

Dominions 5 Boosting and Access Guide – By MelficeBelmont

This guide is significantly derived from the work of Telos' [guide](#) for Dominions 4 path boosting which in turn has drawn upon Sector24's [guide](#) for Dominions 3. That in turn was transcribed from occult ancient Sumerian stone carvings. Special thanks to Nunnulus and Althaea for additional suggestions and edits. Additional special thanks to youtuber [Attica](#) and their video [Dominions 5 - Magic Path Boosting & Diversity Guide](#) which talked about some stuff missed in v1 of this document. Red_Rob has written a similar [guide](#) for the game with the Dominions Enhanced mod.

For any typos or errors in path levels or gem values feel free to comment on the google doc. Anymore significant suggested alterations please submit via email at melficebelmont@gmail.com or discord at MelficeBelmont#1431

What is and isn't included

This guide is designed to point out the ways commonly available that magic paths can be boosted and suggest which ones are useful and viable. Means using specific throne recruitments, specific site recruitments, national spells and items will not be discussed in this guide. Additionally, most things with less than a 10% chance of getting the paths needed will be skipped since that list is rather extensive and getting them in a reasonable time frame is not guaranteed. Communion are a common means to boost paths in a combat but there are guides specific to that feature so will not be delved into in depth here either. And lastly, only relevant summons will be included so anything that requires a higher path access than it results in will not be included.

General Tips

- When creating a pretender it can be useful to consider from the outset what it can do for path boosting for a nation and what that gets you. If a nation has lots of efficient low level access and no high access to a path it might be worthwhile to try and design the pretender to assist in boosting that path since you will more likely have plenty of gems in that path than others and will want to be able to use these gems for something useful. Most paths have a certain level that is a bit of a hurdle and the pretender can be used to bridge that gap either by filling it in or having a crosspath that assists in making a booster or summoning something that can bridge it. Don't forget to consider the pretenders items slots if you plan on them using boosters.
- When it is an option trading is another thing that can be very useful in trying to boost a path but it is not something that can be relied upon and will be mentioned only sparingly. When it comes to nations that have a difficult time with a certain booster or path level most experienced players will be reluctant to trade a booster to said nation and will either outright refuse or price gouge. On the other hand when a nation is able to make a booster the likelihood of outright refusal or price gouging goes down and as a result sometimes trading will help save on a certain type of gem, allowing skipping of the recruitment of a certain mages, or avoiding certain research.
- Some nations have access to seduction and this while not reliable could potentially give full access when applied to the right nations or mages. Independent units can be targeted this way too so thrones can be solid targets for this and may result in some windfalls.
- Be cautious about using booster items in battle; not only can you lose them but the opponent can gain them. At the same time they can be the edge you need in a battle but if at all possible rely on gem boosting or bringing reasonably priced mage summons to get access for key spells.
- Gem boosting is when a mage in battle uses a gem to increase his path level by 1 for a spell or reduce fatigue, e.g. an **E1** mage can use a gem to cast Summon Earthpower an **E2** spell. A mage can only use as many gems at a time as their path level so this can prevent certain spells from being able to be gem boosted to due to their innate gem cost, e.g. Howl is **N3** and costs **3n** gems so cannot be boosted to.
- Empowerment is very expensive in most cases and generally to be avoided if possible but it is always an option. Empowerment costs 50 gems for the first level and 15 x target path level for every subsequent level.
- Construction 8 has nice boosters but the research cost is so prohibitive that they are generally not very useful and should not be considered when evaluating path boosting opportunities in a game. Even, Construction 6 boosters should be cautiously considered based on how soon a nation would like access to a spell and their general research capability.
- The structure of climbing a path generally falls along the lines of having a national mage or find an indie mage use it to make a booster, equip the booster to summon a better mage, move the booster to new mage
- When climbing a path it is always important to consider whether you will have gems leftover to do anything useful after getting high access.

Legend

Slot/Ritual/Indie: Item/Spell/Unit *italics if unique* research level assume construction unless stated otherwise **Path required to make(gems required)** → paths boosted

- comments

F = Fire	A = Air	W = Water	E = Earth
S = aStral	D = Death	N = Nature	B = Blood

Universal/Sorcerous/Elemental Boosters and other unique path boosting options

Misc: Crystal Matrix₄ **E1S1** → makes mage a comms master

Misc: Slave Matrix₄ **E1S1** → makes mage a comm slave

Misc: The Copper Arm₆ **E3F1(15e5f)** → +1 arm slot

- this doesn't boost in of itself but potentially allows more boosters on a single mage, the standard being in nature with a Thistle Mace and a Treelord's Staff

Misc: Ring of Wizardry₆ **S7(80s)** → +1 all paths

Misc: Ring of Sorcery₆ **S6(60s)** → +1S,+1B,+1N,+1D

- getting both a ring of wizardry and a ring of sorcery is generally too expensive pearl-wise to for most games to be reasonable

Armor: Robe of the Magi₆ **A5B5(40a40b)** → +1 all paths, 5% Horror Mark chance

2hand: Staff of Elemental Mastery₆ **F4W4(25f25w)** → +1A,+1F,+1W,+1E

2hand: Staff of Elemental Mastery₆ **A4E4(25a25e)** → +1A,+1F,+1W,+1E

- good one for rainbow pretenders to forge

2hand: *Sword of Many Colors*₈ **E4S3(25e15s)** → +1A,+1F,+1W,+1E

Misc: *The First Anvil*₃ **E6(60e)** → +1 to all paths when forging items

Global: *Forge of the Ancients*₇ **E5(80e)** → global that gives your mages 20% forge discount & +1 to all paths when forging items.

Ritual: Gift of Reason_{Thau4} **N4(20n)** → upgrade various units to commanders for access

Ritual: Divine Name_{Thua7} **S5(25s)** → upgrade various units to commanders for access

Ritual: Wish_{Alt9} **S9(100s)** → capable of summoning various commanders or forging boosters

Ritual: Tartarian Gate_{Conj9} **D7** → various paths on great chassis, but with afflictions, insanity, and only 20% are commanders.

- This one is generally not useful but is really fun

- Gift of Health_{Ench5} **N5(50n)** is currently the only way to cure their afflictions without mods

Combat only

Shield: Crystal Shield₂ **S3E2(15s10e)** → start of battle casts Power of Spheres

Combat: Power of Spheres_{Conj3} **S1(1s)** → +1 all paths (self buff, will affect communion slaves)

Combat: Hellpower_{Blood2} **B3(3b)** → +2 all paths, causes horror marks on casters(self buff, will affect communions slaves)

Fire

Misc: Skull of Fire₆ **F1D1(5f5d)** → +1F

Helm: Flame Helmet₄ **F4(25f)** → +1F

Misc: *The Forbidden Light*₈ **F4S4(40f40s)** → +2F, +2S, 50% horror mark chance, cursed, horror assassinations regardless of horromarks and mindless status

Misc: *The Staff from the Sun*₈ **S5F1(40s5f)** → +1F

Misc: *The Ruby Eye*₈ **F3(15f)** → +1F *cursed

Indie: Garnet Sorceress → **F1B1(10%B)**

Ritual: Summon Flame Spirit_{Con6} **F3(30f)** → summons **F3**

Ritual: *King of Elemental Fire*_{Conj8} **F5(50f)** → summons 1/2 unique mages either **F5** or **F5E1**

Ritual: *King of Banefires*_{Conj8} **D3F4(50d)** → summons 1/1 unique **F4D3**

Ritual: Hidden in Sand_{Ench6} **E3D1(75e)** → 1 or more **E1D2H2** (100%2**FES**, 50%D, 50%F) w/army *needs wasteland

Ritual: *Bind Arch Devil*_{Blood7} **B4F2(99b)** → summons 1/5 unique mages; 4/5 are **F4**; 1/5 is **F3S3**

Ritual: *Bind Heliophagus*_{Blood8} **B5(111b)** → summons 1/4 mages; 1/4 has **F4B3**

Ritual: *Bind Demon Lord*_{Blood9} **B8(150b)** → summons 1/6 unique mages; 3/6 are **F4** w/xpaths; 1/6 is **F5**

Misc*: *The Magic Lamp*₈ **A5F4(40a25f)** → *destroy to summon a **F5A5E3S3**; is unsummoned if the lamp is recreated

Combat only

Combat: Phoenix Power_{Conj3} **F2** → +1F self buff (will affect communion slaves)

Summary

Fire is one of the hardest paths to break into, and one of the hardest paths to boost to high levels once you do break in. Fire/Death crosspaths really help go a long way in breaking into the higher paths of fire or the unique high-level blood summons a little later in the game. Without those, it is a much more monumental task. All that being said high-level fire usually is rarely a significant factor in the vanilla game.

Common Routes

With base **F4** access (pretender): Flame Helmet → King of Elemental Fire = **F6** access for **75f**

With base **F1D1** & **F2** access: craft skull of fire → flame spirit + skull of fire → 2x f boosters + flame spirit → king of fire + 2x f booster = **F7** access for **120f** and **5d**

Air

Helm: Winged Helmet₄ **A4(25a)** → +1A

Misc: Bag of Winds₄ **A5(40a)** → +1A

Misc: *Tome of High Power*₈ **A2S2(10a10s)** → +1A, +1S, 5% horror mark chance

Indie: Deer Tribe Shaman → **N1?0 (10%A1)**

Indie: Crystal Sorceress → **A1S1?0 (10%S1)**

Indie: Bone Reader → **D1?1(100%AE)**

Ritual: Faerie Court_{Conj8} **N5(40n)** → summons **A3N3** and small entourage

- This is exceptionally good requiring no initial air for **A3**

Ritual: *King of Elemental Air*_{Conj8} **A5(50a)** → summons 1/3 unique mages all **A5**

Ritual: *Bind Demon Lord*_{Blood9} **B8(150b)** → summons 1/6 unique mages; 1/6 is **A5D3B4**

Misc*: *The Magic Lamp*₈ **A5F4(40a25f)** → *destroy to summon a **F5A5E3S3**; is unsummoned if the lamp is recreated

Combat only

Combat: Summon Storm Power_{Conj3} **A1** → +1A while a storm is in effect, self buff (will affect communion slaves)

Combat: Storm_{Evo5} **A4** → creates storm on battlefield

2Hand: Staff of Storms₆ **A5(40a)** → start of battle casts storm

Global: *Perpetual Storm*_{Evo6} **A5(70a)** → storm at every battlefield globally while up

Summary

Like fire, air is a difficult path to boost though it has slightly easier to get low access. A4 is needed to climb to high levels of which the only out of path possibility is summoning Pazuzu with Bind Demon Lord. Faerie Queen gets close with it's **A3** and needs another +1A to start climbing the ladder, while that is not the simplest task universal and elemental boosters can come in handy here. Unlike fire, high path air is a little more significant mostly in combat but there are a few useful globals. Storms, crystal gear, and comms can play a large factor in usage of air magic since the combat magic is so useful.

Common Routes

With base **A4** access (pretender): forge winged helm → forge bag of air = **A6** access for **65a**

With base **A4E4** access (pretender): “ “ → forge Staff of Elemental Mastery = A7 access for **90a25e**

With base **A3** access: trade/borrow a winged helm → summon elemental queen of air → forge bag of air = **A7**

Water

Armor: Robe of the Sea₄ **W3(15w)** → +1W

Misc: Water Bracelet₆ **W1(5w)** → +1W

Misc: *Orb of Atlantis*₈ **W4E1(25w5e)** → +1W

2Hand: *Trident from Beyond*₈ **W3S2(15w10s)** → +1W

Indie: Ichtyid Shaman → **W1?0(10%N)**

Indie: Jade Sorceress → **N1W1?0(25%WEDN)**

Indie: Merrow Druid → **W1E1H1** UW only

- many undead and inanimate units can go UW giving you a chance to get these without having water access already

- some air items allow UW access

Ritual: Sea King's Court_{Conj6} **W3(55w)** → summons **W3** w/army *expensive upkeep

Ritual: Contact Naiad_{Conj5} **W3N1(35w)** → summons a **W3N3** with homesickness

Ritual: Stream from Hades_{Conj6} **W4D1(40w)** → summons **W3D3**

- Unusual case in which a summon with lower paths than the summoning spell is useful due to clustering w boosters

Ritual: Summon Spectre_{Conj6} **D3(22d)** → summons a **D1?2(100%WESD, 100%WESD)**

Ritual: Contact Lamia Queen_{Conj6} **N5D2(25n)** → summons a **D2N1?2(100%WDNB, 100%WDNB)**

Ritual: *Queen of Elemental Water*_{Conj8} **W5(50w)** → summons 1/3 unique mages; all are **W5** *must be cast UW

Ritual: *Bind Ice Devil*_{Blood6} **B3W3(88b)** → summons 1/6 unique mages; 1/6 is **W2**, 3/6 are **W3**, 1/6 is **W3D3**, 1/6 is **W3S2**

Combat only

Combat: Summon Water Power_{Conj2} **W1** → +1W only functions underwater, self buff (will affect communion slaves)

Summary

Water is pretty much the easiest path to boost up to a high path with. With W2 it is pretty easy to ladder all the way up the path. Getting **W2** can be easily achieved with death access and even empowering from **W1** to **W2** is within reach at 30 water gems. Water as a solo path is not especially effective for land combat but has some excellent spells to support armies and thugs or counter specific threats. Between water's relatively low entry cost and utility it is almost always worth spending the time to break into the path to some degree or another. It bears without mention that in UW combat water magic is king

Common Routes

With base **W2** access: forge water bracelet → forge robe of the sea → summon naiad/sea king/ice devil → summon elemental queen of water = **W7** access for **125w**, or **105w**, or **70w** and **88b**; another **125b** if empowering blood (0 → **3B**)

Earth

Feet: Earth Boots₄ **E2(10e)** → +**1E**
Misc: Blood Stone₄ **B3E2(15b10e)** → +**1E**
Armor: *Pebble Skin Suit*₈ **B4E1(25b5e)** → +**1E**
Misc: *Atlas of Creation*₈ **E5S5(40e40s)** → +**1E**, +**1S**, +**1N**
Misc: *Tome of Gaia*₈ **E2N2(10e10n)** → +**1E**, +**1N**
Indie: Bear Tribe Shaman → **N1?0(10%E)**
Indie: Bone Reader → **D1?1(100%AE)**
Indie: Onyx Sorceress → **E1D1?1(10%D)**
Indie: Merrow Druid → **W1E1H1** UW only
Ritual: Summon Spectre_{Conj6} **D3(22d)** → summons a **D1?2(100%WESD, 100%WESD)**
Ritual: Troll King's Court_{Conj6} **E3(55e)** → Summons a **E3** mage with army *expensive upkeep
Ritual: Forest Troll Tribe_{Conj6} **N3(37n)** → summons **D1N1?1(100%EDN)** *expensive upkeep
Ritual: *King of Elemental Earth*_{Conj8} **E5(50e)** → summons 1/2 unique mages; both are **E5**
Ritual: *King of Elemental Fire*_{Conj8} **F5(50f)** → summons 1/2 unique mages one of which is **F5E1**
Ritual: Hidden in Sand_{Ench6} **E3D1(75e)** → 1 or more **E1D2H2?3** (100%2**FES**, 50%D, 50%**F**) w/army *needs wasteland
Ritual: Hidden in Snow_{Ench6} **W3D1(75w)** → summon 1 or more **D1?4(2x50%D, 3x50%W, 3x50%E)** w/army *needs mountains
- Hidden in X are too expensive most the time, use troll kings court; **ED** crosspath can be useful but still really expensive
Ritual: Awaken Treelord_{Ench7} **N5(35n)** → summons 1/3 unique mages one of which is **E1N4**
Ritual: *Father Illearth*_{Blood} **B3E4(85b)** → summons 1/1 unique **E4B3** mage
Ritual: *Bind Demon Lord*_{Blood9} **B8(150b)** → summons 1/6 unique mages; 1/6 is **F4E4B4**
Misc*: *The Magic Lamp*₈ **A5F4(40a25f)** → *destroy to summon a **F5A5E3S3**; is unsummoned if the lamp is recreated

Combat only

Combat: Summon Earthpower_{Conj3} **E2** → +**1E** self buff (will affect communion slaves)

Summary

Oftentimes high path access is achieved from the get go since high earth paths work well on pretenders and expanders specifically due to the innate buff to prot for having **E4** or higher, early self buffs available, and variety of useful blesses. Baring that earth is only moderately difficult to achieve the highest paths in, with 2 hurdles, one at **E1** to **E2** and another at **E4** to **E5**. This is not a major hindrance though because some of the best buffs in the game don't need higher than an **E4** mage and extra gems. Blood earth crosspaths really smooth out the difficulties of reaching high earth and they synergies too with some powerful summons and buffs that complement the summons. If one has any sort of native earth access there is little reason to not at least try to get at least medium earth access by late game and achieving **E3** early can reward quite handsomely by allowing the forging of the extremely useful Dwarven Hammer.

Common Routes

With base **E2** access: forge earth boots → Troll Kings Court → **E4** access for **65e**
With **E4** & Blood access: get an **E2** to **B3** (empower if need be) → forge blood stone → Father Illearth/King of Elemental Earth → **E6/E7** access for **125e**, or **75e** and **85b**; another **125b** if empowering blood (0 → **3B**)

Astral

Misc: Crystal Coin₄ **E2S2(10s10e)** → +**1S**
Helm: Starshine Skullcap₆ **S2(10s)** → +**1S**
1Hand: *Dimensional Rod*₈ **S3(15s)** → +**1S**, 20% horror mark chance, cursed, bearer gains insanity over time
Misc: *Tome of High Power*₈ **A2S2(10a10s)** → +**1A**, +**1S**, 5% horror mark chance
Misc: *The Forbidden Light*₈ **F4S4(40f40s)** → +**2F**, +**2S**, 50% horror mark chance, cursed, increased aging on bearer
Misc: *Atlas of Creation*₈ **E5S5(40e40s)** → +**1E**, +**1S**, +**1N**
Indie: Crystal Sorceress → **A1S1?0(10%S1)**
Indie: Lizard Tribe Shaman → **N1S1**
Ritual: Summon Spectre_{Conj6} **D3(22d)** → summons a **D1?2(100%WESD, 100%WESD)**
Ritual: Ether Gate_{Conj6} **S4D1(90s)** → summons **S3D2?1(100%ASDB)** and entourage
- ridiculous amount of pearls for what you get, unadvised for boosting
Ritual: Hidden in Sand_{Ench6} **E3D1(75e)** → 1 or more **E1D2H2** (100%2**FES**, 50%D, 50%**F**) w/army *needs wasteland
Ritual: Hidden Underneath_{Ench6} **E3D1(75e)** → summon 1 or more **E1D2?2(2x50%E, 50%D, 2x50%S)** w/army * needs cave
- Hidden in Sand is more likely to get an **S2**, Hidden Underneath an **S1**, both are too expensive to be of use for this purpose in almost all cases
Ritual: *Bind Ice Devil*_{Blood6} **B3W3(88b)** → summons 1/6 unique mages; 1/6 is **W3S2**

Bind *Arch Devil*_{Blood7} **B4F2(99b)** → summons 1/5 unique mages; 1/5 is **F3S3**
 Ritual: *Bind Demon Lord*_{Blood9} **B8(150b)** → summons 1/6 unique mages; 1/6 is **F4S3B5**
 Misc*: *The Magic Lamp*₈ **A5F4(40a25f)** → *destroy to summon a **F5A5E3S3**; is unsummoned if the lamp is recreated

Combat only

Light of the Northern Star_{Conj4} **S3(2s)** → +**1S** to all astral mages on the battlefield
 Banner of the Northern Star₆ **S4(25s)** → start of battle casts Light of the Northern Star
 Combat: Power of Spheres_{Conj3} **S1(1s)** → +**1 all paths** self buff (will affect communion slaves)
 - rementioned from universal due to how common it is for boosting in path

Summary

High path access for astral is one of the hardest to get without native high access or pretender access. S4 → S5 and S5 → S6 tend to be difficult leaps, generally needing either blood and a variety of crosspaths or some unique items and global or mix of the two. High astral can have some of the best payoff for reaching it since late game it has a few powerful tools that make it particularly threatening and it is helpful when boosting other paths. If designing a pretender with astral consider S6 or higher for both the help with the ring of wizardry and the protection it affords against magic duel. Additionally when taking a rainbow or blood pretender consider at least A4 and B4 for easy access to robe of magi. Even when it is not feasible to try for high astral access it can be worthwhile to go to some extra effort to get a few low astral mages since astral itself is counter to some of the tools in its kit.

Common Routes

With base **S5** access (commonly pretender): starshine skullcap(crystal coin w/**SE** xpath) → ring of sorcery = **S7** access for **70s(70s10e)**
 With base **S6** access (commonly pretender): starshine skullcap(crystal coin w/**SE** xpath) → ring of wizardry = **S8** access for **90s(90s10e)**
 With base **S2, E2, E1S1** access: starshine skullcap + earth boots → crystal coin = **S4** access for **20s** and **20e**

Death

2Hand: Skull Staff₄ **D2(10d)** → +**1D**
 Helm: Skullface₆ **D5(40d)** → +**1D**
 1Hand: *Sceptre of Dark Regency*₈ **D6(60d)** → +**2D**
 Misc: *The Black Book of Secrets*₈ **D2B2(10d10b)** → +**1D, +1B**
 Indie: Wolf Tribe Shaman → **N1?0(10%D)**
 Indie: Bone Reader → **D1?1(100%AE)**
 Indie: Onyx Sorceress → **E1D1?1(10%D)**
 Indie: Camazotz → **D1?0(10%AEb)**
 Ritual: Stream from Hades_{Conj6} **W4D1(40w)** → summons **W3D3**
 Ritual: Ether Gate_{Conj6} **S4D1(90s)** → summons **S3D2?1(100%ASDB)** and entourage
 - ridiculous amount of pearls for what you get, unadvised for boosting
 Ritual: Contact Lamia Queen_{Conj6} **N5D2(25n)** → summons a **D2N1?2(100%WDNB, 100%WDNB)**
 Ritual: Forest Troll Tribe_{Conj6} **N3(37n)** → summons **D1N1?1(100%EDN)** *expensive upkeep
 Ritual: Mound Fiend_{Conj7} **D3(28d)** → summons **D3H2**
 Ritual: *King of Banefires*_{Conj8} **D3F4(50d)** → summons 1/1 unique **F4D3**
 Ritual: Twiceborn_{Ench4} **D2(10d)** → caster revives as a wight mage with previous paths and ~10% chance +**1D**
 Ritual: Hidden in Sand_{Ench6} **E3D1(75e)** → 1 or more **E1D2H2?3** (100%**2FES, 50%D, 50%F**) w/army *needs wasteland
 Ritual: Hidden in Snow_{Ench6} **W3D1(75w)** → summon 1 or more **D1?4(2x50%D, 3x50%W, 3x50%E)** w/army *needs mountains
 Ritual: Hidden Underneath_{Ench6} **E3D1(75e)** → summon 1 or more **E1D2?2(2x50%E, 50%D, 2x50%S)** w/army *needs cave
 - Hidden in Sand is the best of these last resorts in most cases
 Ritual: Lichcraft_{Ench7} **D5(30d)** → summons a **D4**
 Ritual: Bind Ice Devil_{Blood6} **B3W3(88b)** → summons 1/6 unique mages; 1/6 is **W3D3**
 Ritual: *Bind Heliophagus*_{Blood8} **B5(111b)** → summons 1/4 mages; 1/4 is **D3B3**; 1/4 is **D4B3**
 Ritual: *Bind Demon Lord*_{Blood9} **B8(150b)** → summons 1/6 unique mages; 3/6 are **D3** w/crosspaths

Combat only

Misc: *Carcator the Pocket Lich*₈ **D4(25d)** → start of battle summons **D5**

Summary

Getting **D5** access and above is a bit more difficult generally requiring empowerment, lucky twiceborn, or a pretender of **D4** or above. Getting up to **D4** is reasonably simple from **D2** or with **W/D**, Stream of Hades or a little more expensive **E/D**, Hidden in Sand. The **W/D** is especially useful with Streams from Hades allowing a **W2D1** Caster with a water boosters to summon a **D3** mage using only **water** gems. Achieving **D2-4** allows for some of the best priced summons in the game in and out of combat so can be well worth the time.

Common Routes

With base **D2** access: Skull Staff → Mound Fiend → **D4** access for **38d**

With **W/D** xpath: Stream of Hades → Skull Staff → **D4** access for **40w** and **10d**

Nature

1Hand: Thistle Mace₄ **N2(10n)** → +**1N**

Armor: Armor of Twisting Thorns₄ **B3N2(15b10n)** → +**1N**, +**1B**

2Hand: Treelord's Staff₆ **N5(40n)** → +**2N**

Misc: Moonvine Bracelet₆ **N3S1(15n5s)** → +**1N**

Misc: *Atlas of Creation*₈ **E5S5(40e40s)** → +**1E**, +**1S**, +**1N**

Misc: *Tome of Gaia*₈ **E2N2(10e10n)** → +**1E**, +**1N**

Indie: Wolf Tribe Shaman → **N1?0(10%E)**

Indie: Deer Tribe Shaman → **N1?0(10%A1)**

Indie: Wolf Tribe Shaman → **N1?0(10%D)**

Indie: Jade Sorceress → **N1W1?0(25%WEDN)**

Indie: Jaguar Tribe Priest → **N1?0(10%FWSB)**

Indie: Lizard Tribe Shaman → **N1S1**

Ritual: Contact Naiad_{Conj5} **W3N1(35w)** → summons **N3W3** mage

Ritual: Contact Lamia Queen_{Conj6} **N5D2(25n)** → summons a **D2N1?2(100%WDNB, 100%WDNB)**

Ritual: Awaken Ivy King_{Conj7} **N4(30n)** → summons an **N3**

Ritual: Awaken Treelord_{Ench7} **N5(35n)** → summons 1/3 unique mages; **E1N4, B1N4, N5**

Ritual: Call the Worm that Walks_{Thau8} **N5(35n)** → summons immortal **N3?0(20%EDN)**

Ritual: *Bind Demon Lord*_{Blood9} **B8(150b)** → summons 1/6 unique mages; 2/6 are **N4** w/crosspaths

Combat only

Strength of Gaia_{Conj4} **N3E1** → +**1N**, barkskin, regeneration, +4 str self buff (will affect communion slaves)

Summary

Like earth, nature is another path that commonly has high path access available from the get go due to the usefulness of it on expansion pretenders and also how commonly it is on the base chassis of immobile pretenders. Another thing going for high nature access is that indies with nature paths are ubiquitous so any nation should have no issue searching every province to at least **N1**. Nature offers several very useful combat spells that need a little higher access to use; howl, relief, and mass regeneration most notably.

Common Routes

With base **N1W1** & **W2** access: Water Bracelet & Robe of the Sea → Contact Naiad → **N4** access for **55w**

With base **N2** access and **B/N** or **N/S** xpaths: Thistle Mace & Moonvine Bracelet → Awaken Ivy King → **N5** access for **65n5s** or **15b50n**

Blood

Armor: Armor of Souls₂ **B5(40b)** → +**1B**

Armor: Armor of Twisting Thorns₄ **B3N2(15b10n)** → +**1N**, +**1B**

Misc: Brazen Vessel₄ **B5(40b)** → +**1B**

1Hand: Blood Thorn₆ **B3(15b)** → +**1B**

Armor: *Flesh Ward*₈ **B4(25b)** → +**1B**

Misc: *The Black Book of Secrets*₈ **D2B2(10d10b)** → +**1B**, +**1D**

Indie: Garnet Sorceress → **F1B1(10%B)**

- a single province of these can break a nation into blood in a big way

Indie: Camazotz → **D1?0(10%AEB)**

Indie: Jaguar Tribe Priest → **N1?0(10%FWSB)**

- mention the indies with less than 10% chance even a little blood can go a long way

Ritual: Contact Lamia Queen_{Conj6} **N5D2(25n)** → summons a **D2N1?2(100%WDNB, 100%WDNB)**

Ritual: Ether Gate_{Conj6} **S4D1(90s)** → summons **S3D2?1(100%ASDB)** and entourage

- ridiculous amount of pearls for what you get, unadvised for boosting

Ritual: Awaken Treelord_{Ench7} **N5(35n)** → summons 1/3 unique mages; 1/3 is **B1N4**

Ritual: *Father Illearth*_{Blood} **B3E4(85b)** → summons 1/1 unique **E4B3** mage

Ritual: Curse of Blood_{Blood7} **B3D4(77b)** → summons a **D3B3**

Ritual: *Bind Heliophagus*_{Blood8} **B5(111b)** → summons 1/4 mages; 3/4 are **B3** w/crosspaths; 1/4 is **B4**

Combat only

Hell power_{Blood2} **B3** → +**2 all paths** self buff (horror mark caster, affects communion slaves)

Summary

Accessing higher blood via empowerment from **B1** is relatively easy as slaves are more plentiful provided sanguine dowsing rods are used. **B1** and **B2** hunters have a 40% and 90% chance of finding slaves and an SDR gives +1**B** for purposes of hunting. Empowering high path mages for access to blood crosspaths is also okay. Independent **B** mages are rare but one may prioritize Jaguar tribe priests when recruiting **N** indies for a small chance at blood.

Common Routes

With base **B1** access: Empower twice → Blood thorn → **B4** for **80b**

With base **B1** access: Empower thrice → Blood thorn → Brazen vessel or Armor of souls → **B6** for **120b**

With base **N1B1** access: Empower twice → Blood thorn & Thistle mace → Armor of twisting thorns → **B6** for **10n120b**

Holy

Naming a **H2** or less as prophet → makes it **H3**

Naming a **H3** or higher as prophet → +1**H**

2Hand: *Sword of Injustice*₈ **D4(25d)** → +1**H**

2Hand: *Sword of Justice*₈ **F3S3(15f15s)** → +1**H**

Shield: *Immaculate Shield*₈ **F3S2(15f10s)** → +1**H**

Ritual: Bishop Fish_{Conj6} **W3(15w)** → summons aquatic **H3** *UW only

Ritual: Mound Fiend_{Conj7} **D3(28d)** → summons **D3H2**

Ritual: Telestic Animate_{Fthau5} **S3(5s)** → summons immobile **H2**

Combat only

Divine Channeling_{Divine} → +1**H** on all **H1** priests

Summary

Holy is not really a fully realized magic path mostly just some curiosities. A big exception to this is the bishop fish which is noteworthy because it can claim thrones so given the ability to walk on land it adds some strategic versatility. I also want to point out that the holy path increases in communion level just like the other paths which can be useful for combating undead or demonic hordes. Note that the commander must have a level in one of the other 8 paths to be a communion master even with a crystal matrix.

To Do List

- Recheck Summons for increased item slots that allow higher boosting
- Expound upon wish, charm, enslave mind, divine name, gift of reason