

Edain Unchained concept changes

This list is a brief summary of the most important/biggest conceptual changes done with Edain unchained. This list is far from complete and leaves out many bugfixes, Quality of-Life-Changes, Balance-Changes as well as other reworks (E.g. completely new systematization of xp gaining and granting, upgrades, unit tier differences or tower stats)

- **Harad as a new faction**
- **Arnor and Belfalas are available as a subfaction on every map (now part of “Men of the West”)**

General

- Lumbermills are leveling up independent now. When reaching level 3, they can be upgraded directly into a mineshaft, saving time for the player when all trees in its reach are cut down
- Some units were added to the hero bar (e. g. Untrained Meduseld Captains/ Thrallmasters, Loremasters, Orc-Overseers ...)
- Adventure Game Mode added: The whole map starts black, leaving you to explore it
- Over 30 new maps
- Each faction can upgrade all of its defensive towers now with one upgrade
- CAH Wizard class has been unlocked again
- Some heroes can also be recruited in other buildings (Glorfindel, Aragorn, Gamling)
- Completely new Music for all factions, observer and menu (as well as specific music for some spells)
- Palantir movies for certain abilities and spells
- New Soundeffects for spells and abilities
- New voicelines (especially for dwarven units and upgrades)
- All porcupine formations are replaced with unique formations and abilities
- Siege units cost no commandpoints, but are limited
- New fx effects added (different coloured level fx for different faction, rohan and arnor horn, malbeth ability)
- New button images added (misty mountains spellbook)
- AoE damage abilities for most scout heroes removed, all scout heroes uncover invisible units
- Heroic units have less Prerequisites (no upgrades), but cost more
- Flanking damage removed
- Many abilities easier to use (buffs while moving, wizard blasts...)
- New colours
- You can see the enemy faction when playing random

- Catapults deal no damage to units, only to enemy machines and buildings

Men of the West

- Signal fire work without Riders, new model
- Rangertents: new model
- Stonemaker has new upgrades, some upgrades fixed
- Ranger tents also increase the damage of rangers
- Siege shields reworked
- Beregonds abilities work mapwide
- Faramirs level 10 ability grant additional buffs
- Boromirs level 1 ability additional effects implemented
- Aragorns level 10 ability can summon a white tree
- Rangers ability grants stealth and a speedbuff
- Imrahils level 10 ability effects all allied heroes
- Malbeth 3 abilities reworked: new ability which grants access to units with formations whose effects are switched, cost less cp (denethor gives short term benefits, long term punishments, malbeth the other way around)
;new ability which deactivates outside economy for 2 minutes, but after that they give more money
- Aranarth form has to be chosen permanently; New ability as prince which upgrades armor-heroes (e.g.can upgrade gandalf for armor); New ability as ranger which lowers health of enemy heroes; level 10 ability only does knockback but also against heroes
- Araphant: New ability which lowers building costs and repairs new buildings; war strategy palantir completely reworked, with reorganized unit selection and unique effects
- Arvedui: level 1 ability also grants lifesteal, summoned units through level 10 ability have a new ability
- Cirdan: Has a different model and level 1 ability reworked
- Lindon-guardians replaced with a new unit: Mithlond-Guardians who are elite pikes and start with heavy armor
- Rivendell Border Fortress new upgrade implemented; Anvil grant new effects for units with forged blades
- Central spell and horn have different effects depending on the subfaction
- Rebuild repairs over time
- King of the dead has 2 new abilities
- Blood of Numenor also heals in combat
- Swords of Westernis can be casted on a building and have additional effects
- Hobbit-Spell additional units implemented
- Gondor answers made into a banner like rohan answers, earnur has a new ability, intervals of stronger reinforcements reworked
- Destruction of Numenor visual effects redone and new elements added
- New cavalry-upgrade in stable

Rohan

- Draft grants costs reduction for captains
- Haldirs Galadhrim have additional strengths, haldir arrow volley added
- Cloudbreak also debuffs enemies
- White horses spell grants additional effects and directly effects spellbook-cavalry
- Druedain statue new effects implemented
- Armory upgrades locked behind weapon stashes
- Eowyn new ability implemented, which grants her buffs when fighting enemies
- Gamling abilities reorganized and some effects added
- Hama Side by side effects reworked, heroic units on level 10 stays permanent
- Theoden Herold summons rohan fighters with every attack
- Theodred attack post and abilites reworked, new effects added, model expanded

Lothlorien

- Rumil and Orophin can be recruited seperately
- Lorien-outpost expansions also increase discount of lorien base-buildings
- Guardians of Caras Galadhon level 1 ability additional effects implemented
- Border Guards have a cheaper version of forged blades and silverthorn arrows
- Elkridders have acces to ambush
- Heroes are available forever, even if the building is destroyed
- Central spell has another growth stage and unlocks new effects on different levels
- Radagast abilities and strengths in different forms changed/inplemented
- Mirror of knowledge also increases cooldown of enemy spells and hero abilities
- Haldirs stealth unlocks ambush, fear effects changed
- Celeborns level 10 ability effects reworked
- Legolas level 5 ability made into a passive ability
- Thranduil leadership effects changed and splitted into a passive and active ability; level 10 ability produces high resources
- Galadriel fear effects changed; gifts of lorien effects overhauled; level 5 ability reworked
- Left galadriel spell passive and active effects added, star of hope and tornado additional effects implemented
- Beorninger additional ability implemented

Imladris

- Wander companions line up changed, heal ability also regenerates them

- Journey to Valinor and Miruvor places switched, journey to Valinor can recruit wander companions when Gildor is nearby, effects overhauled
- Miruvor heals and regenerates over time, new fx
- Protection of the Bruins flood works in every direction
- Last alliance hero abilities reworked to be strong against buildings
- Training of the firstborn increases recruitment time instead of costs
- Author halls reduce cost of heroic units instead of spell recharge time
- Rivendell horse Archers added as a new unit
- Hobbitfarms grant additional effects for Dunedain and wandering companions
- Dunedain Outpost Well only heals Dunedain
- Blacksmith studies grant blades and arrows of eregion for heroic units
- Loremaster abilities are both unlocked through mystical studies
- Advanced Mystical studies lower the recharge time of spells
- Advanced Agricultural studies increase resources of farms
- Loremasters abilities water trench and veil of mist effects reworked
- Erestor can be put into outpost buildings
- Halbarad Ambush of the Dunedains consists of pikemen when Halbarad has his sword; level 10 ability also affects pikemen
- Elladan and Elrohir illusion knocks down heroes; choosing the Dunedian patch grants invisibility
- Glorfindel enlightenment new ability implemented, which gives him protection when being attacked
- Arwen new abilities implemented, where she can choose one hero to be buffed in her presence
- Elrond's flood grants him xp and spellpoints
- Gildor coup de grace effects reworked
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Dwarves

- Gror added as a new hero for Ered Mithrin
- War Maks, tower shields and sharpened axes moved to barracks; sharpened axes grant bonus damage against unarmored units
- Mineshaft System has 10 slots
- Earth shatterers cost more, and are also effective against units
- Siege units also profit from subfaction-related buffs
- Battle wagons have two new upgrades which grant them armor and additional ram riders
- New unit Dwarven travelers in the travel camp
- pack ponies can be sent into outposts to generate resources and grant xp
- Ered Mithrin bastion new upgrades and effects added
- New fire stone upgrade implemented for stonemaker
- Reworked abilities for Dale and Lake town units
- Ered Mithrin units additional abilities implemented

- Veterans of Khazad dum spears as a fifth option added, hammer also deal knockback
- forging of the dwarves moved as the central spell, effects work independently of each other, differ depending on the subfaction
- Final stand moved as offensive tier 3 spell
- Beornings moved as offensive tier 2 spell, only beorn is summoned
- Lone tower and mineshaft moved into one spell
- Mithril added as new Tier 3 spell, grants acces to dwarven builder who can build mithril mines on the map, mithril upgrade can be researched in the forge
- Bard and Brand grant laketown/dale units banner carriers, bard level 7 ability reworked to be able to teleport units
- Mithril as an ability of all dwarven heroes removed, new and unique ability for every dwarven hero added
- Bilbo new ability heals units near building
- Balin new ability selects one allied hero, who gets 75% less recharge time near Balin
- Dwalin level 8 abilities are its own abilities and level 10 ability does damage; level 3 ability has different effects depending on his weapon
- Thorin new ability grants additional resources from one resource building, which is destroyed afterwards
- Bofur new ability repairs an allied building, debuffs enemies near it and grants bofur knockback, level 10 ability also debuffs enemy buildings
- Fili & Kili share xp with thorin and get stronger versions of their abilities on level 10
- Thorin 3 (erebor) new ability damages heroes nearby, when he is attacked by heroes
- Thorin 3 (iron hills) new ability heals him when he is attacked by heroes
- Gimli new ability grants allies armor and knockback resistance, when is attacked
- Dain (Erebor) new ability passively grant allied units and heroes xp, when dain is near buildings, repairs all buildings as active effect, boar grants his leadership to heroes
- Narin new ability grant his leadership to another hero
- Dain (Iron Hills) another rage-stage added, new ability lets him accumulate his rage faster and grants his abilities additional effects on higher rage levels
- Gloin new ability discount siege units and upgrades and grants siege works higher production; deployed mine grants buff to units and can also used to escape
- Murin & drar new xp sharing system implemented, with which they share new gained xp on every level; additional effects for abilities added; murin knocks enemies down when drar is on the field
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Isengard

- Uruk-Scouts get buffs with ugluk or lurtz nearby; hunting arrows are designed as a counter to cavalry and monsters, with one bataillon on level 2, every bataillon can access banner carriers; with one bataillon on level 4, every bataillon can access uruk shields; uruk shields are designed as a counter to archers and cavalry/monsters
- Furnaces discount on level 1, different upgrades on each war machinery level
- New upgrade in armory which extends furnace discount
- Wulfgar has a new leadership
- New warg-upgrade in wargpit
- Mine-berserker deal strong building damage, none against units
- Berserker have the new blood-blades upgrade through ugluk level 7
- Bill Ferny abilities have additional effects
- Sharku can summon warg-bows on level 5
- Freezing rain also removes formation buffs and reduces damage
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Mordor

- Cirith Ungol Pikemen are directly available
- Slave farms discount black uruks
- All upgrades are researchable in the arsenal
- Black uruks can equip forged blades and fire arrows
- New troll upgrade in the troll cage
- Dol Guldur Spiders redesigned as Elite-Swords
- Nazgul and Moth of Sauron level through Sauron (and are not always on level 0)
- Saurons influence: is forever saved, when casted on one building type; on trollcage trolls get level 2; Can be used on the same eco building twice; Discount certain units when casted on siegeworks, dol guldur and morgul fortress; Equips all towers with fire arrows on towers
- Gothmog new ability which bombards an area with skulls
- Fellbeasts are temporary and stronger
- Khamuls level 5 ability poisons enemies nearby
- Morgul rides have a new level 10 ability
- Khamuls black easterlings have 2 new abilities
- Nazgul ghost form heals them
- Saurons Level Tasks: One drummer troll instead of 4 trolls; ork battalion level 5 removed; 8 nazgul and central spell instead of 9 nazgul; one tier 4 spell also has 2 tier 3 spell as another option
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Misty Mountains

- new units: Ram trolls instead of great beasts; goblin town torture crew; stone giants; gundabad archers, bolg ring form slaughterers

- Outpost reworked: Now has dragons, stone giants, new upgrades and the dragon abilities
- One additional buildplot and completely new base and building designs
- Smaug moved into the spellbook as left tier 4 spell
- Settlements give discount; levels are saved; units and heroes are buildable on higher levels; regeneration abilities implemented
- Goblin town: Is smaller; maximum amount of 4 buildings
- Upgrade in the troll cage gives monster cost reduction
- Slave holes no longer discount but give higher resources depending on the amount of goblin town units
- New upgrade in loot hoard which discounts Gundabad units
- New upgrades in Gundabad tower added
- Smaug: New level 1 ability which grants him buffs with more resources and destroys eco buildings to generate money; level 2 ability on ground lets him set the ground on fire; new level 9 ability implemented
- Three Trolls: Are actually 3 trolls instead of 1; The other 2 trolls change weapons and use abilities depending on the main troll; New level 10 ability added
- Bolg new ring form implemented; abilities designed for him being a tank;
- Goblin king levels through the amount of goblin town orcs on the field; With his first ability all goblin town orcs are automatically multiplied; his tunnel can recruit units; additional effects for his abilities implemented
- Azog Level ability redesigned to be used on one unit instead of a whole bataillon; additional effects added for his abilities
- Moria-Chieftain: Troll slayer arrow can also target heroes
- Yazneg first ability steals resources; second ability can deactivate creeps; level 10 ability unlocks fimbul in warg hoards
- Pact of hatred: you can choose which creep you want to summon; summoned creeps have additional abilities
- Tunnel of the deep also summons pikemen
- Competition of the orcs: moved as central spell; has many additional effects E.G. the respective heroes have lower cooldowns; all Gundabad units unlock a second ability; the poison is permanent
- The Wereworm can't attack but digs tunnels instead, which grants strong buffs for units leaving them; can be summoned anywhere; new model
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Angmar

- Vasall bataillons don't die when the thrallmaster is killed
- Rhudaur units abilities reworked
- Barrow wight lair is buildable on settlements
- Tribute carts can be sent into outside military buildings via a new ability
- Spiked collars grant life steal and werewolves can also be equipped with them

- Sorcerer specialization system removed; new abilities can be researched in the hall of twilight and also level the sorcerers
- External wolf lair grants additional buffs
- Direwolf ability redesigned to be a scouting and chase ability
- Outposts advantages changed E.G by discounting sorcerers or heroic infantry
- Helegwen ability reorganised; ice walls can be placed anywhere
- Drauglin has a new wolf leap ability in wolf form
- Mornamarth cost reduction can be stacked; level 10 ability doesn't kill allied units but slows them heavily
- Karsh no longer debuffs but is far stronger at buffing allied barrow wights
- Hwaldar bone breakers are available on level 5; level 7 ability has additional effects
- Gulzar passive debuff with his attacks added; acolytes poison damage reduced to 1, but stays over a long time and also debuffs enemies against poison, magic and elementary damage; Acolytes grant gulzar xp over time; new leadership on level 5; Level 10 ability completely reworked: Can be used multiple times to get different abilities, many new abilities implemented for different heroes
- Witch king: favour moved as the central spell; doesn't get a different ability based on the central spell, but has a second palantir with 4 different abilities, where only one can be used at once; level 10 ability effects through central spells reworked
- Central spell: is now favour of the iron crown; unique buffs for withcking implemented, buffs for heroes of respective subfaction implemented; additional buffs for drauglin added; all monster units get access to a second ability; carn dum units now get a leadership near settlements; buff when constructing settlements moved to monsters; additional effects for favour on sorcerers and barrow wights introduced; vassal camp now heals and regenerates vassals nearby
- Thrallmaster spell instantly transform gundabad orcs to mount gram orcs
- New ability for mount gram orcs added
- Avalanche designed more as a building destroyer
- Blight is permanent, can be moved and only affects outside economy
- New wolf-Upgrade in external wolf lair