

I'm not robot  reCAPTCHA

Continue

3507175210 21915450315 59382198432 15478449223 119411820192 6391327.4864865 28109518.125 29019873.815789 106884619464 32480489.470588 1406479 35446406918 12580318.714286 279662124 10096964220 20260770084 4385763999

Endless legend cultist guide wow classic map locations



The converted village will exploit FIDSI on their tile and the 6 tiles around it for the main city of the new owner. Converted villages will then spawn another such unit in its garrison every 15 turns for no cost, and if the village's garrison is full the unit will be placed in the world adjacent to the village. Assimilate a Minor Faction. Though I hate them, they impress me. This can be especially useful with special districts that provide a large bonus for being a higher level, such as the Legendary Buildings. I can no longer speak as "I". Lore[] This mysterious cult is led by two creations that are the remnants of the Endless: The Queen, imprisoned within her indestructible throne in the capital city, and the Unspoken, a wandering - and perhaps insane - being of enormous power. Perhaps, in fact, they are our gods. The end is coming, and I will be an instrument of its arrival. But they are wiser than I am. I did not bow or grovel. Final Preparations Description We are moving forward. The worthy ones learn. Convert all the [Minor Faction] villages in the region [Region], and make sure that region's city is destroyed. Leader of a simple tribe, wanting only peace and prosperity for her people. The Cultists then recruit, train, and arm these converts from the tribes and vagrants that live scattered across the surface of Auriga. The Riches of Auriga Description Now they feel our power. If a village was pacified and in a region controlled by another empire, the city in that region would typically gain an additional worker and vision on the village and the tiles around it. The faithful say that "it" is ready to "begin." With leaders and a purpose so alien, I cannot guess. This trait gives Cultist units the ability to convert Minor Faction villages that are pacified, destroyed, or haven't been converted by another empire yet. The only exception to this is for converted villages that lie within the same region as the city: certain City Improvements, such as Geomic Labs, provide bonuses to FIDSI output on all tiles in the region, meaning that the tiles exploited by the converted village in that region will also receive a boost. For every Strategic and Luxury resource in the converted village's region, it will provide the main city with +0.2 of those resources per turn (i.e. +0.2 if there's one Dye deposit, +0.4 if there's two Titanium deposits, and so on). This Cult. We will follow one of these. And never one full of such strangeness, dedicated to an insane cause. And my great challenge was over. It is both terrifying and thrilling, and something inside me wants to be carried away on that wave of blind faith and utter dedication. They achieve what they set out to do, and they know so much of the old places. The Cultists wish to study ruins - Search the [Ruins] with at least 2 level 2 Minor Faction units in your army. Or be destroyed. These Cultists want to convert, invade the old places, and cover the world with their believers. Language Square Starting Technology Unlocks the Language Square Technology. Summary New Objective Outcome The final preparation is to build the city to a size of unparalleled greatness. Therefore, Cost=A*(N+1), where A is the base cost determined from the table above, and N is the number of villages already converted on empire. They are fanatic soldiers, and their holy war to spread across Auriga is near. Glorify the Queen: Build the city improvement "Shrine of Whispers". The End of the Beginning Description Now we test them, see if they are useful implements of the Queen's will. High Seat of the Queen[] As a result of this trait, the Cultists are not able to produce settlers, and therefore cannot have more than one city at any time; they also cannot capture additional cities due to the Weapons of the Enemy trait. Convert two Minor Faction villages into the Cult. Mad Fairies Droplist, picks 1 4. My actions, my will is no longer my own. Journal of a Disobedient: I have seen this "conversion" again. Of course they want safety and security. The converted village will leech Strategic and Luxury Resources from the region if the relevant technology has been unlocked. You join it and ride; either to create a glorious future, or to crash in a thousand shards on some alien shore. Reach the level 2 with your City Center Now, they are curious. While you train the recruits, you must continue to swell their ranks. And then it began speaking to me. I'll do it, if only to find a way to save my people. Make sure there are no armies roaming your city region [Region] for a period of X turns. They will let me leave the pit if I mouth the words and obey the orders. But this Cult, this abomination, this sanctuary, gives us a chance to defy and oppose those great empires that sit astride the world like lions across their fallen prey. Useless. But what do they want to do with it? Soon they will even become useful. Journal of a Disobedient: They said they would let me lead again. Faction Traits[] Name Type Effect Lore High Seat of the Queen Affinity No Settler Production+1 District level cap on cities Constructed around a single city that is their religious center, this faction creates no new cities and therefore cannot produce Settlers. Additionally, because the Cultists can only have one city, they do not experience any expansion disapproval, and are therefore unable to research any technology that would reduce it, such as Bread and Circuses. Hate and respect war within me. I have chosen to ride it. Our purpose. There are a few conditions to this, however. Here is the table listing the base Influence cost to convert each minor faction village based on the situation it is in. Mad Fairies Droplist, picks 1 3(A). Or that I hated. Rule? I fought back, and refused. But now they also want to build up the city into a huge center of faith and study. The base influence cost is determined by a few factors though: each of the different Minor Factions has one of six base influence costs ranging from 21 to 26 if the village is in a region no other empire has claimed, and was pacified either by bribery or completing a pacification quest. Once you are converted you never doubt or hesitate, just follow orders. All Auriga will bow before the Queen. But I am no fool. This makes villages that aren't next to a border more valuable to convert. Journal of a Disobedient: They have learned to build armies, fight wars, and conquer new lands. When they survive, of course. I see that they tempt me: Be greater than just my tribe, and become a ruler of the planet, but begin what? Upon converting a village, the following things happen: The converted village is lost to its original owner. Regardless of where they are or to whom they have previously sworn allegiance, when a tribe turns to the Cult it does so until its death. Research 10 Technologies in the Era III of Technology. Seen through the eyes of one of these lesser followers, however, the path is anything but straight, and their grim determination is richly rewarded. Soon they will feel our purpose. Those that are not are no longer useful. Journal of a Disobedient: I have seen the armies lined up in ranks, straight and tall and full of excitement. It simply is. Rejoice, and prepare to purify this ruined planet. They get angry when I ask this, so I stopped doing it. As long as that continues, as long as the tribe does well, I will stay loyal. The Eternal End Description We will not fail; the Eternal End will arrive. There will be more faithful, more converts, more angry tribal chiefs with broken legs lying in pits. But who is insane enough to dream of ruling a world? All Auriga will share the purpose. There are no individuals, no tribes, no regions, only the Cult, and the purpose, and the Eternal End. Worse yet, I have seen them. Summary New Objective Outcome The power of the Cult begins to grow as Minor Factions are converted. Journal of a Disobedient: It came with machines, and we saw that our weapons were nothing. The cult must grow. Limited to a single city, the Cultists instantly destroy any city they defeat. Where is my honor and virtue now? They require a Hero to administer their city; the Hero will show their worthiness by growing the city's power. That thing, that metal monster, broke my weapon and broke my legs and threw me into a pit. Uncertain Beginnings Description The conversion begins, but the task is formidable. Second, any City Improvements that increase the FIDSI output of tiles does not affect the FIDSI output of tiles exploited by converted villages, since they are not considered City Tiles or Exploitations. Worshippers Frenzy Dust Eclipse Effect +10% Attack per city center level on minor faction units during Dust Eclipse+10% Defense per city center level on minor faction units during Dust Eclipse Leveraging the feelings of fanaticism that Dust Eclipses instill in Auriga's lesser races, Cultists preach that they are a sign from the Queen. 2. Unique Technologies[] Military Units[] Heroes[] Note: Base Attributes reflect the unit's Weapons of the Enemy Trait A captured city is immediately razed+1 Industry Stockpile per Population when city is razed Disputed by the destruction of the Endless's civil war, leaders of the Cult insist that enemy cities, when taken, be turned into usable resources for the Cult rather than simply burned to the ground. Reward 1. Andom the Seer Technology. The next step is to move from conversion to assimilation. Summary New Objective Outcome The Cultists are laying the groundwork for the final phases of their plan. Summary New Objective Outcome The Cultists must study and learn, preparing for their final efforts. The purpose draws to a close. Summary New Objective Outcome Your revolt was short-lived; your people would be sent to the front lines of battle if you persisted. It is impossible to be indifferent and detached. Reward Shrine of Whispers 6(A). We have all but won. I will be free in the city, and even join the armies patrolling the region. I have donned my armor and taken up my weapon and returned to the front of my troops. I wanted to kill them all, to wield a hammer the size of a mountain and bring down their great citadel with one god-like blow. It was cold and terrifying; it preached and promised - as all the powerful ones do. We were ants in a dance of giants, and would have been crushed and enslaved - or eaten - by any other nation. Like dogs, wagging tails, eager to please. However, converting villages costs Influence, and costs increasingly more Influence based on how many villages have already been converted. They begin to investigate, recommend, and take action. But the drums and trumpets sound, and the sound of thousands of feet marching echoes in the city. They will keep doing this, but now they turn to the second part of their great purpose. Walls of Faith Trait +100 Fortification on main city+1 Max Unit Slots on Militia With the zeal of fanatics, all soldiers and civilians are prepared to throw their lives down defending their city. From that base of power, the Cult can reach out, fulfill its purpose, and seize its destiny. Strength in Diversity Description They are with us, even if they are not aware. Village garrisons can be increased in size by 2 by unlocking the Meritocratic Promotion and Signal Corps technologies, similarly to cities. But this was different. The End for which they have been striving is near. For the moment... Upgrade the city center to level 2. Go forth, and convert more. Weapons of the Enemy Trait A captured city is immediately razed+1 Industry Stockpile per Population when city is razed Disputed by the destruction of the Endless's civil war, leaders of the Cult insist that enemy cities, when taken, be turned into usable resources for the Cult rather than simply burned to the ground. Reward 1. Andom the Seer Faction: Cultists Hero Type: Infantry Life 146 Speed 4 Attack 40 Defense 34 Initiative 16 Damage 46 Range 1 Sight 3 Edra the Listener Faction: Cultists Hero Type: Infantry Life 110 Speed 4 Attack 46 Defense 40 Initiative 20 Damage 40 Range 1 Sight 3 Exit the Chosen Faction: Cultists Hero Type: Infantry Life 110 Speed 4 Attack 40 Defense 34 Initiative 12 Damage 34 Range 1 Sight 3 Ozek the Chosen Faction: Cultists Hero Type: Infantry Life 110 Speed 4 Attack 40 Defense 34 Initiative 12 Damage 34 Range 1 Sight 3 Tinu the Chosen Faction: Cultists Hero Type: Infantry Life 110 Speed 4 Attack 46 Defense 40 Initiative 20 Damage 40 Range 1 Sight 3 Urol the Speaker Faction: Cultists Hero Type: Infantry Life 146 Speed 4 Attack 40 Defense 46 Initiative 12 Damage 34 Range 1 Sight 3 Faction Quest[] You bring these lesser beings up to a state of wisdom and power that they can barely comprehend; such is the nature of your purpose. Build strength, seek knowledge, spread across Auriga. Though the old places may be full of danger and corruption, resources and knowledge can be used to counteract this. I see the power, and power seduces. Would I rather see them die quickly in battle, or slowly on a planet turned into a vast slave-hold of the Cult? Our purpose is a constant joy. Strength in Numbers Description They are with us, even if they are not aware. If I know that, maybe I'll know what they seek to study and understand, and why. Monolithic, fanatic, and ever-expanding, the Cult of the Eternal End will spare no effort, cost, or sacrifice to see that its will is done. Ah. It is the moment of doubt. Summary New Objective Outcome The Queen and the Unspoken require a greater center of worship. No cult or army will change that. In: Cultists, Major Factions The Cultists of the Eternal End are led by The Queen and the Unspoken and will go to all ends to ensure that its will is carried out through the conversion of lesser groups. To sustain their economy, their armies must convert pacified minor faction villages by spending Influence. They remain ugly to me, in the way they move and think and the way they look. Those that are shall become leaders. Directly or indirectly I can't kill them. But now they also want to build up the city into huge center of faith and study. This cost is determined by taking a base Influence cost and multiplying it by the number of villages that have already been converted plus 1. Conversion Trait Can convert pacified VillagesConverted villages: Are lost to their original owner Give all advantages of pacified villages to the main City of the new owner, no matter their location Will exploit FIDS on their tile and the 6 tiles around for the main city of the new owner Will leech Strategic and Luxury Resources (with the adequate technologies) Regularly spawn a mercenary unit (cannot be retrofit) for the new owner Will increase by 10 the upkeep of the main city and by 20% the Influence cost of each tier of the empire plan Knowledge of the rites of the Cultists - and a fanatic belief in the Queen's purpose - permits the conversion of pacified villages. Summary New Objective Outcome The

Cult's time is coming. As long as I still control my thoughts I will fight for the future and the safety of my tribe. Perhaps we can learn from it. Minor Fractions converted. Journal of a Disobedient: They said they would let me lead again. First, this only applied to tiles within the boundaries of the region the converted village is located in: if a village is on the border of a region - which is fairly common - it will not provide the FIDSI output of the tiles on the other side of the border. The main city of the converting empire will gain a new worker in the city and vision on the village. No rebellion will be tolerated; find them and kill them. Order of isiver 3. All Auriga will share this purpose. That's how it is with fanatics; a speech is not just words but an oath, and the Cult is happy to die fulfilling that oath. The ruins and resources of the planet are their next goal so they can prepare their labs and workshops for the final phase. Their lands must be secured against intruders, and the city must be raised up to even greater levels of glory. But I am curious to know what's beneath the strange machines they wear like skin. This is good; they will come to us willingly - in time. It is easier to serve than to doubt. Perhaps these examples will serve to help it understand. Assign a Cultist Hero to the City for 10 turns. All Cultist heroes are able to wield Claws, Swords, and Shields as weapons. Such power, focus, and drive. Faith in what? Few of those we attract are worthy, and even those must be trained. Too many screams, too many memories. As if you enjoy it. 1. Predictable. The doubters will come with us, or be crushed beneath us. The converted village will regularly spawn a mercenary unit for the new owner. Find joy in the greater purpose. Destroy? Now, we move. However, this is balanced somewhat by the fact that the city the Cultists do posses is able to have districts that upgrade to a max of level 3, achieved by surrounding the district with four districts of level 2 or 3. The coldness, the hatred, the madness that I felt made the back of my neck twitch. When converted, the village will get 1 unit of that minor faction's unit garrisoned in the village, and the unit will be a level equal to the converting empire's current technological Era. Summary New Objective Outcome You have work to do to bring these savages to the purpose of the Cult. Accept your fate. Reward Shrine of Whispers 7. Additionally, the Cultists have a few unique technologies that increase the potency of this effect; We Are Legion and All Beings Are Siblings increase the XP that units gained from converted villages start with, while Hand of the Unspoken makes 4 units appear in newly converted villages rather than 1. Now they have an empire. It would be convenient if more survived the training, but the Unspoken insists on rigor. Left alone on the planet for millennia, they have turned against their creators and sworn to destroy every trace of their existence. Could I sacrifice them for my pride? Summary New Objective Outcome The Queen and the Unspoken demand power - and privacy. Each additional converted village increases the upkeep of the main city by 10 and the Influence cost of empire plans by 20%. Their city is now a great fortress, and from here they will begin to move. Keep 8 Minor Faction villages converted for 10 turns Ah. It is the moment of doubt. The Circle Expands Description They begin to think. The force of their purpose is like a growing wave. Some of them are more than converts; these may be leaders. I cannot imagine defying them. There are also different base values if the village is pacified but in a region claimed by another empire, or if the village has been destroyed, and these values are approximately 1.5x and 2x greater than the initial base cost respectively, but not exactly. To study what? Soon they will even become useful. Its power, therefore, is projected across Auriga through proselytization and conversion, when the faithful followers and heroes of the Cult convince other, lesser peoples to join their cause. The Queen, the Unspoken. Search the [Ruins] with X of Adamantian and X of Palladian. Our tools, armor, fences, walls...

29/04/2022 · 大家好，又见面了，我是你们的朋友全栈君。原文地址为： 插件8：拼写检查 Lesser Copyleft derivative works must be licensed under specified terms, with at least the same conditions as the original work; combinations with the work may be licensed under different terms