

Terror Skill

Posted by Warren1965 - 18 Nov 2018 06:27

It maybe because I usually play good races and don't have this skill aside from items and the odd Storm Dragon but I am thinking dropping the life to one is kinda harsh. Maybe half like crushing blow would be better? I have done the ring of doom scenario and now have the Terror +5 ring so it works in my favor on this campaign and I still think it is kind of over powered.

Because I am a terrible warlord I used to feel this way about Death Gaze as well until I actually read the warding skill giving me an actual appreciation for the skill and White Ward spell I didn't have before. Having got the Sword of Elaria quest I now have the Medusa Helm (Deathgaze +3) and quite like that my orcish and undead opponents have no chance of evading it aside from their blatant cheating researching and then summoning Elementals and Treants. Mostly Treants as the 7 combat Elementals aren't as good in my belief.

Edit: I also seem to think I saw somewhere that bless lessens the chance of enemy skills working against a unit, or am I being delusional again?

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Re: Terror Skill

Posted by KGB - 18 Nov 2018 16:31

Hi Warren,

Terror is a powerful skill but it doesn't activate often (5% per level) so that balances it out.

You are correct that units that are blessed lessen the chance the enemy skill works against them. Curse works in a similar manner that units that are cursed have their skills reduced.

Also Negate works against Terror too.

KGB

P.S. If you think Terror is deadly, just wait until you fight an enemy Warlord who has the Altar of Night

spell.

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Re: Terror Skill

Posted by Warren1965 - 19 Nov 2018 05:12

Alter of Night? I am gueesing that would be the Archmage level spell for Necromancy? It maybe awhile before that happens as I am still doing the (what I assume is) usual returning player habit of playing a handful of scenarios and then deciding a different kind of warlord would be way cooler and restarting. I will admit I really want the twin bladed sword so I get terror, deathgaze and multi-attack with my smite evil hero who right now is forced to make do with the sword of light 😊

Warren

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Re: Terror Skill

Posted by KGB - 19 Nov 2018 19:25

If you like the Double Blade then wait till you get the 'Flail of Madness' 😊

Altar of Night is indeed the Arch Mage spell for Necromancy. It gives +3 Terror to all units at it's highest level.

Usually when I want to play test different Warlords I use the Warlord/Retinue editor (available in the download section) to create a new one at the level of choice and play a couple games with him so I know if I want to spend the time leveling one from scratch.

KGB

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Re: Terror Skill

Posted by Warren1965 - 22 Nov 2018 05:34

I have only seen that item in the documentation I haven't run across it in game yet. I am hoping I get a terror item or two at some point as having the terror skill makes you immune to it. I unfortunately decided

that Albion's Shield was more useful than the Ring of Night. I also traded my twin sword for the Hero's Torch so I no longer have to wonder if Smite Evil is better than Monsterslayer.

Happy Thanksgiving to those who celebrate it today.

Warren

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