

## **All Terra Mystica Factions, their strengths and weaknesses with a Tierlist**

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Version: Fire and Ice

Map: Fire & Ice Altered (2nd Edition- more balanced standard map)

**Tier 1**= Strongest races u can play, even for beginners easy to handle. U don't even need much experience with them to complete in a top spot.

**Tier 2**= Pretty good as well, not that handy as tier 1, but still, generally speaking u can finish top at least with some experience in the bag.

**Tier 3**= Average race, u need some good strategies **and/or** high experience with that race at least. If u can handle the economy wisely, then u can perform well aswell.

**Tier 4**=Rough to play. From start till the end u need to handle problems almost perfectly. Still, if u know how to solve them, u can complete top 2 out of 5.

**Tier5**= Just for people who wanna try something new. Dangerous to play if u just wanna win. Still a good experience to learn and improve with them.

## Tier1:



### Chaos Magician:

Strengths: Whenever u can get into the magic side u will get a lot of bonuses. Building fast a temple can compensates your weak starting position and your income. However, fast sanctuary can be really good here, boosting your income rapidly together with being well placed on the cult tracks with the fast priest income.

Danger: No or few neighbors, missing out on a crucial tile or bridge. This faction can be a bit tricky at first. U need a good feeling what tiles u need at the start depending on the regional quests.



### Darklings:

Strengths: The very strong victory points income additionally to the normal ones helping u a lot. U can make at least 20 more points with it. Also one of the best sanctuary from all races (together with Swarmlings). Solid stronghold bonus as well, just in combination with a lot of workers.

Danger: Running out of workers rapidly early on, because of the bad worker start (4 instead of 6 without the tile). Needs a good eco-control as well. But if u can handle these things, the extra points will kick in and do the job.



## **Frostmaiden:**

Strengths: The additional points income with the tempels can give u at least 20 points. Another income tile from the start depeding on the quest colors giving u a huge advantage. Upgrade digging costs 1 worker instead of 2 workers aswell. Can be also helpy.

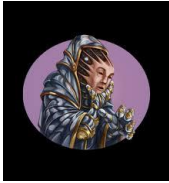
Danger: Coins can be literally a big problem here. The turn u get your stronghold will force a lot of resources compared to your income, u need to be prepared for this.



## **Riverwalkers:**

Strengths: U cant get blocked by the other players properly, giving u the free choice how and when to expand. Shiping from start can give u a good worker income aswell. Everytime settlements or outposts are in for the extra quests u can calculate 18 points for free.

Danger: U are forced to get a priest fast early on, and a 2nd aswell to make more terrains buildable. This forces your economy to suffer the first 3 turns. Don't get blocked aswell for the mainquest because of your limited shiping possibilities in the late game.(U just have 1 shipping the entire game)



## Shapeshifters:

Strengths: Without the balance changes lately out of control. Over 52% of matches won out of 800 games on terra.statistics online, this stat cant lie.

Shapeshifting into a starting terrain of other races without an extra penalty and getting 2 victory points aswell is an huge impact for the other races. With the nerf not getting the 2 extra points helps the balance a bit. But still in overall a self wining race.

Danger: If u dont have enough neighbours to get the free mana into III it can be hard to play them. Not able to upgrade digging is another big disadvantage.



## Nomads:

Strengths: Very handy race for beginners. Easy to play and understand. Network 18 points, of course if u dont mess up is a safe bet. Very good Stronghold passive aswell. Excellent race to block other players.

Danger: Really weak in coins and cults. Also not having the best mana income can be a bit rough sometimes.

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## Tier 2:



### Alchemists:

Strengths: Incredibly good gold income, and a rilly good stronghold bonus. The best gold income at tradeposts aswell make this race really strong when some gold income tiles are missing.

Danger: The race-passive a bit weak and useless. U need to increase your workers income as soon as possible.



### Halflings:

Strengths: Very good passive, giving u addionally over 15 points in the entire game. Cheap digging upgrades helping u a lot in the mid-game. Good mana starting advantage aswell.

Danger: This race can be a bit tricky played first time. A bad stronghold bonus making things sometimes difficult.



## Giants:

Strengths: U can disturb and block almost every player with your stronghold passive. This race needs to be played aggressively and convincingly. Good mana income aswell. Every terrain costs the same, making this race easier to play than the others.

Danger: Be present on the cult tracks, u dont wanna lose them all. Digging +1 doesn't help u in any way, either from the quests rewards or the digging tile.



## Mermaids:

Strengths: Early on shiping very helpful. Good Mana increase aswell, nobody can ship that much as Mermaids (normal max. 3, they have 5). Passive with the watertown is a good idea and belongs to the strongest ones.

Danger: Running out of coins constantly is a big thread. This is the main problem. Dont underrate it.



## Yetis:

Strengths: By far the best mana race in Terra Mystica. Not just the Mana income is dominant, also the costs for the spells and the digging upgrade costs are significant reduced. Fun to play even for beginners.

Danger: On the paper they look easily as a tier 1 race. But they are not able to passively increase their victory points. If u just set up your economy all turns long u might have a hard time wining. Try to play more risky and get some victory points tiles.



## Witches:

Strengths: Really enjoyable stronghold passive with a free dwelling to build wherever on the map. This race gets a lot stronger when the city quest tile turns on the 4th or 5th position. Passive 5 victory points for every city completed fits into this race aswell. A solid race for blocking players aswell.

Danger: Running heavenly out of coins is also a big danger here. Cult and mana wise very weak aswell. Similar to nomads.

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### Tier 3:



#### Auren:

Strengths: Incredible good stronghold passive, increasing 2 kult points every turn. Getting it early progress yourself rapidly on the cult tracks. More or less completely an average race.

Danger: Auren have to work a lot to get the income needed. No passive aswell except the strong stronghold passive gives them some disadvantages in the economy phase.



#### Swarmlings:

Strengths: A good starting booster with a strong stronghold passive in combination makes them feel strong. Only race that has increased costs for every building they build. Can be played as an advantage. Building a fast sactuary can give u a crazy amount of priests.

Danger: If u run out resources quickly u might have troubles to come back. Suffers a lot in mid stages of the game. Hard to establish economy there.





## Dwarves :

Strengths: Getting a lot of victory points from the passive. At least 20, or even more well played. From start they cannot be blocked and have shipping for free in another form. The strong stronghold bonus making them general speaking to a solid race.

Danger: Running out of coins rapidly. Not timed well the trading posts ends mostly bloody.



## Dragonlords:

Strengths: An early city quest can help them a lot. Maybe one of the few races, who can do a city even in turn 1. If u can get some spades from the quests, will help u a lot in later stages of the game.

Danger: More likely an early pressure race. After building some dwellings, the bad perspectives for mid /lategame kicks in. Also really weak in casting spells because of the mana needed to dig your lava. Running out of coins easily aswell.

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## Tier 4:



### Cultists:

Strengths: Working better on a more player game. At least 4 or 5. Good brown spots helping them to open the game.

Danger: U need to stalk your enemies. Never build in isolation. Keep an eye on where you get the most neighbors, even if it may take an extra spade.



### Acolytes:

Strengths: Another early game oriented race. Can get really fast important fields before the enemy can even reach. This race works better when the quests not offer a lot of spades bonuses.

Danger: Sooner or later u might lose almost all cult tracks because u need to expand lategame aswell. If u can compensate that a little bit, u can maybe finish top 3 out of 5.

**(Update: Starting with an additional priest helping them to not finish last almost every game)**

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## Tier 5:



### Engineers:

Strengths: Lowest costs on every building increasing the power of income for that race. Especially from spells or tiles. Keep working on a good income.

Danger: Don't build your stronghold before round 4. A really hard race to play. It is hard to earn a lot of points because their passive 2 workers for 1 bridge is really useless. Try to get some bridges from the spells.

**(UPDATE: Bridge costs 1 workers instead of 2 helping them at least a bit)**



### Fakirs:

Strengths: Good victory points increase from the passive.

Danger: The high costs of the Sanctuary and Stronghold making things even tougher. No shipping, but u can fly over 2 fields when u have the stronghold. Problem here is, if u go and get some priests early on u might have a big lack of income. And without priests u cant fly properly. U need a really good strategy to complete with them top 3.

**(UPDATE: One extra priest at the start to help them out with the passive)**