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INTRODUCTION

Legendary is a gameplay mod pack that primarily focuses on altering the game's (world) environment. Unlike other huge mod compilations, this one requires no learning curve and is a lot less daunting to get into. *Legendary* mods do in no shape or form alter any of the base game spells or nations and as such there is no need relearn any nation, investigate new national spells, units, and the like. Nothing is altered with the exception of the environment which is changed quite dramatically.

What *Legendary* ultimately offers is a richer and more challenging environment for the player. The end goal is to create an experience where you fight tooth and nail against other nations as well as the world in large while attempting to ascend and save a crumbling world.

With *Legendary*, it is entirely possible to succumb to the pressures of the world even with no direct external force in shape of other nations. Indeed, it has happened many times already.

Legendary is also well-suited for those who prefer SP or roleplay, though some aspects of it clearly do not function as well in SP as they do in MP, like the *Legendary Lords* mod that adds a diplomatic aspect to the game in the form of yearly votes on a number of different matters. Overall, *Legendary* enriches SP and makes it feel more like a fantastical world, one worthy of roleplay.

The full *Legendary* mod pack is not well suited to new or inexperienced players. This is not so much due to all the new and unfamiliar content, because it doesn't really affect your knowledge of the base game or whatever vanilla nation you or your enemies might be playing, but because it is a rather punishing mod. Simply put, *Legendary* has quite a brutal environment. If regular games have an indie strength of 5, consider *Legendary* in global to be somewhere closer to 20, all things considered.

Legendary is not compatible with any other mod compilation as it already uses the majority of the available event IDs. Indeed, an increase in event IDs was needed to accommodate *Legendary* in its entirety as the mod was too big for *Dominions*. Consequently, any mod that uses even a slightly larger number of events holds a chance of breaking *Legendary* completely and erasing critical events.

As for enabling other mods that do not add events specifically, those will still carry fair odds of causing compatibility issues so it is still not advisable, especially since the mod also uses about 1/5 available unit IDs and over 2/3 site IDs. Even with a single ID overlap from another mod it is entirely possible *Legendary* might just implode due to the complex event chain structures that rely on many dummy monster IDs that function as logic switches.

Lastly, *Legendary* is composed of nine mods in total, each of which alters/adds a different aspect to the game. The mods can be – and are recommended to be – enabled all together, though you may simply cherry pick the ones best suited to your playstyle. You can find more on what the individual mods do below.

LEGENDARY CATAclySM

Cataclysm is the main mod of the pack and likely influences the game to the greatest extent. It is a rather difficult mod to handle and is not recommended for new or inexperienced players. The mod enables a series of world disasters that happen yearly, starting from year 1. The initial cataclysm will always happen on turn 13, and each following one exactly 12 turns later.

These chain events range from quite mild to frustrating. There is a total of 9 global disaster event chains which can occur, and they are chosen completely at random. The chains can, of course, repeat, and some of them are more difficult depending on the year in which they occur, easier during year one, moderately so if they occur during year two, or much harder during year three.

All of these global disaster chains have some sort of upside to them, be it a very minor one, or a quite large one.

At the start of a year a global event message will announce what cataclysmic event is currently taking place, giving you some insight into what is happening, or rather what will. Once announced, the chain will last for the entire year, only to be substituted for another cataclysmic event after that.

Though these cataclysms have no real names so to speak, here they are as nicknamed by me:

** The Return of the Dragons*

Something shifts in the fabric of the world. Another Pillar of the world cracks and falters causing the slightest tremble, the tiniest of ripples, and just like that the shackles of old loosen and break as the sound of mighty wings and furious roars takes to the sky.

Elder Dragons return to the world. This event chain is more of a passive one. Considerably more powerful versions of Dragons will make lairs throughout the world and will cause mild inconvenience by occasionally raiding surrounding lands before returning to their lairs, causing unrest, provoking the frightened locals, creating magical sites with their presence, attracting glory-seeking Dragon Hunters who desire to slay the ancient beasts, etc.

The Elder Dragons don't appear physically on the map but can instead be 'found' inside their respective sites. Killing the dragon is simply a matter of entering its lair and slaying it. Since dragons are greedy creatures, their lairs are usually filled with great riches, so dragon hunting can be a very lucrative business.

** The Wild Hunt*

Dire news! Commoners speak of ill omens and a strange, ghostly cavalcade sweeping across the night sky. People fear that the Lord of the Hunt has broken free without the Pantokrator to keep him shackled, and that the Wild Hunt is afoot. He has proclaimed a year-long hunt in honor of his return.

The Lord of the Hunt breaks free and proclaims a year-long Hunt. He will ride along with his ghostly cavalcade, causing chaos worldwide, killing small amounts of population during his hunts. Dealing with the Lord of the Hunt can be a simple enough matter as he will simply attack a province and leave it, making it possible to hide from him in your forts and then moving out to reclaimed raided lands. While he won't occupy any of your lands, there is a real possibility of losing armies in the open if he happens to strike there.

*** *The Rise of the Inquisition***

The Inquisition has elected a new Lord Inquisitor. Much like his predecessors, the Lord Inquisitor looks to rid the world of magic and proclaims this the Year of the Purge.

The Inquisition is a military organization that opposes the use of magic and seeks to abolish it by any means necessary, blaming magic users for the current state of the world. Agents of the Inquisition will plan attacks against magic users. Mages will frequently get assassinated and the more powerful a mage, the more unwanted attention he/she will attract. The Inquisition will also attack and pillage those lands suspected of harboring renegade mages and even lay siege to entire forts with siege engines.

The Inquisition may even offer to side with you and establish a stronghold within your forts, granting you access to specialized troops, but will seek to impose its own justice in return by leashing mages, cutting out their tongues, lobotomizing them, etc. Renegades and Blood Mages may seek amnesty in your lands as well, but will also bring with them the wrath of the Inquisition.

*** *Shattered Firmament***

With no Pantokrator there can be no Heaven, and with no Heaven there can be no Celestial Sphere. Already the Heaven has started to fall as the first stars plummet from the Stellar Sphere.

The literal stars fall from the sky in the form of Golem-like beings. However, the fall of these celestial beings can be seen well in advance and their trajectory frequently predicted with accuracy, though not always. The Celestials will fall in a shower of meteors and cause considerable damage on any potential army they might fall onto. The ensuing meteor shower might even obliterate them in the process.

It is even possible to bind the Shattered Celestials if you happen to have F/S mages present, or gain great riches in the aftermath of their decline. Gems, gold, and even star-forged weapons and monsters. When too many Shattered Celestials fall, it can occasionally trigger a cascading event where the world is plunged into utter darkness and ghosts take hold of the world.

*** *The Plainswalker***

As the very foundations of the world continue to crack, creatures ancient and primeval, best left buried and forgotten crawl out into the light of day once again, unchecked and unrestrained, ready to plunge the world back into the olden days when legends and chaos ruled. For the first time in countless eons the shackles that bind the Planeswalker - the Elemental God, weaken enough for him to exert limited influence on the world.

Elemental portals open up world-wide, threatening to destroy the world. These portals of Fire, Air, Water, and Earth will beckon forth their respective elementals from the Elemental Plane nearly every month. Once the elementals step through the portal they will start to roam, so closing the portals should always be a top priority lest you get overrun. However, it is possible to bind the portals and bend them to your will, making them produce gems and summon friendly elementals, though this choice is not without risk so destroying the portals can often be preferable. In order to bind a portal a mage with the same paths needs to *investigate* it. The higher his path, the better the odds of success and the less disastrous the consequences of failure.

Portals will exert some degree of influence on the world, causing earthquakes, storms, and the like, though it is also possible to exert influence on them too as Fire and Water portals can be temporarily shut down if the opposing temperature reaches maximum.

*** Void Rifts**

As the heavenly throne shatters so do the foundations that hold this world together. The barrier that keeps this world from the endless encroaching Void starts to crack imperceptibly, slowly. Like a broken mirror the barrier stands until the faintest magical trembles upsets the delicate balance that still holds the pieces together and displaces a single fragile, delicate fragment. Magic permeates the world as dimensions collide and untold horrors from the Void seep through the tiny opening.

Void portals start opening up across the world. Various types of horrors will step through these portals and attack all in sight, continuing to roam the world. Many strange things will happen where a Void Rift is present, possibly even attract Doom Horrors that might trigger cascading events that can very quickly spread throughout the entire world. Though the monsters that step through the portals can at times seem meager, Void Rifts are extremely dangerous and can easily get out of hand if you don't stomp down on them. It is possible to use the portals to your advantage as well, so while destroying them is often advisable, they can also be used to redirect horrors to targeted lands as well.

*** They Are Billions**

The Veil billows back and forth until the thin barrier that keeps Death at bay finally wears down and tears with no Weaver to patch it, and dark and malevolent magic is set loose upon the world in a ripple of Death. The realms of Life and Death collide as a perversion, a mockery of life is unleashed and men are transformed into creatures no longer dead nor alive.

Inspired by the eponymous game, this event chain will create massive zombie swarms. The size of the swarms will entirely depend upon which year it is, and can easily get overwhelming at any point in the game. These swarms can depopulate provinces, turning their denizens into more zombies before moving on to other lands. The longer a swarm is allowed to roam freely, often the more powerful its zombies will become, and more numerous to boot. However, the initial zombie outbreak will not happen all at once and if acted quickly, the zombies may be dealt with before they get too numerous, though one can also wait for them to start roaming and splintered into different directions in order to kill them a bit more easily.

*** Return of the Old Ways**

A blue and eerie moon graces the sky on the first day of Spring. The Mystics proclaim this year to be the year of Myth. The Old Ways are returning as ancient creatures and spirits long-forgotten emerge from their hiding places to once again reclaim this world.

Mythical creatures return to the world. Faeries, Trolls, Ogres, Drakes, Abominations, and the like. All these creatures will take residence in the wilderness of your provinces and can be hunted and rooted out if you so like. Though there are ill effects of allowing such creatures to dwell in your lands, there are also often positive ones. Faeries might offer to create magical forts or they might pluck out your eyes according to their whim. Spirits of the forest might offer great riches to those who respect and remember the Old Ways or they might punish the mortals that seek to defile them. Though this cataclysm can in large be ignored if you lack the resources to hunt these monsters down, some of the nastier monster can also cause considerable trouble if not dealt with in a timely manner.

*** A Series of Unfortunate Events**

As the world continues to crumble and hurtle towards the precipice the natural order of the world is thrown into chaos. No longer do seasons turn freely, but rather fight for supremacy. Raging thunderstorms appear out of the bright, clear sky while blazing whirlwinds of fire replace heavy snowfalls. Strange things occur as reality itself rebels and no longer follows well-established rules. Uncertainty and fear spread around the world as even knowing whether the Sun will rise tomorrow becomes a mystery.

A series of random natural disasters start happening. These disasters range from tiny tiny spider assassinations to Storm Jellies that descend in severe storms and cause massive devastation. Harsh winds may blow down angels from the sky. Serial killers will stalk your provinces. Magical disaster will threaten provinces. Frogs and demonic locusts may rain from the sky. Powerful magical items may be found by pure chance, etc.

LEGENDARY DWELLINGS

Dwellings is an economy-oriented mod. It places many already discovered dwellings around the map at the start of the game which can then be further improved for additional gains, though not at an insignificant price. As these dwellings are placed *after* the game starts, Legendary Dwellings does not in fact affect site frequency in any regard as some suspect. It just adds more sites to those naturally placed by your game settings.

There are many types of these dwellings and their utility differs vastly, and of course might entirely depend upon which nation you are playing. Some dwellings may simply improve the gold gain of a province, or they might place magical wards upon a province, or offer up the services of Trebuchets, demonic knights, etc.

Legendary Dwellings adds some 30 different types of dwellings that will appear on the map and many of these will offer upgrades along different avenues, sometimes forcing you to make difficult choices.

For example, an Abandoned Ore Deposit could be upgraded to an Ore Deposit which produces resources, or a Haunted Ore Deposit which also produces resources, albeit less but will trigger a ghost attack if the province is conquered, making it act like a sort of extra provincial defense. These ghosts will even attack independent forces seeking to overtake your lands.

Additionally, Legendary Dwellings also adds the *Iron Bank*. Occasionally, the Iron Bank will appear in national capitals and offer up loans at high but not unreasonable interest rates to those interested. One may take a loan of 1000, 2000, or 3000 gold to be repaid after exactly one year with an interest rate of 20%. Failing to return the loan to the Iron Bank will trigger a powerful siege that can certainly shut you down. It is entirely possible to play the Iron Bank assuming you have powerful enough forces to reliably deal with the siege, but that can be quite a risky business.

Below, you can find all the existing dwellings, what they do, and the cost of upgrading them.

Abandoned Mine	→ Gold Deposit	- 50 gold/turn, 400 gold cost
	Gold Mine	- 100 gold/turn, 400 gold cost
	Deep Earth Gold Mine	- 200 gold/turn, 600 gold cost
	→ Gem Deposit	- 4/3/3/6% 1d6 F/A/W/E gems, 400 gold cost
	Gem Mine	- 4/3/3/6% 2d6 F/A/W/E gems, 400 gold cost
	Deep Earth Gem Mine	- 4/3/3/6% 3d6 F/A/W/E gems, 400 gold cost

4% chance to get Xd6 F gems, 3% chance to get Xd6 A, 3% chance to get Xd6 W gems, 6% chance to get Xd6 E gems

Abandoned Ore Mine	→ Ore Deposit	- 15 resources, 35 gold cost
	Ore Pit	- 65 resources, 150 gold cost
	Ore Mine	- 125 resources, 150 gold cost
	→ Haunted Ore Deposit	- 5+3d6 Ghosts attack at 0 PD, 100 gold cost
	Haunted Ore Pit	- 5+10d6 Ghosts attack at 0 PD, 150 gold cost
	Haunted Ore Mine	- 5d6+15d6 Ghosts att at 0 PD, 150 gold cost

The Haunted Ore sites will automatically trigger a special indie attack once PD drops to 0 – typically meaning after the province is conquered either by another nation, or independents. Belonging to special independents the ghosts will also attack regular independent forces. Haunted Ore site ghosts have a desert rate of 75% meaning that they vanish over a course of turns.

Blacksmith	→ Smithy	- 50 resources, 150 gold cost
	Forge	- 100 resources, 150 gold cost
	Iron Smelter	- 200 resources, 200 gold cost
	→ Armory	- 18% to gain 10 Heavy Cavalry, 375 gold cost
	Arsenal	- 18% to gain 10 Knights, 125 gold cost

The owner of the province will receive a Heavy Cavalry/Knight commander along with 10 Heavy Cavalry/Knight units. If the site is located in a fort and the fort is under siege, the attacking army will receive the troops.

Holy Grounds	▶	Shrine	- 1 temple check/turn, 400 gold cost
		Sanctuary	- 2 temple checks/turn, 600 gold cost
		House of Worship	- 3 temple checks/turn, 600 gold cost
	▶	Unholy Shrine	- 1 temple check/turn, 400 gold cost
		Cursed Reliquary	- 2 temple check/turn, 600 gold cost
		House of Darkness	- 3 temple check/turn, 600 gold cost

Aside from spreading dominion, the Unholy Shrine/Cursed Reliquary/House of Darkness increase Death scales by +1/turn in all surrounding provinces. They also spawn a limited number of troops in all surrounding provinces.

Unholy Shrine - 6 separate events with a 3% chance to spawn a couple of various longdead units, cavalry, giants, etc.

Cursed Reliquary - 6 separate events with a 5% chance to spawn a couple of various longdead units, cavalry, giants, etc.

House of Darkness - 6 separate events with a 7% chance to spawn a couple of various longdead units, cavalry, giants, etc.

Cabin in the Woods	▶	Woodcutter's Cabin	- 5 resources/turn, 10 gold cost
		Lumberjack's Hut	- 25 resources/turn, 40 gold cost
		Sawmill	- 50 resources/turn, 50 gold cost
	▶	Poacher's Cabin	- Poacher recruit, 50 gold cost
		Trapper's Cabin	- Trapper recruit, 50 gold cost
		Hunter's Cabin	- Hunter recruit, 50 gold cost

Poachers possess a supply bonus of 2,

Trappers possess a supply bonus of 3,

Hunters possess a supply bonus of 4.

Herbalist's Hut	▶	Apothecary	- Heal 50%, 350 gold cost
	▶	Witch's Hut	- Heal 35%, +1Nature gems, Curse 20%, 175 g. cost

Fisherman's Hut	→ Fishing Dock	- 25 gold/turn, inc Growth, 185 gold cost
	Fisherman's Village	- 75 gold/turn, inc Growth, 350 gold cost
	→ Innsmouth Village	- 35 gold/turn, Innsmouth Villager recruit, 350 g

Innsmouth Villages are 5 gold amphibious chaff. Their recruitment is random as several variations of the Innsmouth Villager exists. Most are high HP and high str units.

Abandoned Village	→ Village	- +2k population, +-25%, 175 gold cost
	Town	- +3k population, +-25%, 225 gold cost
	City	- +5k population, +-25%, 375 gold cost

Ivory Tower	→ Great Library	- Inc Magic, Master Scholar recruit, 250 gold cost
	Arcane Repository	- Inc magic, Pantomath recruit, 500 gold cost
	→ Timeless Library	- Time Sage recruit, 250 gold cost

Master Scholars are immobile researchers with fixed 10 research points and inspiring researcher 1.
Pantomaths are immobile researchers with fixed 15 research points and inspiring researcher 2. Both units are immobile to motivate the player to move mages to their respective sites.

Alehouse	→ Inn	- Increases Luck, 200 gold cost
	Tavern	- Increases Luck, 200 gold cost
	→ Whorehouse	- 25 gold/turn, unrest 8, +3 BS, disease 1, 200 g. cost
	Bordello	- 50 gold/turn, unrest 5, +5 BS, disease 2, 150 g. cost

An Inn has a 68% chance to increase Luck by +1 in all surrounding lands and a 20% chance to spawn a Drunkard.
A Tavern has a 100% chance to increase Luck by +2 in all surrounding lands and a 50% chance to spawn a Drunkard.

Unmarked Graves	→ Barrow Mounds	- Inc Death, +1 Ghosts/turn, 300 gold cost
	Cemetery	- Inc Death, +1 Ghost +1 Wight +3 Shades, 250 g.
	→ Partholonian Bone Pit	- D2 mage to summon 1 Ld Partholonian, 150 g.
	Partholonian Boneyard	- D2 mage to summon 3 Ld Partholonian, 150 g.

Drowned Marsh	→ Drowned Hamlet	- 1d6 Soulless Slave + 1d6 Ld Slave, 300 gold cost
	Drowned Village	- 2d6 Soulless Slave + 2d6 Ld Slave, 300 gold cost

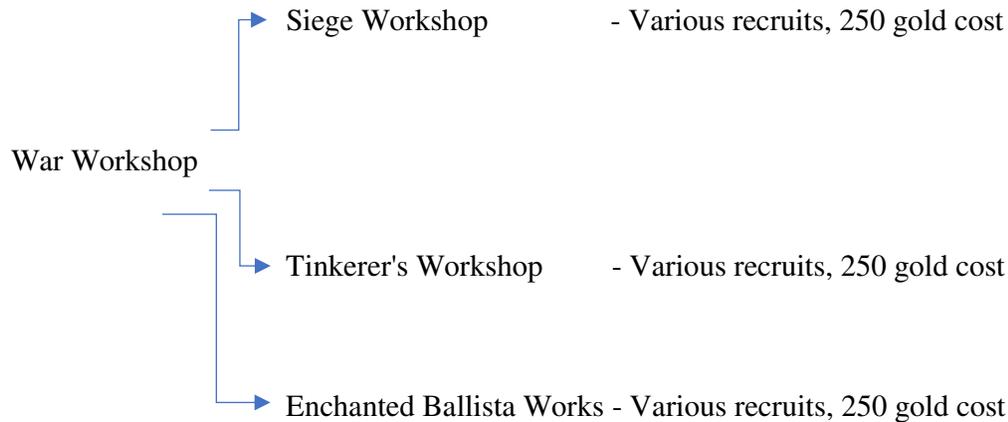
Soulless Slave and Longdead Slave produce 1 gold and 1 resource/turn. Over time this accumulates greatly thus it's recommended to fort such provinces and not let your economy take a dive if the province is lost.

Excavations	→ Deep Excavations	- Excavation Team recruit, 300 gold cost
	Hidden Realm	- Excavation Team recruit, 500 gold cost

Excavation teams can enter their respective sites for a chance to find treasure, though treasure is not all that awaits in the buried desert archeological digs.

Sand-covered Ruins	→ Unearthed Ruins	- Adventure ruin 40%, 85 gold cost
	Subterranean Ruins	- Adventure ruin 80%, 125 gold cost
	→ Pyramid	- Can enter to explore site, 250 gold cost
	Pharaoh's Tomb	- Can enter to explore site, 250 gold cost

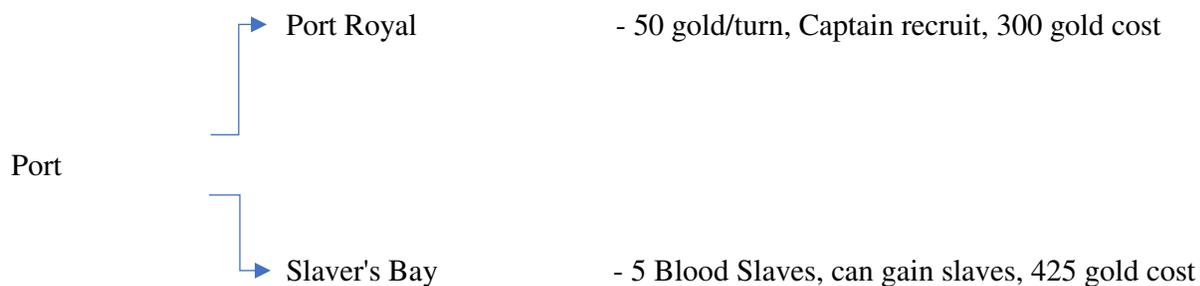
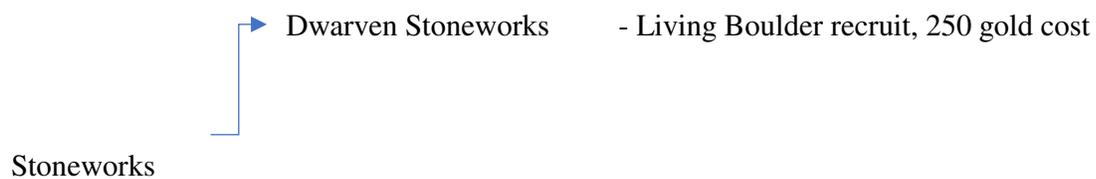
Pyramid and Pharaoh's Tomb can only be entered once, and doing it more than once will only bring misfortune. Both sites can be entered to summon friendly mummies, including the Divine Pharaoh.



Siege Workshop – Mangolet, Trebuchet, and Deathwolf Trebuchet recruits. Mangolet are anti-infantry units, while the Trebuchets are siege engine with vast siege power.

Tinkerer’s Workshop – Dancing Sword, Living Bow, Clockwork Soldier, Ironman, and Bronzeman recruits.

Enchanted Ballista Works – Enchanted Ballista recruits with Fire and Cold secondary AoE damage



A Captain is a 250-gold commander with a sailing ability. Once bought, the Captain will incur no further expenses or upkeep. The Slaver’s Bay has several events which grant various types of slave units to the owning nation.

Imperial Stables	→ Burning Stables	- Burning Knight recruit, 125 gold cost
	Infernal Stables	- Infernal Knight recruit, 75 gold cost
	→ Jousting Arena	- Imperial Lancer recruit, 75 gold cost

Crucible	→ Flaming Crucible	- Enter to summon a Fire Elemental, 125 gold cost
	Truefire Crucible	- Enter to summon a True Fire, 250 gold cost

True Fire is a Fire Elemental with an 80% reform chance upon each death.

Overgrown Forest	→ Spawning Chamber	- Enter to summon a Foul Spawn, 35 gold cost
	Chamber of Madness	- Enter to summon three Foul Spawns, 70 gold cost
	→ Spider Forest	- Enter to summon three Cave Spiders, 25 gold cost
	Arachnid Lair	- Enter to summon three Giant Spiders, 35 gold cost
	Arachnid Cavern	- Enter to summon a Hunter Spider, 75 gold cost
	Hunter Cavern	- Enter to summon three Hunter Spiders, 150 g. cost

Foul Spawns summoned by these dwellings have a higher chance of producing quality Foul Spawn units.

Hunter Spiders spawning by these sites are quite smaller than MA Machaka Hunter Spiders, though they do retain the sacred status, but not the rider.

Ruined Temple	→	Forsaken Temple	- Forsaken Priest recruit, 275 gold cost
		Temple of the Fallen	- Enter to summon a Fallen One, 225 gold cost
	→	Holy Cathedral	- Holy Father recruit, 250 gold cost

Forsaken Priests can reanimate undead.

A Death 3 mage is required to enter the Temple of the Fallen and summon a Fallen One unit. Gift of Reasoning the Fallen One opens room for path diversity and a powerful commander.

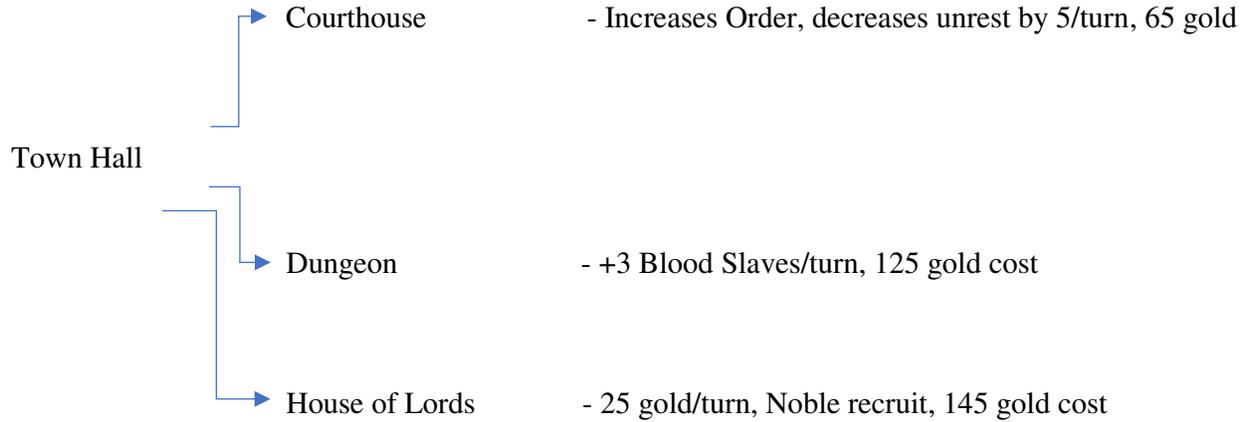
Holy Father possesses a small chance to summon an Angel of the Host. Holy Father can summon Angels of the Host allies at the start of a battle. A Holy Father may summon one angel during one battle, three angels on the next, or no angels on the third.

Bear Den	→	Bear Pens	- Enter to summon two Great Bears, 40 gold cost
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Wolf Den	→	Direwolf Den	- Enter to summon two Dire Wolves, 40 gold cost
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Wrestling Arena	→	Arena of Honor	- 3XP/turn for all who enter, 175 gold cost
	→	Torture Chamber	- Dark Mistress sacred recruit, 190 gold cost

Haunted Tower	→	Haunted Mansion	- Ghost recruit, 150 gold cost
		Ghost Knight's Sanctum	- Ghost Knight recruit, 100 gold cost
	→	Vampire Mansion	- Vampire recruit, 150 gold cost
		Tower of Darkness	- Ancient Vampire recruit, 100 gold cost



Nobles are commanders with summon ally ability. Nobles 'levy' three random peasants/turn.

Wasting Grounds – Once the PD drops to 0 – typically when the province is conquered, an event is triggered in which 50% of all units present are diseased.

Sigil of Unmaking – Once the PD drops to – typically when the provinces is conquered, an event triggers

LEGENDARY FABLE

For the most part Fable focuses on the role-play aspect of the game and worldbuilding, so to speak. Most noticeably, Fable increases the expansion phase difficulty by a substantial margin. All provinces are given additional defenders that are, for the most part, non-humans, and can include plenty of nasty surprises. Blind expansion is definitely not recommended in Fable as there's no telling whether you'll run into Peasants, Hill Giants, or Eternal Knights. Due to the current limitations of modding, the province population types will remain vanilla ones as those cannot be modified as of yet, though their defenders will be far from vanilla defenders. Fable does not remove regular indies, it just adds an additional layer of defenders on top of them, so it is also possibly to increase indie difficulty even further through tweaking the game settings and increasing regular indie difficulty.

Fable also adds indie *strongholds*. These forts have 'boss-like' owners and are exceptionally hard to capture due to specialized wall defenders that might include lightning throwing Sigils, stone hurling giants, statues that breath ice, Toxic Mushroom, etc. Sometimes it makes more sense to leave these forts be as they are rather hard to capture, though once captured they will also net a fair deal of gems and make you rather hard to displace from them. The indie strongholds will also regularly attempt to lift the siege to prevent any half-hearted siege attempts, and will even defend against other indies.

Due to the substantially increased expansion difficulty Fable also gives each player a small cache of gold and resources to help during the initial turns of expansion. Each player will start the game with an additional 400 gold and a +100 resources bonus. The resource will slowly drop over time at a rate of -25 resources per month until they level out the initial bonus.

Fable also adds a number of other things, some of which are more and some of which are less noticeable. Among the more noticeable ones is the *Familiars* addition. A familiar is a creature you will gain once your pretender arrives, whenever that might be. They are chosen randomly from a set of 25 familiars, all of which have certain unique characteristics, but also a shared set of abilities that includes being able to move across the whole map, the ability to spy, assassinate, and aid in magical research. They also share a set of weaknesses, most notably their proclivity to wither away and die if separated too long from either your seat of power - the capital, or your pretender. It is also possible to transform your familiar into another random form via an item every player gets at the start of game, though not without some inherent risk to it.

Another fairly impactful addition to Fable is the *Prisoner's Dilemma*, an event chain that happens on turn 2 for all nations. With this event every player will be given a choice to reward all other players while gaining nothing himself, or punishing all other players while receiving a boon himself. The boon can come in one of three forms, that of a great army, riches, or spies and assassins.

To further complicate matters any choice made that punishes other players will be announced worldwide and the identity of said nation revealed. The choice will also remain open for a total of three months, though one may of course choose not to choose. As the effects of this choice are cumulative, the Prisoner's Dilemma gives the players the opportunity to work together and prosper greatly, or cripple their expansion, potentially making you too weak to survive the first cataclysm.

Some of the other things Fable bring to the table:

Artifact sites. Fable will add a number of sites that contain new artifacts that can be recovered from them by entering the site. There is a good number of these sites though their placement will depend on map size. To find a site with an artifact one must simply site search in the correct path. It is even possible to sense the presence of such a site in a nearby province, guiding you to it. Some of these artifacts are more powerful and others less, though I would like to think they are all fairly interesting and serve some purpose.

Fable adds a number of story events, though all of these are quite rare. There are events that will make it possible to create mechanical gods, acquire the services of the Soul Harvesters from the Lord of the Underworld for the duration of Autumn each year. Locate sites of power that allow your pretender to expand bless powers at the price of dying, hunt for the Orb of Godhood which grants a single Wish to anyone who finds it, descend the 9 circles of Hell to release Lucifer from it, dig an endless hole to center of the world to discover what awaits there, sense places where you can create the Andrak – near unkillable shadow demons, race to find the Most Delicious Slice of Cheese, rescue demonic chicken, make a deal with the infamous world-consuming Red Rob the Gelatinous Blob, help deliver baby mountains, find mysterious sites that grant knowledge, riches, arms, find ancient wonders like the Wheel of Time which can turn time forward or backwards, or the Wheel of Osheim which either increases or slows the trickle of magic into the world, and so on, and so on.

LEGENDARY GUILDMASTERS

The Guildmasters mod adds 4 distinct guilds to the game; Spies', Thieves', Assassins', and Heroes'. The guilds operate in much the same way as Vendors do, and only stick around for a single turn, offering up their services for gold, before moving on.

It is possible to recruit up to 10 members of a guild during the single turn they're available, assuming you can afford them – though any such recruits need to be placed in the recruitment queue *before* all other commander purchases or they will not go through.

On rare occasions Guild Masters will grant you their services, free of charge, for a short duration, or more exactly, for a single enterprise. These exceptional commanders have quite an incredible effect and are something of a nuke that can completely cripple a nation. Guild Masters are used by moving them to enemy capitals and then changing shape. This will in turn trigger a series of catastrophic events for the enemy. Worth noting that one can also trigger such an event in own capital, so don't change shape until you reach the enemy's capital.

- Spies' Guild Guildmaster will trigger a series of events that will kill population, raise unrest, lower PD, disease units, and decrease dominion.
- Assassins' Guild Guildmaster will trigger a series of assassinations in the enemy capital where bodyguards will be of no use whatsoever.
- Thieves' Guild Guildmaster will trigger a major heist in the enemy capital that will result in losing a substantial amount of gold.

Note, the Heroes' Guild does not offer up a Guild Master unlike the rest as the Hero's Guild is somewhat different in nature and does not operate covertly.

Due to the nature of events, it is currently not possible to see the results of the Guildmasters' work in enemy capitals, though rest assured, they are substantial.

LEGENDARY LORDS

UN the mod. Legendary Lords adds a diplomatic aspect to the game. Roughly once a year all the nations will be given an option to vote on a specific motion. Envoys – Council of Lords representatives – will be given an option to cast – quite literally – an “Accept” or “Decline” vote. In order for any motion to pass the votes from all the Envoys need to be unanimous. Even a single *decline* vote will veto and thereby torpedo any motion put before the Council of Lords.

As the Council of Lords is a diplomatic assembly, the votes of all the attending nations will be made public. Any nation that casts a *decline* vote will be made known to the rest, as will any nation that refrains from attending the Council. Though refraining to cast a vote will, mechanically speaking, function the same way as an *accept* vote, those who refrain from casting a vote will be barred from attending the Council of Lords for a limited period of time, and will suffer a decrease of dominion from losing their Council seat.

There is a total of 11 different motions that can be put before the Council of Lords and those are as follows:

- Increased taxation. All lands will be taxed at 120% though this will also generate some small amount of unrest. 3 per province per month. Lasts for 6 months.
- Increased gold and resource production. Grants an additional 5 gold and resources in every province for every 3k population present up to 30k. Gives a final +10 for any province with over 30k population. Also generates 4 unrest per month per province. Lasts for 6 months.
- Baby boom. Vastly increases population numbers but reduces taxation of all province by 30% world-wide. Increases Growth scales by 3 each month, and generates 100 population +- 25% for every 2k population present in a province up to 30k. Lasts for 6 months.
- Magic item conjuration. In exchange for cursing 20% of all units in the world, each nation will receive numerous magic items. Six 0-2 lvl items, four 0-4 lvl items, two 0-6 lvl items, two 4-6 lvl items.
- Worldwide Smithing Consortium. Each nation gains a total of 20 Mechanical Men free of any charges. 50% chance for everyone to also get 2 Crushers to boot.
- Gem influx. In exchange for turning all Magic scales to Drain 3 worldwide each nation will receive 2d4 + 1d6 gems of each type.
- Gain luck items. In exchange for turning all the Luck scales to Misfortune 3 worldwide each nation will receive 5 Luck and bringer of fortune generating items.

- The Great Old Ones. In exchange for horror making 15% of the world each nation will randomly gain 1 out of 9 new Doom Horrors for a period of roughly several months on average.
- Extra provincial defense. Increases PD by 12 in all the provinces worldwide.
- Gold to gems transmutation. In exchange for 300 gold each nation will receive 2d6 gems of each type. Those nations that do not possess 300 gold at the start of the turn will not receive anything.
- Increased dominion spread. 40% chance to increase dominion by 1 candle in friendly lands with no temple, and 80% chance to increase it in friendly lands with a temple present. Each dominion spread will be followed with minute population deaths. 40-70 +-25%. The motion lasts for 6 months.

LEGENDARY SELLSWORDS

A pretty straight-forward mod that about doubles the number of mercenaries in the game. Most of the added mercenaries are atypical compared to the base game and often include magical beings.

- Lizzurd's Lizards – Lizardmen commander with 30 Lizardmen
- Styg's Snakemen – Blackrose Sorceress with 30 Snakemen
- Rotten Company – Panic Apostate with 40 Soulless Centaurs
- Mathayus' Pincers – Scorpion Man with 12 Scorpion Beasts
- Elleshar the Giant – Giant Sorcerer
- Gelatinous Death – Wizard with 8 Gelatinous Cubes
- Blood Vines – Bloodhedge Druid with 8 Dark Vines
- Elemental Ire – Elemental Lord with 30 random Elemental Knights
- Thunderhead – Thunderhead
- Pharaoh's Chariots – Camel Chariot with 15 Camel Chariots
- Loburg's Special Hoburgs – Rat Chariot with 20 Rat Chariots
- Gerwulf's Pygmyphants – Pygmyphant with 30 Pygmyphants
- Mechanical Buzzers – Crystal Mage with 20 Mechanical Mosquitoes
- Ufretin the Returned – Ancient Sleeper
- Souleater the Baneful – Ancient Bane Lord
- Lord's Fury – Champion with 15 Knight-Paladins
- Fantomen's Warriors – Dromeda Matron with 25 Dromeda Nomads
- Freed Company – Liberarious with 30 Liberarious'
- Arena Masters – Rudiarius with 30 rudiarius
- Praetorians – Praetorian Guard with 18 Praetorian Guards
- Masterless – Ronin with 40 Ronin
- Vitriol – Blue Wizard with 10 Green Lions

- Emerald Legion – Emerald Lord with 18 Emerald Guard
- Bone Crushers – Troll Moose Knight with 12 War Trolls
- The Master Ninja – Ronin
- Siege Golem – Siege Golem
- Dark Communicants – Moon Mage with 8 Theurg Communicants
- Lord’s Justice – Lord Inquisitor with 15 Knight Inquisitors
- Fire Brigade – Beast Master with 10 Fire Drakes
- Ice Brigade – Beast Master with 10 Ice Drakes
- Poison Brigade – Beast Master with 10 Swamp Drakes
- Grave Legion – Necromancer with 40 Soulless Hirdman
- Scorpion Men – Scorpion Man
- Rampaging Toads – Beast Master with 12 Monster Toads
- Stone Monster – Giant Gargoyle
- Descending Terror – Onyx Priestess with 15 Nightmares
- Gaia’s Fury – Centaur Commander with 30 Centaur Archers
- Gaia’s Piercers – Centaur Commander with 30 Centauride Crossbows
- The Vengeful Spirit – Lady Midday
- Ktonian Legion – Ktonian Necromancer with 40 Iron Corpses
- Banefire Bowmen – Reventant with 25 Longdead Archers
- Stoneborn – Ancient Lord with 15 Stone Hurlers
- Angelic Choir – Harbinger with 15 Angels of the Heavenly Choir
- Glowing Beasts – Gygja with 20 Glosos
- Glowing Lanterns – Flame Spirit with 15 Will o’ the Wisps
- Dark Tendrils – Bloodhenge Druid with 15 Dark Vines
- Voidborn – Androdai with 20 Androleth
- Black Claws – Werebear with 16 Great Bears
- Kraken Lord – Hydromancer with 12 Kraken
- Heroes – Northerner Chief with 40 Northerner
- Ravagers – Bear Rider with 18 Bear Riders
- Skymasters – Eagle Rider with 15 Eagle Riders
- Mambasa’s Blighters – Witch Doctor with 30 Jungle Warriors
- Stone Ancestors – Ghost Rune Master with 25 Ghost Stalwarts
- The Accursed Ones – The Damned Warden with 25 Damned
- Marzire – Ettin Boar Rider
- Rune Legion – Rune Lord with 25 Rune Bearers
- Monks of Meo – Abbot with 30 Monks of Meo
- Singed – Singed with 20 Singed

LEGENDARY SEASONS

Adds a total of twenty thematic seasons – equally distributed across Spring, Summer, Autumn, and Winter – that have a chance to roll at the turn of the season. There is a flat 25% chance to roll such a thematic season at the turn of any season starting from turn 6 onwards.

The effects of Legendary Seasons should not be too impactful as the mod is meant to provide an extra bit of flavor, bringing the game to life a bit more. That said, as is the nature of events/RNG, frustrating things can occur, or potentially marvelously absurd things, like renting a Doom Horror for a limited amount of time in the first year of the game.

Some of the seasons are purely positive, some are purely negative, and some are a mix of both. Overall, there should be a fair deal more positive stuff, so Legendary Seasons ought to be a net gain, though, again, RNG reserves the right to not adhere to this. You can find some info on what each of the season does. Providing a full list would practically be impossible so the explanations are in rather broad strokes.

SPRING

- Season of the Farmer – Increases tax yields in farm provinces
- Season of Rebirth – Increases population based on already existing population
- Season of Wickedness – Various negative events
- Season of the Fallen – Various negative events
- Season of War – Various positive and negative events

SUMMER

- Season of Order – Increases Order scales and decreases unrest worldwide
- Season of Plenty – Grants gems and items
- Season of the Lower Planes – Demon-related events. Most negative, some positive
- Season of the Kindly Ones – Unleashing the Kindly Ones for the duration of the season
- Season of Wisdom – Creates consumable sites where commanders gain magic skills and XP

AUTUMN

- Season of the Great Old Ones – Gain a Great Old One for a short and slightly variable time
- Season of Sorcery – Mostly positive events. Items, gems, troop spawning predominantly
- Season of the Drunkard – Spawns Drunkards with Bringer of Fortune. Massively positive
- Season of the Dullard – Makes researching dangerous due to various afflictions one may gain
- Season of the Raven – Spawns stealthy murders of Ravens with Bringer of Misfortune.

WINTER

- Season of the Craftsman – Positive season, gives construction rebate 20%
- Season of the Prophet – Various positive dominion related events
- The Darkest Season – Spreads Cold, darkness, and incites attacks in Cold provinces
- Season of the Witch – Both positive and negative events. Higher frequency in forests
- Season of the Unspeakable One – Insanity/unrest/misfortune inducing Hastur sightings

LEGENDARY SITES

Legendary Sites adds a number of magical sites (32 to be exact) that can be constructed by the player, and places them in the Construction research tree at levels 1/3/5/7, one for each respective path, and for each level. Each nation is limited to only one of the sites in their capital, so choosing them carefully is advisable. Once placed they cannot be changed or destroyed.

The sites get progressively more powerful with each level, so there is a choice of a smaller gain you can receive earlier on that could perhaps speed up expansion, or substantial gain at some later point in the game, assuming you live long enough to capitalize on it.

The mod also adds Shrines, Nodes, and Altars to the world map.

- Shrines can be claimed in order to grant poison and elemental resistances to holy units.
- Nodes can be claimed to improve national scales. Only positive scales exist and Heat/Cold.
- Altars can be claimed to buff the stats of holy units.

Much like a thrones all three types of these sites might first be captured then claimed with a H3 mage or pretender. Unlike thrones, these sites do not count towards any throne victory setting but are still announced when claimed.

CONSTRUCTION BUILDINGS AVAILABLE AT LEVELS 1 / 3 / 5 / 7

Fire Buildings



Lvl 1	Military Academy	A commander with troops may enter for battle training. Generates 15xp per month.
Lvl 2	University	Generates a Scholar each month. Research-only commanders.
Lvl 3	Gateway of Fire	Grants the ability to cast Open Gateway of Fire to friendly provinces. Long ranged version of Astral Travel.
Lvl 4	Everburning Forest	Generates 2 + 1d6 Flaming Spirits each month. Immortal units similar to Will o' the Wisp.

Air Buildings



Lvl 1	Spymaster's Guild	Generates a Spy each month.
Lvl 2	Dome of Calm Winds	Grants a 10% tax boost per every point of dominion in the capital province to a total of +100% income.
Lvl 3	Spire of Eternal Storms	Creates three Staffs of Flights with Wind Ride spell.
Lvl 4	Palace of Dreams	Generates a Dreamwalker each month. Mages that possess an item that enables them to cast remote dream assassinations.

Water Buildings



Lvl 1	Cleansing Spring	Creates a Cleansing Spring with a 100% heal chance.
Lvl 2	Icecrafters	Can enter site to summon two Iceman per month.
Lvl 3	The Frozen Tower	Increases Cold scales in capital and ring province by +3 each month. Creates Orb of Winter item that trigger Iceman attacks during Winter in Cold provinces
Lvl 4	Ice Tomb	Creates a (SC) Frost Lord commander.

Earth Buildings



Lvl 1	Resource Silo	Generates 100 Gold and 200 Resources each month.
Lvl 2	Seven Forges	Creates the following: Iron Dragon, Siege Golem, Crusher, Mechanical Men, Clockwork Horror or Soldier, Living Boulder.
Lvl 3	Stone Guardians	Creates 18d8 Gargoyles + 5 + 5d6 Stone Monstras. Site can only be used once during the game. Created units have 8% desert.
Lvl 4	The Stone Garden	Generates 3+1d3 Medusae each month. Sacred units with ranged weapons that can petrify.

Astral Buildings



Lvl 1	Adventure Ruin	Creates a site with a 75% treasure hunting success chance.
Lvl 2	Wizard's Tower	Increases ritual spell range by five. Gives Scrying ability via enter site.
Lvl 3	Mystic Pond	Generates 1d3 gems of all types (except Blood Slaves) with a 50% chance
Lvl 4	The Void Tower	Transforms Astral mages into friendly horrors. Type depends on Astral level. Transformed mages do not desert.

Death Buildings



Lvl 1	Skeleton Transformer	Transforms population into "Skeleton" units upon entry. 2d6 units per entry. Ten population killed for every unit gained.
Lvl 2	Stalkers' Guild	Gain an Elludian Stalker each month.
Lvl 3	Soul Prison	A commander may enter a site in order to receive a Soul Trap item. Kills the commander in the process.
Lvl 4	Temple of Eternity	Gain (monthly) Sempiternus Lord, 1d6 Sempiternus Longdead, 1d6 Archers, 1d3 Knights + 35% chance for a Semptiternus Mage

Nature Buildings



Lvl 1	Enchanted Woods	Generates 1d3 Elderwood Spirits. Units with ranged AoE entanglement attacks akin to Wild Growth spell.
Lvl 2	Ancient Groove	Increases Growth scale by 3 in capital and ring provinces. Increases population by 50+-25% each month as well.
Lvl 3	Spring of Fortune	35% chance to create a Pixie each month. Pixies have bringer of fortune 15 ability but also a 8% chance to desert each month.
Lvl 4	Fairy Ring	Generates a Playful Feary mage each month.

Blood Buildings



Lvl 1	Summoning Circle	50% chance per month to generate a Devil, Storm Demon, Demon Knight, Frost Fiend, and Fiend of Darkness.
Lvl 2	House of Chains	Generates Blood Slaves in exchange for diseasing all the units in the province. Reward depends on the number of units present.
Lvl 3	Witch's Abode	Generates a Nightcomer mage each month.
Lvl 4	Seat of Belial	Gives the ability to far-summon stealthy Misfortune spreading commanders.

LEGENDARY VENDORS

The Vendors mod enables traveling vendors who occasionally visit your forts and offer their wares for a certain price. These vendors include potion makers, staff-crafters, scroll vendors, black market vendors, and slavers. The range of goods that can be purchased from the vendors is vast and the goods gained from them ridiculously overpowered, or literally useless. Much like Guilds, the Vendors only stay for one month, so having some spare gold lying around to spend in bulk can be advisable as purchasing many wares can easily cost several thousand gold.

Up to 10 items can be purchased from each of the Vendors – though any such recruitment must be placed before other commander recruitments in the queue else the purchase will not go through. The items you purchase are chosen completely randomly, and are typically a powerful addition to have, assuming you can spare the coin for them.

There is a total of 16 wands, 23 potions, and 38 scrolls one can purchase the from traveling vendors.

Unlike the rest, the Black-Market Vendors sell all existing, non-unique/unforgable items, though also in a random fashion, their price depending on the item tier. It is also possible to receive non-vanilla items this way, and possibly even nation-specific items.

The Flesh Merchants do not deal in items but rather sell Blood Slaves in bulk. The price they demand is not cheap but is generally a good way to delve into Blood magic if you lack other means.

F.A.Q.

Q: What does this mod pack do?

A: In short, a whole lot of things. I won't say this mod improves gameplay because it doesn't; it completely changes it. Playing with Legendary is a completely different experience compared to vanilla, and it will feel like a different game mode. What this pack does is change the environment, drastically. For more precise information I suggest reading up on what each of the individual mods does or joining the dedicated Discord channel.

Q: Why does this pack have nine mods? Why not just a single mod?

A: It has been compartmentalized for convenience's sake. All the nine mods focus on completely different things and as such may be more or less interesting to the player. Some players may simply want to enrich their game slightly, while others may want the full experience. I also do not wish to force the whole pack on less experienced players as Cataclysm, for example, can make the game quite brutal even for veteran players and was designed to promote creative gameplay and skill.

Q: Could you extract just a part of a certain mod to use it individually, like just having the Heroes' Guild from Legendary Guild?

A: Yes, however I definitely won't be doing anything of the sort. Why? There are more than a few reasons, but mainly because I could literally split this pack into one hundred mods that way so I don't really see the point of endlessly fragmenting it. It's already split into nine and anything more would probably be too much. If you have an excess of free time on your hands, be my guest and cut out the desired parts, though you'll find it a dreary task and will likely break something.

Q: Is this mod compatible with other mods and when will it be?

A: It is not compatible with anything. That is all but a guarantee due to the sheer size of the mod. It will never be compatible with anything (on my end) because that would be a truly herculean task to perform, and ultimately a pointless one for more than one reason but the biggest of them being a lack of free event IDs. Any mod that uses events likely *will not be compatible with Legendary*. Strictly speaking, nation mods may be, but it is my suggestion to first run the compatibility checker tool and see whether there's any overlap with whatever you're adding. Keep in mind that the various Legendary mods will throw up a lot of errors in the ID checker, but that's WAD.

Q: How difficult is it to jump into a mod this big?

A: Usually, it would be hard, but jumping in blind here is not a disadvantage per say. Sure, there is a lot of new stuff, but you don't have to *relearn* anything. No national component, spell or summon has been changed. Everything is exactly the same as in vanilla, except the environment. Is there new stuff that would be advantageous for you to know? Certainly. Will it hamper you not to know them? Unlikely. You can learn most things as you encounter them. It doesn't hamper you in the same way not knowing all the base game events doesn't hamper you.

Q: Is this mod pack newb friendly?

A: No. In fact, the full pack is quite punishing, and that's after very extensive and continues nerfs on my end. It will make your game hard, but that said, you don't need to enable the entire pack. And that said, even though it's hard, you will likely find it quite rewarding and rich, though my suggestion is not to fiddle with it until you learn the game basics.

Q: Why doesn't this mod pack include UW gameplay into it and when will you include water provinces into the mix?

A: Never. Never, ever, ever, ever. Let me put this into some perspective because when somebody asks a question like that, I'm inclined to think they don't understand the scope of what they're asking. The current amount of code that has gone into these 8 mods is comparable to a 1500+ page novel. Let that sink in for a moment. Now, novels also have it much easier because they don't need to be spotless in order to function properly as literally one little typo can blow up a whole mod. It often doesn't, but it can. One little command typed wrongly in 1500 pages worth of code, can make this whole pack cease to function. Then take into consideration that 1500 pages worth of code aren't the only thing that powers these mods, there's also the sprites, a whole legion of them, hundreds upon hundreds. I don't care what you attempt to draw, a small and low-quality sprite or even a doodle, drawing 700+ of them is going to require time, quite a lot of it. Now, with all these things in mind, you should also understand that I couldn't simply rework the current mods somewhat to fit UW as well, I'd have to create entirely new and different content *just* for UW. Everything that exists for landlubbers would need to be replicated and adapted to UW play, and then I'd also need to make a lot of UW specific stuff, which would certainly take many new sprites and at least several hundred pages worth of new code. And lastly, take into consideration how fucking dull UW is and how rarely its played. With all that in mind the rewards of adding a UW element to Legendary is staggeringly not worth it, so we just politely pretend UW doesn't exist in this mod and we don't talk about it.

Q: Why do you hate UW so much?

A: I said we don't talk about it, dammit.

Q: Why is X so fucking overpowered/underwhelming/etc.

A: Because I am not a balance wizard. Many things will still likely be out of whack. It's a huge mods with a plethora of things. Testing this mod pack is hard business for a number of reasons, and I can't really balance it perfectly based on some quick and dirty SP games. If you find something to your dissatisfaction, please do speak up and I will consider it carefully and address it. Also keep in mind that not everything is intended to be balanced and even so everyone has equal access/exposure to everything.

Q: I've encountered a bug...

A: Bugs are a given. My main concern is making sure things run smoothly and that there aren't game-breaking bugs, and so far, MP test games have gone off without incident, which is good. If you do encounter some weird behavior or bugs it would be really helpful to explain what is happening in detail or even provide game files. Unless the bug report is specific there's quite literally nothing I can do about it. If the game is throwing up an error, I need to know what error it is, if an event has gone haywire and is spamming you each turn, I need to know which event and what it says. If you've encountered a non-existing/crossed-out unit, I need to know the ID value of said unit (shift+i his name), etc. Else, it's looking for a random block of code in 2.5 million characters worth of code.

Q: I have an idea... Would you consider adding...

A: Yes, I will consider everything brought before me, though, of course, I make no guarantee I'll implement anything suggested, nor that I'll implement it in the suggested fashion. If you do have an idea on something that could be added to Legendary, I'd very much like to hear about it, but do keep in mind the principle rule, no change of anything vanilla. You may also write down any suggestions in the Legendary Discord channel.

Q: Any future plans for Legendary?

A: Almost certainly. I'm never short of new and interesting stuff to add. Time and IDs are the only limit.

KNOWN ISSUES:

The Legendary mod pack modifies the game to a ridiculous amount and pushes the limits of the Dominions engine, mainly because it was likely not meant to perform in such a way and has mod optimization issues. It is entirely possible a weaker computer might freeze upon hosting the first Legendary turn, or require a several or even a dozen minutes. Some people have reported such issues in the past.

Event modding is plagued by a general bit of wonkiness in my experience, especially after the Dom 4 > Dom 5 engine change. As Legendary is *heavily* event based – it uses far more events than the next biggest mod pack out there - there is some extra inherent risk of events falling apart for no discernable reason on my end. There likely exist *some* reasons but to us modders it can simply seem like something that should be 100% functional sometimes just fails to function.

If you happen to catch something ridiculously broken, keep an open mind that it might **not** be intentional and thus worth reporting as a bug rather than complaining that I gave somebody Blood Vengeance 50 or 999 HP recruitable thugs, or such nonsense.

Lastly, there exists a certain amount of risk that any game patch might affect any ongoing Legendary games, though to my knowledge, this hasn't happened so far. Theoretically, each time the game is patched, or the mod altered, the game will reload and event history might get lost, meaning that unique events that have already happened might happen again, current event chains might break, etc. This issue has nothing to do with modding as it's something that has affected vanilla games in the past too. This particular issue might have already been fixed by Illwinter at some point given the utter lack of any sort of catastrophic meltdown on previously run Legendary MP games, so odds are good this won't ever happen, but I cannot guarantee it.

Special thanks to myself for producing this marvel/insanity of a modpack of course, but I would also like to thank Illwinter for being very receptive and buckling under my relentless demands and increasing the available event ID range so the whole of Legendary can actually fit. You may live in a frozen hellscape, but your hearts are warm...ish

Pssst, you. Yes, you, who else do you think I'm talking to? Since you're still here, go check out the Legendary Discord channel for the latest info on the mod pack. <https://discord.gg/G5Ghtj8>