former ally, and this attacks negates other orders. This breaking of an alliance does not bring any penalties.

Sides table:

Races of order		Neutral races	Races of Chaos	
Zealot orderly	Self-centered cultural (Neutral good)	NEUTRAL	Self-centered destructive (Neutral evil)	Chaotic Evil
Kingdom of Equitaine Dwarven Holds Highborn elves Saurian ancients	Empire of Sonstahl Sylvan Elves	Undying dynasties Ogre Khans Orcs and Goblins	Infernal dwarves Vampire counts Dread elves	Daemons of Chaos Warriors of the dark gods Beastmen Vermin Swarm

Many armies have special rules that influence diplomacy (look up armies' special rules at the end of the document)

Informal diplomacy.

Players may freely make deals with each other, bribe allies, neutrals and even enemies. Note that nothing forces the player to give their gold in such a way. For example vampire_1 may make a deal with ork_1 to attack an outpost for 20 gold, and then do not pay. Nothing is forcing the vampire_1 player to give his gold, however the ork_1 player's reaction to this deceit is up to him. However if such a bribe is made to stab an ally in the back, the mercenary may publicly admit the fact of such a treaty, then the player who bought the mercenaries' services will be assigned a full penalty for treason.

Phase 1. Army movement

If at the start of this phase if there are no hostile army in the province occupied by your main army it may perform one of the actions:

1. Move into one of the neighboring provinces. Moving into provinces occupied by neutral players requires either a permission from them or a declaration of war (look up diplomacy).
2. Movement by sea. Movement by sea is allowed into neighboring provinces and neighboring seas. In order to move by sea an army must spend 1 turn loading up unto ships, unless stated otherwise in army rules. For movement from the inner sea and into the ocean (and vice versa) the passage is only possible with permission from a player controlling Gan Dareb. Into the Sea of Gods and out of it access is only possible with permission from the player controlling Avras.
3. Execution of quest objective. If the provinces contains a quest objective the army may play the quest battle. Allied and neutral armies do not interfere.
4. Construction of fortifications. An army may build an outpost instead of moving. If by the end of the turn the province does not contain any hostile armies the outpost is successfully build. Starting from the next turn any that wants to capture, plunder or move through this province

must attack and defeat the garrison (the same principle as storming the capital). The garrisoning army may not move or attack other armies in the same province, it only prevents them from taking any actions in said province. The construction of an outpost costs 20 gold.

5. Rebuilding a province. A province controlled by the player that has been plundered may be rebuilt instead of movement. At the end of the turn, the province once again resumes providing income.
6. Exploration. Any neutral province may be explored instead of movement. The end result will be a random event for this province.

How it's done – all players submit their movement actions to the judge/manager by Thursday each week. The judge/manager informs about possible and mandatory combat encounters. The players then pick a time to play out the required combat. The players may play using Universal Battles.

Phase 2. Combat

If after movement there are several armies in the same province each player may:

- Attack one of the hostile armies. The attacked army may offer battle, or ask an ally in the same sector to battle for them. The ally may refuse and this does not count as treason (in such case the attacked army must offer battle).
- Order a surprise attack. A chosen army becomes hostile automatically, the attacker receives a 25 CP penalty if the army was neutral, or a 25+(alliance breaking penalty) CP penalty if the army was an ally.
- During each turn each army may battle only once. If the province contains more than one hostile armies, then the first to fight are those armies who have a higher turn order.

  Example 1

  KoE_1, SE_1 and VC_1 enter the province at the same time. VC are at war with both, KoE and SE are neutral towards each other. This kind of turn order was rolled – KoE:1, SE:2, VS:7. In this case if KoE attacks the VC than SE will not fight this turn, but they will remain in the province.

  Example 2

  DH_2 and KoE_1 (allied towards each other) and DL_2 and VS_2 (neutral towards each other) enter the province. Turn order is: DL:1, KoE:4, VS:8, DH:21. Dl attacks DH, KoE attacks VS. 2 combats take place at this province.

  Example 3

  Same armies as last example enter the province. The turn order is the same. DL orders a surprise attack on the VS. KoE and DH have no enemies in the province so they are not fighting this turn. One combat takes place in the province.

  If no army declares an attack on any other army than all armies remain in the province until next turn.

Grand battles

If at the end of movement phase the province has an even number of armies in it the players may agree to play a joint battle, thus fighting in a grand battle (2x2, 3x3, 4x4 etc⋯). Participating players may agree to create special army lists for such a battle. These special rules apply to the grand battles of 2x2 format:

- 30% or more of the army is moved to reinforcements

- Only 1 standard gaming table is used
- General and BSB only affect the units belonging to their controlling player
- Spells may target allies as if they were the caster's units

Players are free to change these rules and format. Even if an army is crushed it does not count as destroyed and does not need to begin again at the starting province. Victory in grand battles award +25% CP.

Phase 3. Loot

If at the beginning of this phase if there are no hostile armies in the player's army province he can declare one of these actions:

- Join. If the province does not belong to an ally and you control at least one neighboring province you may join the province. From this turn onwards it counts as yours and brings you income if it has any.
- Plunder. You plunder the province and gain an amount of gold equal to its triple income (unless the province has any special income rules). The province does not bring any more income until it is rebuilt.

Phase 4. Random events

At the end of the turn for each province a D6 is rolled. If the result is a "6" an event occurs. It is generated randomly from a deck of special events.

1. -50% income from this province
2. +50% income from this province
3. No income from this province
4. Natural disaster - the province counts as plundered and must be rebuilt to generate income
5. Winds of magic - during the next turn wizards receive x1,5 magic dice and x1,5 veil tokens in this province
6. Null magic - during the next turn wizards receive x0.5 magic dice and x0.5 veil tokens in this province
7. Failed ritual. Your wizard made a mistake during a ritual, an army of Daemons appears in this province (may only occur if there are any wizards in the province)
8. Invasion! A hostile force appears in the province with an intention to plunder it. Such an army attacks whoever is located in this province in the next turn and has the highest turn order in the combat phase. Depending on the sphere of influence possible invading armies are:

Sphere of influence	Army
OnG	Army of savage orcs/orcs/goblins
WotDG	Army of barbarians
Chaos	Army of DL/BH
OK	Army of bandits
DE	Army of pirates

VS	Army of tunnel diggers
EoS	Army of rogue mercenaries
VC/UD	Army of tomb/necropolis

9. Inner fighting. An army of dissatisfied population is formed at this province. Such an army attacks any army in the province, if it stays alone it captures the provinces and guards it.

Population	Army
OnG	Infighting - army of orcs
KoE/EoS	Peasant rebellion
HE/DE/SE	Palace coup - an army of elves with a prince/noble
SE	Wild animals. An army of monsters and crazed lizardmen
OK	Wandering tribe
ID	Slave rebellion. An army of slave orcs/goblins
VS	Rat slaves rebellion
EoS	Rogue mercenaries
BH/WotDG/DL	Challenger. An army of WotDG with a doomlord
DH	A proud clan. An army of dwarves

10. Quest province. The player has discovered a quest province. Roll a die to find out what it is.

province	Army protecting it	Reward
1.Necropolis	VC	25 CP. 20 gold
2.Black Pyramid	UD	25 CP. 20 gold
3.The robber's catch	Shooting EoS	25 CP. 10 gold
4.A secret temple	SA with a slaan and temple guard	25 CP. 20 gold
5.Underground VS laboratory	VS with machinery	25 CP. 5 gold
6.Portal through the veil	DL	40 CP. 0 gold

11. New recruits. The player may make any changes he wishes to his army list.

End of turn.

Count your gold from income and plundering and add to your treasury. Calculate your combat scores and add any relevant points to your CP. Collect your unit's stripes.

For each turn a week of real time is assigned. If the players could not meet and play a battle during that time their armies are counted as locked together and can't perform any other actions until next turn.

Province maps and deployment rules.

- Each province is assigned with a gaming map in accordance with the lore. Should no such lore exist the province gets a map randomly generated from The Ninth Age official map pool.
- Some provinces are assigned a secondary objective beforehand
- Provinces with capitals and outposts always have a building and secondary objective is always "King of the Hill' and both sides must choose the building. The defending player always deploys first on the side with the building, the attacker always has the first turn.
- Naval battles always take place on special symmetrical map. The objective is always "Capture the Flags". The deployments is always standard (1st deployment)

In any other case the missions are generated in such a way:

- If sworn enemies are fighting (opposite on the side table or according to special rules) missions are chosen like this: either capture the flags 1-2(33%), breakthrough 3-4(33%), hold the ground -5 (16%), 2 counters- 6(16%). This rule has priority over the next.
- If one of the players have already been at that province before the attacker came in (did not enter it simultaneously), then the "defending player" may order a defensive mission, random between: 1-2 hold the ground, 3-4 king of the hill, 5-6 - 2 counters
- In any other case the mission is random in accordance with T9A rules

Deployment:

- Deployment may be chosen beforehand for a particular province
- If the battle is a result of a surprise attack, than the deployment is randomised in such a way: 1-2 dawn assault, 3-4 encircle, 5-6 marching column
- In any other case the deployment is random in accordance to T9A rules

Quest and mission list per race

Race	Campaign goals	Random quests
Beast herds	• The capital must not fall until the end of the campaign	• Plunder a specific province in no more than 5 turns

	• Kill and plunder. Plunder at least 10 province • Our forest. Take the capital of the SE • Corrupted grail. Find and take the grail from KoE	• Defeat a certain army in no more than 5 turns • Kill the general of a certain army • Do not lose 3 battles in a row by an invading army
Demon legions	• Stable portal - the capital must not fall until the end of the campaign • Not a time for heroes. Kill 12 characters • Bloody harvest. An average of 2000 VP or more in all battles • Portal. Find the daemonic gates and hold them (win 3 quest battles in 3 different provinces)	• Burn! Plunder 3 provinces in 5 turns • Kill the general of a certain army • Symbols. Kill 3 standard bearers and don't lose a battle in 10 turns • Defeat a certain army
Dread elves	• The capital must not fall until the end of the campaign • Vengeance. Take the capital of HE in Caeda Alban • Old republic. Occupy and hold 3 provinces on Vetia until the end of the campaign • Leader of the republic – 3 quest missions, that will guarantee a victory in the election	• Raid. Plunder a sea-side province • Defeat a certain army • Take a certain province • Win 3 battles in a row in 5 turns
Dwarven holds	• The capital must not fall until the end of the campaign • Old grudges.Claim a victory over: ID, ONG, VS (each) • Protect your warriors. An average VP score of opponents no more than 2000 • Riches. Have the most gold by the end of the campaign	• Take a certain province (in 5 turns) • Defeat a certain army (in 5 turns) • Do not lose 5 battles in a row by an invading army • Build an outpost in a certain province in 5 turns
Empire of Sonstall	• Eternal Avras: the capital must not fall until the end of the campaign • Imperium of humanity: control 5 or more province by the end of the campaign • Destrian wedding. Negotiate an alliance and a dynasty wedding	•

	with Destrian noble - perform 3 tasks of the Deystrian king. ● Imperial sea. Simultaneously control Avras and Gan Dareb	
Highborn Elves	● The capital must not fall until the end of the campaign ● Protect your warriors. An average VP score of opponents no more than 2000 ● Pearl for the pearl throne: occupy 3 or more provinces in Sargarik ● Conservative party: destroy in battle 3 leaders of DE radical party	●
Infernal dwarves	● The capital must not fall until the end of the campaign ● More slaves. Earn 12 victories by the invading army ● Great iron road: build a railway and connect Vetia, Augea and Taphria (take Avras, Hanafuk and Nevaz Derom, hold them for 1 turn) ● Riches. Have the most gold by the end of the campaign	●
Kingdom of Equitaine	● The capital must not fall until the end of the campaign ● Heroic glory! Earn 5 victories with a score of 19 or more ● Knight of the lady. Kill with your heroes: 1 dragon, 1 GD, 1 Doomlord and 2 any other monsters ● Grail. Find the Grail (3 quest missions)	●
Ogre khans	● Best mercenaries. 12 victories during the campaign ● Riches. Have the most gold at the end of the campaign ● Taste everyone. Win at least once against every race	

	• Big traders. Capture 3 provinces with the Augean railway and defend them against an invading ID force	
Orcs and goblins	• Loot! Earn the most gold from plunder • Vengeance against old masters: destroy the capital of the ID • Greenskin king to the west of the mountains. Take Avras • Find and take a legendary weapon from WotDG	•
Saurian ancients	• The capital must not fall until the end of the campaign • Ancient kingdom. Hold 4 provinces around the starting one. • Vengeance against instigators – destroy the capital of the HE • Plague and infection. Destroy a VS base in Sargarik	
Sylvan elves	• The capital must not fall until the end of the campaign • Our way of negotiating. Perform 3 surprise attacks and win all of them • Protect your warriors. An average VP score of opponents no more than 2500 • Find and kill a legendary BH shaman	
Vermin swarm	• Take Avras • Pestilent jungle. Build 3 outposts in Sargarik • Betray at least 3 times • Finish the ritual and hold of 3 attacks (HE, DH, SA)	•
Undying dynasties	• The capital must not fall until the end of the campaign	

	• The ninth kingdom. Hold at least 5 provinces by the ned of the campaign • Other undead. Destroy the capital of the VC • Take back what was stolen. Plunder 3 KoE provinces and return to Tehmet	
Vampire covenant	• The capital must not fall until the end of the campaign • Sow undeath. An average of 2000 VP or more in all battles • Higher vampire. Kill 7 heroes or monsters with a vampire hero • A bloody cup. Find the grail and take it from KoE	
WOTG	• Eye of the Gods. Win 15 challenges with a hero • Defeat invasion armies of other WotDG • Plunder! Earn the most gold from plunder • Find an artefact and take it from DL	•

Racial special rules

Race	Diplomacy	Other
Beast herds	-	• Ambush: always attack first (ignore turn order) if several armies with this rule meet the order is resolved by their turn order • Marauders: 50% more loot from plunder • Herd: cannot build outposts
Demon legions	• Any alliance except with WotDG counts as unlikely • Do not receive any penalties for treachery or unlikely alliances	• Burn: captured provinces do not bring any income, but generate the same loot as if plundered. • Decay: cannot build outposts and rebuild provinces • Summon: an invading army may travel to any province except for quest provinces and capitals. In order to do this the army

		must spend 1 turn beforehand without moving
Dread elves	• Highborn elves are always hostile, an alliance or neutrality with them is impossible, receive half penalty for treachery.	• Pirates: gain double loot from plundering seaside provinces • Fast corsairs. If the list includes corsairs or a fleet commander, then the army does not waste a turn to load up unto ships and ignore the control over inner sea and Sea of the Gods. +25% CP for victory in a naval battle. • Professional traitors: +25% CP for victory in a surprise attack
Dwarven holds	• Unlikely alliances are impossible. An alliance with ID is impossible • 50% more penalty for breaking an alliance with the dwarves • 50 % more penalty for betrayal of races from the same side, penalty for betraying others is 50% lower.	• Masons: 50% discount on constructions of outposts • I see the enemy: must attack an enemy in the same province • Gold is for fools: 25% less CP for gold converted at the end of the campaign
Empire of Sonstall	-	• Landsknecht-reservists: invading army may change up to 30% of its list between battles • Cavalry march. If more than 50% of the list is cavalry the army may perform an additional move in the movement phase through an unoccupied province
Highborn Elves	• Dread elves are always hostile, an alliance or neutrality with them is impossible	• Capital of the world: double income from the starting province • Aesthetics of architecture: outposts cost 50% more • Naval state. If the lists contains seaguard, then the army does not waste a turn to load up unto ships and can make 1 additional free move into a neighboring sea
Infernal dwarves	• Dwarven holds are always hostile, an alliance or neutrality with them is impossible • 50% less penalty for treason	• Slavers: 10 additional gold for each victory in combat • Masons: 50% discount on constructions of outposts • Gold as dirt: 35% less CP for gold converted at the end of the campaign

Kingdom of Equitaine	-	• Quests for everyone: +25% additional CP for quests and missions • Fighting the good fight. May reroll starting and other missions and quests • Cavalry march. If more than 50% of the list is cavalry the army may perform an additional move in the movement phase over unoccupied provinces • Agrarian economy: 25% less income from provinces
Ogre khans	• 50% less penalty for diplomacy and betrayal	• mercenary-veterans: 10% more CP for victory in combat • Well-known mercenaries – may move through provinces occupied by the enemy, if not specifically attacked by the enemy
Orcs and goblins	-	• Marauders: 50% more loot from plunder • Waarghh: 5% more CP for victory in combat • Animosity: must test on general's discipline with no rerolls or modifications allowed, in case of failure must attack any army in the same province
Saurian ancients	• 25% less penalty for betrayal	Kingdom of the Sun: 25% more gold income from provinces
Sylvan elves	• Cannot form alliances with the BH	• Ambush: always attack first (ignore turn order) if several armies with this rule meet the order is resolved by their turn order • Natural cover: outposts cost 50% more • Mediocre robbers: 25% less loot from plunder • Mediocre rulers: 25% less income from all provinces except for the starting one
Vermin swarm	• No penalty for betrayal • All alliances are unlikely for the betrayal test	• We are the swarm: the invading army may change up to 30% of it's list from battle to battle • Burn! BURN! Triple loot from plunder • Cautious. Ignore the Ambush rule • Only 50% income from provinces except for the starting one
Undying dynasties	• Cannot form alliances with VC	• We rule: 25% more income from provinces

		• Outlanders will die: 50% more CP for victories when defending the outposts and capital
Vampire covenant	• Cannot form alliances with UD	• Scorched earth: rebuilding provinces plundered by VC takes 2 turns • Ancient aristocracy: 25% more CP for quests and other missions • Aesthetics of architecture: outposts cost 50% more • This is no count's business. May reroll starting and other missions and quests
WOTDG	-	• Marauders: 50% more loot from plunder • Eye of the Gods: 5% more OC for victory in combat and 25% more for missions • Eco-what?: 50% less income from provinces • Unworthy business: Cannot build outposts