New here but have played for a long time

Posted by Warren1965 - 17 Nov 2018 12:04

Hello All,

I just started playing Warlords IV again and I have a couple questions. Mostly I play the campaign with Knights as my favored race, usually a Tenplar or Paladin warlord on Prince level at the moment.

1. For my retinue I have 1 heal hero and 1 bless hero unless the first quest is for the sword of Eleria but I am undecided on the final one. Armor is pretty good at keeping the hero alive, Smite Evil lets you add life at the lower levels because your combat will be pretty high against the most common foes finally I have never used a Monsterslayer seriously and am wondering if am missing out.

2. In my current game I have ran across something odd. It is the second story scenario (Giantridge Mountains) and I get the Ring of Doom quest when I complete the quest all the magic items on my highest level hero disappear. It is really annoying because the first scenario quest was the liche's so I had the troll ring and curse helmet and merchants had sold me the twin sword and medal of valor. I reloaded the current turn and attacked with a different stack and again it was everything carried by my 12th level Knight Hero that had everything disappeared from. As it was like playing DLR more than IV I shrugged and moved on, seriously +5 Leadership/+5 Smite Evil with Regen, Curse +5, Multi-attack and +50% XP backed up with Heal +5 and Bless +5 he would take out most cities with 16 garrison units by himself (usually ended at full). I guess what I am asking is it a bug or something that is supposed to happen? I don't think it is a shatter spell because it happens in the middle of my turn.

3. I am trying a Cleric Warlord this time because I wanted to see how Engineer skill works but on the same map as above the 2 forges attached to the north most Dwarf city says the can't be upgraded even though the help says you can at Engineer level 1. Am I missing something? Actually I don't remember if I had 1000 gold when I looked at them was that it?

Thanks in advance

Warren

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Re: New here but have played for a long time

Posted by KGB - 18 Nov 2018 00:15

Hi Warren,

1) Not sure whether Monsterslayer is better or worse than Smite Evil. It all depends on what kind of units you are fighting. Monsters appear across all races (good/evil/neutral) but Evil is only the Evil races. In the campaign Smite Evil might be better because it's a campaign against Evil.

2) I don't think that's supposed to happen. At least not in the main campaign (is that what you are playing or the extra campaigns). It's been a long time since I played the campaign. Why don't you drop the items on the ground before finishing the quest. Then pick them up again afterwards. That may get around the bug.

3) Maybe the help has a typo in it that I missed. At level 1 you should only be able to upgrade a Well to an Aqueduct.

* The Engineer skill now allows certain sites to be upgraded (in addition to all previous benefits).

Level 1 : A Well may be upgraded to an Aqueduct (cost 1000 gold)

Level 4 : A Forge may be upgraded to a Foundry (cost 1000 gold)

Level 7 : A Farm may be upgraded to an Inn (cost 1000 gold)

Level 10 : A Timbermill may be upgraded to a Windmill (cost 2000 gold)

www.warlorders.com/warlords4/articles/war4-patch105

KGB

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Re: New here but have played for a long time

Posted by Warren1965 - 18 Nov 2018 13:17

Thanks for the reply.

In regards to #2 it is the original campaign. I am not all that worried and can't say for sure what happened because I shrugged and continued on so all the games are gone. I did discover that you can't drop more than 4 things on the ground or the excess disappear. In the interest of having my retinue show up before the scenario ends I was transferring all my goodies to new lower level heroes before the end of the scenario by having them all meet up and dump their items and then having the new guys pick them up. It was a little alarming to have the excess go missing so I thought I would mention it in case someone else goes astray this way.

Re #3 I don't have the game with me right now but I had thought the forge upgrade was level 1 and the well was level 4 but I most probably made the mistake rather than you.

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Re: New here but have played for a long time
Posted by KGB - 18 Nov 2018 23:28

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Hi Warren,

I wasn't aware of the limitation of dropping only 4 items in a square. When you kill enemy heroes (especially the uber retinue) they drop way more than 4 items in a square and you can then retrieve them. I guess the limitation is on dropping.

One thing you might want to check is that it may only show 4 items at a time even though the rest may still be there. Did you try dropping a 5th item and then picking one up and seeing if 4 more were still there?

KGB

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Re: New here but have played for a long time
Posted by Warren1965 - 19 Nov 2018 12:16

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I did, if more than 4 items get dropped in combat chests get scattered around each having 4 items with one having any remainder. I admit I didn't check to see if that happened when I was doing my item drop in the post. I dropped the twelve items I want to continue on with and then went to pick them up with the hero I wanted to take and there was only 4 items on the ground so I reloaded the game.

Warren

Edit: to clarify by scattered I mean in 1 in each surrounding grid area.

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Re: New here but have played for a long time
Posted by Warren1965 - 19 Nov 2018 12:21

I did get to upgrade a well but forgot to check the help to see if that is what is said I could do.

Warren

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Re: New here but have played for a long time

Posted by Warren1965 - 22 Nov 2018 12:49

So paying a little more attention this time if you drop more than 4 items in a square the excess ends up in an adjacent square not lost as I thought.

Not paying enough attention I know my help file has the forge and well transposed under the engineer skill but I didn't check which 1.05 patch I have.

Speaking of upgrading I know you don't play the original campaign often so you may not recall that in the scenario to let you command the Dark Elves there is a city with 4 Forges tied to it. So I am heading into the next scenario with 3 level 1 heroes each with Combat 18 Life 18 Move 20 (I think) Leadership 1 and Armor 1. After 8 scenarios I have 3 regen items so I decided to skip a healer.

Warren

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