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#1

Traumatised

Age Changes Council

Join Date: Sep 2013

Location: Sydney, Australia

Posts: 67

Final Changes - Age 114

Final Age Changes

Schedule

- **WoL Age 114 Open:** 25th January 2026 22:00
- **WoL Age 114 Start:** 28th January 2026
- **WoL Age 114 End:** TBC

The Age of Convergence

For centuries, the realms fought as isolated powers.
Each race guarded its traditions.
Each kingdom shaped war in its own image.

That era is over.

As conflicts stretched on and old playbooks became predictable, the world adapted.
Magic wove into steel.
Doctrine replaced impulse.
Power no longer flowed from a single source, but grew through alignment.

In this age, strength is created where paths converge.

Races no longer fight in isolation.
Their philosophies now shape the battlefield.
When a kingdom aligns its forces under shared doctrine,
the fight changes:

- Armies move with purpose
- Spells strike harder
- Defenses hold longer
- Opponents lose control

Dragons return not as spectacle, but as pressure.
They disrupt economies, drain resolve, and force hard
choices until they are answered.

Ambition sharpens leaders.
Mastery matters again.
Generals, mystics, saboteurs, and engineers leave a
lasting impact on every conflict.

This is an age where:

- Choices compound
- Coordination wins
- Neglect is punished

Victory belongs not to the loudest blow, but to the
kingdom that aligns its strengths and exploits its moment.

Core Mechanics & Modifications

- **Defects** no longer ignores kingdom wall if **22 provinces** or above.

War Doctrines (Battle Doctrines)

- Each race contributes a **War Doctrine** that applies **kingdom-wide during War**.
- Doctrine strength **scales with the number of provinces** of that race, up to a defined cap.

Global Parameters (Applies to All Races)

- **Base Value:** 1.5%
- **Increment:** +1% per province of that race
- **Maximum Cap:** 7.5%

Design Guardrails

- No War Doctrine may exceed **7.5%** total effect.
- Caps are designed to be reached at **7 provinces**, not earlier.
- Additional provinces beyond the cap do not increase doctrine strength.

Massacre Changes

- Massacre effectiveness in War will now be **2x** instead of **3x**.

Learn and Plunder Changes

- Learns and Plunders will have their enemy military kills reverted to **normal troop kills** in War.

Out of War Attack Penalty Updates

- When targeting a Kingdom that is less than **85%** of both your **Land** and **Networth**, the following penalties apply:
 - **Battle Gains:** -10%
 - **Military Casualties:** +10%
 - **Honor Gains:** -25%
 - **Attack Time:** +20%

Dragons

We are providing some new dragons to add some flavour to the current set. Next age, several dragons have been reworked to hit harder, punish sloppy execution, and better define their role on the battlefield. Whether you're breaking sustain, choking recovery, or forcing mistakes, each dragon now offers a clearer reason to be chosen and a real consequence if ignored.

General Changes

- Elites deal dragon damage based on their higher value.
- For example, an elite with 14/4 will deal 14 damage per unit to a dragon (before any slaying modifiers apply).
- Elites no longer combine offence and defence when slaying dragons. Only the higher of the two values is used.
- Dragon HP reduced by **10%**.

Amethyst Dragon

- -40% Spell Success Chance
- -40% Thievery Success Chance on sabotage operations
- Enemy provinces suffer **+25%** thievery and wizard losses on **failed** spells and sabotage operations
- **Cost Modifier:** 2.4

Emerald Dragon

- +25% military casualties in combat
- -20% combat gains
- -40% Building and Specialist Credits gained in combat
- **Cost Modifier:** 2.4

Celestite Dragon

- -60% Birth Rates
- -40% Hospital Effectiveness
- +50% Build Cost and Time
- **Cost Modifier:** 2.4

Ruby Dragon

- Reduces Military Effectiveness by **15%**
- Increases Military Wages by **30%**
- Lose **30%** of new draftees
- **Cost Modifier:** 2.4

Topaz Dragon

- -30% Building Efficiency
- -25% Income
- Destroys **4%** of buildings instantly and every

- **6 days** thereafter
- **Cost Modifier: 2**

Sapphire Dragon

- –30% lower magic (WPA) and thievery (TPA) effectiveness
- +12.5% Instant Spell and Sabotage Damage taken
- –12.5% Instant Spell and Sabotage Damage dealt
- **Cost Modifier: 2**

Rituals

Barrier

- +20% Birth Rates
- –25% Damage from Enemy Instant Magic and Thievery Operations
- –20% Massacre Damage
- –10% Battle (Resource) Losses

Expedient

- +20% Building Efficiency
- –25% Construction Cost
- –25% Construction Time
- –25% Military Wages

Ascendancy

- +50% Wizard Production
- –50% Wizard Losses on Failed Spells
- –25% Science Book Production

Haste

- –10% Attack Time
- –25% Training Time
- –25% Construction Time

Havoc

- +20% Offensive WPA
- +20% Offensive TPA
- +20% Spell Damage
- +20% Sabotage Damage

Onslaught

- +10% Offensive Military Efficiency
- +15% Enemy Military Casualties on Attacks

Stalwart

- +5% Defensive Military Efficiency
- –20% Military Casualties

Spell Changes

- **Greed** increased from **25%** to **35%** for both **Wage** and **Draft Costs**.

Races

Avian

Bonuses

- –20% Attack Time
- –40% Training Time

War Doctrine (In War): Provides up to **–5% Attack Time** to you and all your kingdom.

Unique Passive: *Opportunistic Raiders* — Learn and Plunder attacks return armies **1 tick faster** (after modifiers).

Spells: Town Watch, Illuminate Shadows, Divine Shield, Salvation

Penalties

- Cannot Ambush
- No Access to Stables and War Horses

Units

- Soldier: 3/0 (0.75nw)
- Offensive Specialist: 13/0 (5.2nw)
- Defensive Specialist: 0/9 (4.5nw)
- Elite Unit: 16/6 (900gc, 8nw)
- Mercenary: 8/0 (0.0nw)

- Prisoner: 8/0 (1.6nw)
- War Horse: n/a

Dark Elf

Bonuses

- +25% Instant Spell Damage
- –50% Rune Cost (Not Including Rituals)
- Can train Thieves using Specialist Credits

War Doctrine (In War): Provides up to **+7.5% Instant Spell Damage** to you and all your kingdom.

Unique Passive: *Mystic Enthusiasts* — Successful offensive instant spells refund **20%** rune cost.

Spells: Blizzard, Mage's Fury, Illuminate Shadows, Pitfalls, Quick Feet

Penalties

- –25% Birth Rates

Units

- Soldier: 3/0 (0.75nw)
- Offensive Specialist: 15/0 (6nw)
- Defensive Specialist: 0/8 (4.0nw)
- Elite Unit: 4/12 (750gc, 7nw)
- Mercenary: 8/0 (0nw)
- Prisoner: 8/0 (1.6nw)
- War Horse: 2/0 (0.6nw)

Dwarf

Bonuses

- +25% Building Efficiency
- –50% Construction Time
- +20% Building Credits in Combat

War Doctrine (In War): Provides up to **+7.5% Specialist Credits gained in combat** to you and all your kingdom.

Unique Passive: Incoming Raze damage reduced by **15%** and Raze attacks destroy **+20%** additional

buildings.

Spells: Miner's Mystique, Town Watch, Reflect Magic, Mist

Penalties

- Cannot Accelerate Construction
- +10% Attack Time

Units

- Soldier: 3/0 (0.75nw)
- Offensive Specialist: 10/0 (4.0nw)
- Defensive Specialist: 0/11 (6.0nw)
- Elite Unit: 15/9 (900gc, 8nw)
- Mercenary: 8/0 (0.0nw)
- Prisoner: 8/0 (1.6nw)
- War Horse: 2/0 (0.6nw)

Elf

Bonuses

- +30% Magic Effectiveness (WPA)
- +1 Mana Per Tick in War

War Doctrine (In War): Provides up to **-7.5% Military Casualties Taken** to you and all your kingdom.

Unique Passive: *Arcane Surge* — Whenever your province's mana drops below **40%**, all spells you cast while under that threshold deal **+25%** spell damage. The boost disappears as soon as your mana climbs back above **35%**.

Spells: Pitfalls, Wrath, Fountain of Knowledge, Revelation

Penalties

- -20% TPA

Units

- Soldier: 3/0 (0.75nw)
- Offensive Specialist: 10/0 (4.0nw)
- Defensive Specialist: 0/13 (6.5nw)
- Elite Unit: 14/6 (800gc, 7.0nw)
- Mercenary: 8/0 (0.0nw)
- Prisoner: 8/0 (1.6nw)
- War Horse: 2/0 (0.6nw)

Faery

Bonuses

- +25% Spell Duration
- +25% WPA
- +1 Mana Recovery per Tick

War Doctrine (In War): Provides up to **−7.5%** damage from enemy Thievery and Magic instant operations to you and all your kingdom.

Unique Passive: *Leyline Interference* — Enemy spells cast against Faery provinces have a **15%** chance to fail.

Spells: Tree of Gold, Quick Feet, Town Watch, Blizzard, Mage's Fury, Greater Protection, Fountain of Knowledge, Miners Mystique, Pitfalls, Revelation, Animate Dead

Penalties

- −10% BE
- +15% Military Wages

Units

- Soldier: 3/0 (0.75nw)
- Offensive Specialist: 10/0 (4.0nw)
- Defensive Specialist: 0/10 (5.0nw)
- Elite Unit: 8/15 (900gc, 9nw)
- Mercenary: 8/0 (0.0nw)
- Prisoner: 8/0 (1.6nw)
- War Horse: 2/0 (0.6nw)

Halfling

Bonuses

- +10% Population
- +1 Stealth Regeneration Per Tick
- +20% Thievery Effectiveness (TPA)

War Doctrine (In War): Provides up to **+7.5%** Sabotage damage to you and all your kingdom.

Unique Ability: *Sneak Attack* — On cast of "Sneak Attack", all thievery operations incur **zero thievery losses**

for **1 tick**.

Spells: Town Watch, Greater Protection

Penalties

- +15% Military Casualties

Units

- Soldier: 3/0 (0.75nw)
- Offensive Specialist: 10/0 (4.0nw)
- Defensive Specialist: 0/11 (5.5nw)
- Elite Unit: 10/13 (900gc, 8nw)
- Mercenary: 8/0 (0.0nw)
- Prisoner: 8/0 (1.6nw)
- War Horse: 2/0 (0.6nw)

Human

Bonuses

- All Lands hold Prisoners - **2 per Acre**
- +1 Stealth In War
- +15% Science Efficiency

War Doctrine (In War): Provides up to **+7.5% Book Generation** to you and all your kingdom.

Unique Passive: *Civil Administration* — Prisoners generate an additional **2.0gc** per tick and Mercenary costs are reduced by **25%**.

Spells: Fountain of Knowledge, Revelation, Invisibility, Guile

Penalties

- Military wage increases take twice as long to fully apply. Wage reductions apply normally.
- +50% Rune Cost (Does not Include Rituals)
- -50% Libraries Building Effectiveness

Units

- Soldier: 3/0 (0.75nw)
- Offensive Specialist: 12/0 (4.8nw)
- Defensive Specialist: 0/10 (5.0nw)
- Elite Unit: 14/9 (1000gc, 8nw)
- Mercenary: 8/0 (0.0nw)

- Prisoner: 8/0 (1.6nw)
- War Horse: 3/0 (0.9nw)

Orc

Bonuses

- +15% Gains
- -50% Draft Cost

War Doctrine (In War): Provides up to **+7.5% Enemy Military Casualties** to you and all your kingdom.

Unique Passive: *Pillage and Burn* — Successful Traditional Marches capture **+30%** additional Prisoners and Massacre attacks are **+15%** more effective at killing Wizards.

Spells: Aggression, Bloodlust

Penalties

- -15% DME

Units

- Soldier: 3/0 (0.75nw)
- Offensive Specialist: 13/0 (5.2nw)
- Defensive Specialist: 0/10 (5nw)
- Elite Unit: 20/1 (850gc, 7nw)
- Mercenary: 8/0 (0.0nw)
- Prisoner: 8/0 (1.6nw)
- War Horse: 2/0 (0.6nw)

Undead

Bonuses

- -40% Military Losses
- Plague Immunity
- No Food Requirement

War Doctrine (In War): Provides **-7.5% Enemy Battle Gains** to you and all your kingdom.

Unique Passive: *Plaguebearers* — Plague has a chance to spread on all successful attacks (**33%** chance).

Spells: Animate Dead

Penalties

- -5% OME

Units

- Soldier: 3/0 (0.75nw)
- Offensive Specialist: 11/0 (4.4nw)
- Defensive Specialist: 0/10 (5.0nw)
- Elite Unit: 16/7 (900gc, 8nw)
- Mercenary: 8/0 (0.0nw)
- Prisoner: 8/0 (1.6nw)
- War Horse: 2/0 (0.6nw)

Personalities

The Artisan

Bonuses

- +30% Building Capacity (Homes, Stables, Dungeons)
- +30% Building Production (Banks, Farms, Stables, Towers)
- +100% Successful Espionage Ops
- +15% Economy Science Efficiency
- Access to Ghost Workers, Greater Protection

Starting Bonuses: +600 Soldiers, +600 Specialist Credits, +200 Building Credits

Unique Passive: *Construction Delays* — For **6 ticks** after a successful attack, enemy building efficiency is reduced by **10%** (does not stack).

The Paladin

Bonuses

- +5% Population
- +50% Stables Capacity and Production
- Successful attacks inflict **+15%** enemy military casualties but also suffer **+10%** offensive military casualties
- +15% Valor Science Efficiency
- Immune to Plague

Starting Bonuses: +800 Soldiers, +800 Specialist Credits

Unique Passive: *Divine Blessing* — All daily bonuses (granted on the **1st of each month**) are doubled.

The Heretic

Bonuses

- -40% Thief Cost
- +25% TPA
- +20% Sabotage Damage
- +50% Guild Bonus
- +15% Arcane Science Efficiency
- Access to Nightmares, Fools Gold, Invisibility, Steal Warhorses, Vermin

Starting Bonuses: +400 Wizards, +400 Thieves

Unique Ability: *Chaotic Affliction* — For the duration of the day when activated, all offensive spells and sabotage operations gain a random damage bonus between **+10%** and **+30%**. **Cooldown:** 23 ticks.

The Mystic

Bonuses

- +125% Guilds Effectiveness
- +1 Mana Recovery per Tick
- +15% Channeling Science Efficiency
- Access to Pitfalls, Meteor Showers, Chastity, Vermin

Starting Bonuses: +800 Wizards

Unique Passive: *Focussed Channelling* — While above **40%** mana, spells gain **+20%** WPA.

The Rogue

Bonuses

- +100% Thieves' Dens Effectiveness
- +15% TPA
- +1 Stealth Recovery per Tick
- Access to All Thievery Operations
- +15% Crime Science Efficiency

Starting Bonuses: +800 Thieves

Unique Passive: *Shadow Persistence* — Rogue provinces may perform thievery operations while overpopulated.

The Tactician

Bonuses

- -15% Attack Time
- +40% Specialist Credits Gains
- No Thieves lost on intel
- +15% Siege Science Efficiency
- Enhanced Conquest
- Access to Clearsight

Starting Bonuses: +800 Soldiers, +800 Specialist Credits

Unique Passive: *Dragon's Wrath* — When attacking with a dragon, **3%** of your raw offence from units will also deal damage to the dragon.

The Warrior **Bonuses**

- +10% Offensive Military Efficiency
- +4 Mercenary & Prisoner Strength
- -50% Mercenary Cost
- +15% Tactics Science Efficiency
- Access to Bloodlust

Starting Bonuses: +800 Soldiers, +800 Specialist Credits

Unique Passive: *Battle Cry* — Upon successful attack, the attack will destroy **1%** of the target's total population.

The Necromancer **Bonuses**

- +30% WPA
- +25% Military Losses converted into Soldiers (your fallen rise again)
- +15% Channelling Science Efficiency
- Reclaims 30% of enemy military losses as Soldiers on successful attacks
- Access to Animate Dead, Mystic Aura, Vermin, Pitfalls, Mind Focus

Starting Bonuses: +400 Wizards, +400 Specialist Credits

Unique Passive: *Black Magic* — Successful offensive instant spells also inflict necrotic fallout on the target province: kills **1%** of target peasants per successful instant spell.

The General **Bonuses**

- +1 General
- +20% Specialist Credits Gains
- -25% Training Cost
- Train Elites with Specialist Credits (In War)
- +15% Bookkeeping Science Efficiency
- Access to Wrath

Starting Bonuses: +800 Soldiers, +800 Specialist Credits

Unique Passive: *Generals Authority* — Attacks inflict **+15%** enemy military casualties when two or more generals are sent.

The War Hero Bonuses

- -30% Honor Losses
- Converts Specialists to Elites on Traditional Marches
- +2 Offensive Specialist Strength (Affects NW)
- +50% Honor Effects

Starting Bonuses: +800 Soldiers, +800 Specialist Credits

Unique Passive: *Honour & Glory* — All successful attacks generate **2.5%** additional honour gains.

Changelog

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