

PRESS CTRL+F FOR ~~~PATCH NOTES~~~

LINK TO ASCENSION MOD BUILD GUIDE:

https://www.canva.com/design/DAF-MR2vuY0/r0skLZRK_KBsqlKI3qm_EQ/edit

~~~~~TOME OF THE ASTRAL MIRROR~~~~~

MIRROR MIMIC: +6 RESISTANCE

MIRROR MIMIC: MIMIC: RANGE: 4 -> 8

MIRROR MIMIC: MIMIC: CD: 1 -> 0

SUMMON ASTRAL REFLECTIONS: CAN'T TARGET MYTHIC UNITS -> CAN

SUMMON ASTRAL REFLECTIONS: CASTING COST: 150/50 -> 300/125

~~~~~TOME OF THE REAPER~~~~~

REAPER: 20 PHYS DMG -> 20 PHYS + 8 FROST

REAPER: FINGER OF DEATH: 3 ACTION POINTS -> LEAVES ONE ACTION POINT

REAPER: HP: 140 -> 170

REAPER: FINGER OF DEATH: COOLDOWN: 4 -> 1

REAPER: GREATER CORPSE CONSUMPTION: CD: 2 -> 1

REAPER: FINGER OF DEATH: INSTAKILL KILL RESISTANCE CHECK: 60% -> 0%

REAPER: FINGER OF DEATH: DAMAGE: 45 -> 60

REAPER: FINGER OF DEATH: ZOMBIE ON KILL -> SKELETON

GREATER REANIMATION: 1 ACTION POINT -> 3 ACTION POINTS

GREATER REANIMATION: 80% HP -> 100% HP

GREATER REANIMATION: NON-HERO -> ANY UNIT

MARKED FOR DEATH: CAN NOW TARGET HEROES, INFLECTS PERMAMENT

DECAYING ON TARGET

HARVEST POPULATION: +10 SOULS -> +25 SOULS, +50% SOUL MULTIPLIER IN CITY

DOMAIN

~~~~~TOME OF ASTRAL CONVERGENCE~~~~~

ASTRAL SHATTERING: VERY STRONG STACK -> ULTRA STRONG STACK

CASCADING POWER: 5 LIGHTNING DMG -> 25

EXPLOSIVE MANIFESTATION: 10/10/10 FROST/FIRE/SHOCK -> 15/15/15

ARCANE MAELSTROM: 2 SIEGE DMG -> 10

ASTRAL ATTUNEMENT: 1/1 KNOWLEDGE MANA -> 10/10

~~~~~TOME OF ROCK~~~~~

GARGOYLE: +40 HP, +6 DMG, +2 DEF/RES, +5 ARMOR BYPASS

STONE SKIN: 15/20 -> 5/10

ROCK BLAST: 30 DMG -> 50

EARTHKIN: 1 DEF -> 2

LESSER STONE SPIRIT: +10 HP, +1/+2 DEF/RES

~~~~~TOME OF SEVERING~~~~~

SEVERING GOLEM: WEAKENING BOLTS: 16 -> 24 FROST DMG

SEVERING GOLEM: MAGICAL DISRUPTION: 30 -> 45 FROST DMG

SEVERING GOLEM: +25 HP

~~~~~TOME OF THE ETERNAL LORD~~~~~

BATTLEFIELD REANIMATION: NO ACTION -> 3 ACTION POINTS UPON REVIVING

WITHERING MIST: 15 FROST DAMAGE -> 30 FROST DMG

ETERNAL ONE (HERO SKILL): TURNS: 2 -> 1

ETERNAL ONE (HERO SKILL): HP: 35% -> 50%

~~~~~TOME OF OBLIVION~~~~~

DEVOURING VOID: RADIUS: 1/2/3 -> 3/4/5

LIVING FOG: +2 DEF, +4 RES, +DRAINING BLADE AND + DEVOURING MIND ABILITIES

~~~~~TOME OF THE COLD DARK~~~~~

FLASH FREEZE: DAMAGE: 20 -> 0

FROSTLING TRANSFORMATION: +2 FROST DMG ON ATTACKS ON UNITS, NOW GRANTS FROST AURA

NEW SPELL: SUMMON ICE PHOENIX: TIER 4 ELEMENTAL/ANIMAL SHOCK UNIT THAT FREEZES

SNOW SPIRIT: +1 DEF, +5 HP +2/+4 Frost dmg on melee/ranged attacks, +1/+1 extra def/res

~~~~~TOME OF THE GREAT  
TRANSFORMATION~~~~~

DESECRATE STRUCTURE: 5 MANA -> 30 MANA

WIGHTBORN: NOW GRANTS BOLSTERING REGENERATION, WEAKENED ON  
ATTACKS & CULL THE WEAK

~~~~~TOME OF NECROMANCY~~~~~

RAISE ZOMBIES: OPERATION COST: 1 -> 3 (10/15 SOULS/CP -> 25/30)

ROTTING EXPLOSION: RADIUS: 2 -> 3

NECROMANCER: RAISE UNDEAD: ONCE PER COMBAT -> 1 TURN CD

CORRUPT SOUL: NOW HAS DARK RITUAL!

~~~~~TOME OF THE DREADNOUGHT~~~~~

DESTABILIZED MANA CORE: RADIUS: 2 -> 4

PINNING BARRAGE: IMMOBILIZE: 60% -> 90%

TUNING KITS: ONCE PER COMBAT -> 3 TURN CD

IRONCLAD: BARRAGE & DIRECT FIRE RANGE: 4 -> 5

IRONCLAD: HP: 100 -> 130

IRONCLAD: +30% ACCURACY ON ALL ATTACKS

IRONCLAD: NOW HAS MORALE IMMUNITY

IRONCLAD: +4/+4 DMG ON DIRECT FIRE, +2/+2 ON BARRAGE

~~~~~TOME OF THE CONSTRUCT~~~~~

CASCADING COMMAND: REPOSITION: STRENGTHENED: 1 -> 2, NOW ALSO GIVES +1
FORTUNE

CASCADING COMMAND: DEFEND: NOW GRANTS RALLY, REGENERATION

BRONZE GOLEM: +15 HP, +1/+1 DEF/RES, +4 DAMAGE ON CLEAVE, +5 ARMOR

BYPASS, +RUNE OF RETALIATION, +WATCHFUL

LINKED MINDS: 250/250 -> 150/150

~~~~~TOME OF DRAGONS~~~~~

GOLD, OBSIDIAN, RED & BLUE DRAGON (YOUNG TOO): HIGH MAINTENANCE ->  
NORMAL MAINTENANCE

GOLD DRAGON: NOW HAS FAITHFUL + ZEAL  
GOLD DRAGON: 20 DAMAGE BREATH -> 32  
RED/BLUE/OBSIDIAN DRAGON BREATH DAMAGE: 24/28 -> 32

DRACONIAN TRANSFORMATION: NOW ALSO GRANTS FIRE AURA, +2/+2 DEF/RES

~~~~~TOME OF EVOLUTION~~~~~

RAPID EVOLUTION ENCHANTMENT: 20% XP -> 80% XP

SLITHER HATCHLING: +10 HP, +1/+1 DEF/RES

WYVERN FLEDGLING: +10 HP, +1/+1 DEF/RES

SLITHER: +10 HP

GOLD WYVERN: +10 HP, +2/+2 DEF/RES, +MASS HEAL ABILITY

OBSIDIAN WYVERN: +10 HP, +2/+2 DEF/RES, +CHAIN LIGHTNING ABILITY

RED WYVERN: +25 HP, +3/+3 DEF/RES, +EXPLOSIVE PHASE ABILITY, +6 FIRE DMG

DRACONIC VITALITY: 5 STACKS MAX -> 10 MAX STACKS

DRACONIC VITALITY: 3 HP -> 4

~~~~~TOME OF THE DOOMHERALD~~~~~

SUMMON BANSHEE: 150/150 -> 100/100

BANSHEE: 90 HP -> 105

BANSHEE: 3/3 DEF/RES -> 5/5

BANSHEE: PHASE -> QUICK PHASE

BANSHEE: WAIL OF THE BANSHEE: 10 DMG -> 16

CAUSE DESPAIR: RADIUS: 1 -> 2

~~~~~TOME OF SUMMONING~~~~~

ASTRAL SERPENT: 150/150 -> 100/100

ASTRAL SERPENT: +15 HP, +2/2 DEF RES, +8 LIGHTNING DMG ON SHATTERING REFUGE

ASTRAL KEEPER: +10 LIGHTNING DMG

ASTRAL KEEPER: TURNS TO LIVE: 3 -> 5

~~~~~TOME OF AMPLIFICATION~~~~~

AMPLIFICATION PYLON: TURNS TO LIVE: 3 -> 7

CHAIN LIGHTNING: SHOCK DMG: 30 -> 50

~~~~~TOME OF TELEPORTATION~~~~~

ASTRAL TRADE RELAY: GOLD: 10 -> 15

ASTRAL TRADE RELAY: GOLD PER RELAY: 2 -> 10

PHASE BEAST: +8 LIGHTNING DMG ON ATTACK

~~~~~TOME OF THE ARCH MAGE~~~~~

MAXIMIZED MAGIC: CRIT CHANCE: +40% -> +100%

TIME STOP: RADIUS: 1 -> 2

DISRUPTION WAVE: 300/80 -> 200/65

~~~~~TOME OF THE CHAOS LORD~~~~~

DEMONIC ONSLAUGHT: NOW GRANTS +2 STRENGTHENED (+5 WITH BOLSTERING MATRIX)

BALOR: NOW LEAVES A CORPSE -> NO LONGER INSTADIES TO SLEEP OF OBLIVION

BALOR: CHAOS BRAND: DAMAGE: 35 -> 50

BALOR: CHAOS BRAND: NOW ALWAYS HITS

BALOR: SUNDER THE EARTH: CD: 4 -> 3

CALL FORTH AVATAR OF CHAOS: STACKING: NO -> YES

CALL FORTH AVATAR OF CHAOS: OPERATION COST: 7 -> 8 (150/50 -> 200/65)

~~~~~TOME OF TRANSMUTATION~~~~~

TRANSMUTER: +15 HP, +4/+2 DEF/RES, NOW HAS MELEE MAGE, +6 PHYS DMG ON BASIC ATTACK

TRANSMUTATION CIRCLE: COST: 100 -> 666 GOLD + 666 MANA

TRANSMUTATION CIRCLE: PRODUCTION: 250 -> 9

STEELSKIN: NOW GRANTS THE CONSTRUCT UNIT TAG!

~~~~~TOME OF THE BEACON~~~~~

LIGHTBRINGER: +35 HP, +3/+3 DEF RES, +6 SPIRIT DMG

LIGHTBRINGER: NOW HAS MASS HEAL (ONCE PER COMBAT)

DIVINE BEACON: MORALE GAIN: 5 -> 30

DIVINE BEACON: HEAL: 5 -> 15

COVENANT OF THE FAITH: GOLD: 10 -> 35

BLESSED REINFORCEMENTS: 2 BLESSED SOULS -> 2 BLESSED SOULS + 2 INQUISITORS

MIGHTY MEEK: TIER 1 -> TIER 1/TIER 2/TIER 3

CHAMPION OF THE FAITHFUL: 20 MORALE -> 40

~~~~~TOME OF THE DEMON GATE~~~~~

SACRIFICIAL SLAUGHTER: RADIUS: 2 -> 4

DEMONKIN: +25 HP, +DEATH EXPLOSION (BALOR ABILITY), +OVERWHELM (BEAR PASSIVE)

~~~~~TOME OF PANDEMONIUM~~~~~

SUMMON CHAOS EATER: 200/200 -> 150/150

INCITE REVOLUTION: 120/120 -> 60/60

CHAOS EATER: CONSUME CHAOS: RADIUS: 1 -> 2

CHAOS EATER: CHAOS BOLTS: 8/8 DAMAGE -> 12/12 DAMAGE

CHAOS EATER: +25 HP, +3 RES/+2 DEF

CHAOS EATER: NOW HAS CHAOS BRAND

MASS HYSTERIA: RADIUS: 1 -> 2

MASS HYSTERIA: COST: 45/30 -> 100/40

~~~~~TOME OF DEVASTATION~~~~~

WARBREED: +25 HP, +7 PHYSICAL DMG, +3 DEFENSE, +5 ARMOR BYPASS

WARBREED: POWER CLEAVE DMG: 24 -> 32

DEVASTATOR SPHERE: +8 SIEGE DMG -> +16

~~~~~TOME OF CHAOS CHANNELING~~~~~

GOLDEN HORDE: TIER 1 UNITS -> COMPLETELY RANDOM T3-T4 UNITS (THAT CAN BE DRAFTED)

FAN THE INFERNO: FIRE DAMAGE: 5 -> 25

FAN THE INFERNO: BURNING -> 30% BERSERK CHANCE + BURNING IF SUCCESSFUL

SCION OF FLAME: NOW ALSO GRANTS +4 FIRE DAMAGE TO ATTACKS

~~~~~TOME OF  
MAYHEM~~~~~

GREMLIN: +10 HEALTH +5 DEF/RES, +2/+2 FIRE/PHYS DMG ON MELEE, +6/+6 ON RANGED, 60% BLEED & BURNING MULTIPLIER ON ATTACKS

INFECTIOUS INSANITY: 80/35 -> 30/25

CURSE OF MISFORTUNE: 30/25 -> 15/20

CURSE OF MISFORTUNE: RADIUS: 2 -> 3

~~~~~TOME OF THE  
HORDE~~~~~

HOUNDMASTER: +15 HP, +1/+1 DEF/RES

SPAWNKIN: EFFECTS: NO LONGER SPLIT (BOTH UNITS & HEROES GET EVASION & DAMAGE)

SPAWNKIN: EVASION/DAMAGE 10/20%% -> 15%

~~~~~TOME OF  
PYROMANCY~~~~~

IMMOLATE: 30/25 -> 10/15

IMMOLATE: WHEN UNIT IS BURNING DMG: 10 -> 20

PYROMANCER: +15 HP, +1/+1 DEF/RES, +2 FIRE DMG ON ATTACKS, NOW HAS BREACHING AND +20% DMG MULTIPLIER

LESSER MAGMA SPIRIT: +10 HP, +2 DEF

MAGMA SPIRIT: +10 HP, +1/+1 RES/DEF, +50% MAGIC DMG MULTIPLIER

~~~~~TOME OF ENCHANTMENT~~~~~

COPPER GOLEM: +10 HP, +1/+1 DEF/RES

SUNDERING BLADES (HERO SKILL) 60% -> 90%

~~~~~TOME OF  
CRYOMANCY~~~~~

SNOW SPIRIT: +5 HP, +1/+1 DEF/RES

WHITE WITCH: +10 HP, +1/+1 DEF/RES, BREACHING PROPERTY, +20% DMG  
MODIFIER

BLIZZARD: DAMAGE: 20 -> 0

BLIZZARD: STATUS RESISTANCE: -3 -> -5

~~~~~TOME OF SOULS~~~~~

SKELETON: +1/+2 DEF/RES

BONE HORROR: +10 HP, +5 ARMOR BYPASS, +2 RES, IS NOW A RACIAL UNIT

~~~~~TOME OF WARDING~~~~~

PHANTASM WARRIOR: +2/+1 DEF/RES, +5 HP, NOW HAS MAGIC MISSILE (4 RANGE,  
16 DMG)

~~~~~TOME OF SCRYING~~~~~

SUMMON WATCHER: 150/150 -> 100/100

WATCHER: +15 HP, +1/+1 DEF/RES, +30% ACCURACY MODIFIER, MELEE MAGE, NOW
HAS BREACHING PROPERTY (50% RESISTANCE IGNORE)

~~~~~TOME OF EVOCATION~~~~~

LIGHTNING TORRENT: DAMAGE: 20 -> 0

LIGHTNING TORRENT: LIGHTNING RESISTANCE: -3 -> -5

EVOKER: +1/+1 DEF/RES, +30% DMG MULTIPLIER ON ELECTRIFYING ARC

LESSER STORM SPIRIT: +15 HP, +1/+1 DEF/RES

STORM SPIRIT: +7 LIGHTNING DAMAGE ON CHARGE ATTACK, +1/+1 def/res

~~~~~TOME OF ALCHEMY~~~~~

AFFLICTOR: +5 HP, +2/+2 DEF/RES, +1 BLIGHT DMG, +4 ON MIASMA SHOT

~~~~~TOME OF WINDS~~~~~

WIND RAGER: +15 HP, +1/+1 DEF/RES, +10 DAMAGE ON WHIRLWIND

ZEPHYR ARCHER: +20% DAMAGE MULTIPLIER  
ZEPHYR ARCHER: +90% BLEED CHANCE MULTIPLIER  
ZEPHYR ARCHER: +5 ARMOR BYPASS  
ZEPHYR ARCHER: +10 HP  
ZEPHYR ARCHER: +30% ACCURACY

~~~~~TOME OF ARTIFICING~~~~~

ARTISAN ARMAMENTS: +30% -> +50% CRIT CHANCE
IRON GOLEM: +35 HP, +1 DEF/+3 RES, -2 BASE DAMAGE

~~~~~TOME OF TERRAMANCY~~~~~

CRUSHING EARTH: 60% CHANCE -> 100% CHANCE, NO STATUS RESISTANCE CHECKS

SEISMIC SHOCK: 25 -> 50 DMG  
LEADEN BLOWS: +2 DMG -> +6  
STONE SPIRIT: +15 HP, +1 RES, Stone: +15 HP, +2/+2 def/res  
TREMOR RITUAL: FORTIFICATION DAMAGE: 6 -> 12

~~~~~TOME OF THE CRUCIBLE~~~~~

METEOR STRIKES: +5/+3 SINGLE/AREA -> +6/+6
LAVA BURST: DAMAGE: 30 -> 40
METEOR SHOWER: RADIUS: 1 -> 3

~~~~~TOME OF THE GOLDEN REALM~~~~~

GOLDTOUCHED: NOW GRANTS THE ELEMENTAL UNIT TAG!  
GOLD GOLEM: STRIKE GOLD: FULL ACTION -> SINGLE USE  
GOLD GOLEM: GILDED CLEAVE: 26 -> 18 PHYSICAL  
GOLD GOLEM: GILDED CLEAVE: SINGLE USE -> REPEATING  
GILDING BLAST: RADIUS: 1 -> 2

BAZAAR OF WONDERS: GOLD BONUS: +5 -> +15  
BAZAAR OF WONDERS: PRODUCTION COST CHANGED TO: 250 PRODUCTION, 100  
GOLD/100 MANA

REAGENT REFINERY: +20% DRAFT MULTIPLIER PER MAGIC MATERIAL

~~~~~TOME OF THE  
CREATOR~~~~~

EARTH TITAN: +4 DEF/+6 RES, +100 HP, +2 RETALIATIONS, +30 DMG ON SEISMIC
SLAM, +24 DMG ON CHARGE

SUMMON THE TITAN OF THE EARTH: 200/65 -> 300/125

EARTHSHATTER ENGINES: SIEGE DAMAGE: 10 -> 20

ANCIENT OF EARTH (HERO SKILL) HP: 20 -> 30

~~~~~TOME OF  
ROOTS~~~~~

HEALING ROOTS: 10 HP -> 50

VINE PRISON: VINES: 5 -> 8

VINE PRISON: VINES: 2 TURNS -> 3 TURNS TO LIVE

ENTWINED THRALL: +10 HP, +1/+1 DEF/RES

ENTWINED PROTECTOR: +40 HP, +2/+2 DEF/RES, -3 DMG ON ATTACKS

HEALING SAP: ONCE PER COMBAT -> 3 TURN CD

~~~~~TOME OF BEASTS~~~~~

CALL OF THE WILD: RADIUS: 1 -> 15

WILDSPEAKER: +30 HP

~~~~~TOME OF GLADES~~~~~

LEAFSKIN: +1 -> +2 RES

SUMMON ENTWINED PROTECTOR: 150/150 -> 100/100

CREATE FOREST: 30/30 -> 15/15

GLADE RUNNER: +1/+1 DEF/RES, +15 HP, +1 RANGE, +2 PHYS DMG ON ATTACKS,  
+90% BLEED MULTIPLIER, +5 ARMOR BYPASS, +30% ACCURACY, +2 RANGE ON  
TRACKER'S MARK

~~~~~TOME OF  
FERTILITY~~~~~

NYMPH: +10 HP, +1 DEF
NYMPH: REVITALIZE: NOW GRANTS HASTENED FOR 3 TURNS AND +1 REGEN

ANIMATE FLORA: 15/20 -> 5/10
ANIMATE FLORA: 3 TURNS -> 5 TURNS

BLOSSOM OF LIFE: RADIUS: 2 -> 3

RESTORE THE LAND: 30/30 -> 15/15

TEMPLE OF FERTILITY: +1/+1 DRAFT/FOOD -> +15/+5

SUMMON NYMPH: 150/150 -> 100/100

~~~~~TOME OF  
CYCLES~~~~~

DRUID OF THE CYCLE: NOW HAS VIRULENT OUTBREAK AND MASS REJUVENATION!  
(ALSO VIRULENT OUTBREAK IS NOW 1 ACTION POINT COST)  
DRUID OF THE CYCLE: RESTART THE CYCLE: FULL ACTION ->SINGLE USE  
DRUID OF THE CYCLE: IS NOW A RACIAL UNIT  
DRUID OF THE CYCLE: +6 DMG, BREACHING PROPERTY  
DRUID OF THE CYCLE: CYCLE'S END: REMOVED

DIFFUSE HEALTH: 30 BLIGHT -> 50 BLIGHT DMG

PARTING GIFTS: 2 HEXES -> GLOBAL  
PARTING GIFTS: 12 HP -> 10

~~~~~TOME OF VIGOR~~~~~

TOTEM OF THE WILD: 3 TURNS TO LIVE -> 11

SUPERGROWTH: HP: 10 -> 20

EMPOWERED BEASTS: +10/+20% HP/DMG -> +50 HP/+40% DMG

UNLEASH BEAST: 100/40 -> 10/15

~~~~~TOME OF NATURE'S WRATH~~~~~

HORNED GOD: RECLAIMING BOLT: DAMAGE: 32 -> 42  
HORNED GOD: RECLAIMING BOLT: 15 -> 30 HP  
HORNED GOD: RECLAIMING BOLT: RANGE: 4 -> 4 + CAN'T MISS  
HORNED GOD: WILD ERUPTION: FULL ACTION -> SINGLE USE  
HORNED GOD: AWAKEN FLORA: 3 -> 5 TURNS

DEVOLVE: 100/40 -> 45/30

AWAKEN INSTINCTS: GONE LMAO (JK KEEP READING)

AWAKEN THE FOREST: 400/400 -> 200/200

~~~~~TOME OF  
PARADISE~~~~~

GAIA'S CHOSEN: HP: 20 -> 40
STATUS RESISTANCE: 3 -> 10

BLESSING OF PARADISE: 200/200 -> 120/120
BLESSING OF PARADISE: STABILITY: 40 -> 100

NATURE'S BOUNTY: 120/120 -> 80/80
NATURE'S BOUNTY: HP: 15 -> 30

ENCHANTED BLOOM: 150/150 -> 80/80
ENCHANTED BLOOM: FOOD/PRODUCTION: 2/2 -> 24/12

FORTRESS OF VINES: 10/2 FORTIFICATION -> 20/5

~~~~~TOME OF THE GODDESS OF  
NATURE~~~~~

NOW HAS AWAKEN INSTINCTS!

AWAKEN INSTINCTS: 150/50 -> 300/125  
AWAKEN INSTINCTS: RADIUS: 2 -> 1

~~~~~TOME OF  
ZEAL~~~~~

CONDEMNATION: 15 -> 30 DMG

SUMMON ZEALOT: 60/60 -> 45/45

ZEALOT: +1/+1 DEF/RES, +10 HP, NOW HAS SPRINT

INSPIRING CHANT: RADIUS: 2 -> 3

~~~~~TOME OF  
FAITH~~~~~

ARMY HEAL: HP: 25 -> 100  
ARMY HEAL: COST: 80/80 -> 60/60

FAITHFUL WHISPERS: MULTIPLIER: 30% -> 100%

CHAPLAIN: +2 DEFENSE, +10 HP  
CHAPLAIN: BLESS/HEALING PRAYER: SINGLE USE -> FREE ACTION

~~~~~TOME OF THE  
INQUISITION~~~~~

BURDEN OF GUILT: DAMAGE: 20 -> 0
BURDEN OF GUILT: MP REDUCTION: 50% -> 80%

INQUISITOR: +2/+2 DEF/RES
INQUISITOR: +2 SPIRIT DMG ON MELEE STRIKE

~~~~~TOME OF  
SANCTUARY~~~~~

ANOINTED PEOPLE: 450/450 -> 250/250

CONSECRATED DOMAIN: 80/80 -> 60/60

SALVATION: 80/35 -> 45/30

HEALING SPIRES: 750/280 -> 250/100

~~~~~TOME OF  
SUBJUGATION~~~~~

TYRANT KNIGHT: +25 HP, +8 DAMAGE ON BASE ATTACK, +5 ARMOR BYPASS, +2
DEF/RES, NOW HAS HOLY RETRIBUTION, VICIOUS KILLER AND MAGIC
ORIGIN/UNDEAD/FIEND/HERO SLAYER PROPERTIES

FINAL ULTIMATUM: 90% CHANCE -> GUARANTEED

BARON'S PALACE: 250/100 -> 30/70

~~~~~TOME OF  
EXALTATION~~~~~

SHRINE OF SMITING: GOLD COST: 300 -> 400  
SHRINE OF SMITING: +1 DEF, +10 HP

ANGELIZE: NOW GRANTS ZEAL, +2 SPIRIT DAMAGE AND +25 HP

TEMPLE OF THE EXALTED: 1300/400 PROD/GOLD -> 130/60

~~~~~TOME OF  
SUPREMACY~~~~~

ANTHEM OF VICTORY: STRENGTHENED: 3 -> 5

ANTHEM OF VICTORY: MORALE: 15 -> 40

EAGLE RIDER: +20 HP

MONUMENT OF SUPREMACY: 750/280 -> 250/100

~~~~~TOME OF THE GOD  
EMPEROR~~~~~

EXALTED CHAMPION: DAMAGE MULTIPLIER: 150/50 -> 100/40

DIVINE PROTECTION: 1 TURN -> 3 TURNS

~~~~~LEGENDARY RALLY OF THE LIEGES~~~~~

~~~~~BRONZE WONDERS~~~~~

ANCIENT CAVE: PLAGUE/LIGHTNING SERPENT -> PLAGUE/LIGHTNING SERPENT +  
RIVER TROLL

CASTLE RUINS: BUTCHER/BREWER OGRE -> BUTCHER/BREWER OGRE +  
INQUISITOR

CRYSTAL FOREST: ASTRAL KEEPER -> ASTRAL KEEPER + MIRROR MIMIC

HIDDEN WELLSPRING: FAIRIES -> FAIRIES + DRUID OF THE CYCLE

~~~~~SILVER WONDERS~~~~~

LOST TOMB: CORRUPT SOUL -> CORRUPT SOUL + REAPER

SECRET TEMPLE: BLESSED SOUL -> BLESSED SOUL + SHRINE OF SMITING

MAGMA FORGE: FIRE GIANT -> ROVING FURNACE/HERALD OF WAR

~~~~~GOLD WONDERS~~~~~

GOLD ZIGGURAT: PHOENIX -> GOLD GOLEM + GOLD DRAGON

WIZARD TOWER: BONE DRAGON -> LOST WIZARD + BALOR

WORLD TREE: ENTWINED STUFF -> KARAGH + HORNED GOD

VAULTSPHERE: NOTHING -> PROGENITOR GOLEM

~~~~~CULTURES~~~~~

ALL TIER 3 CULTURAL UNITS: +SPECIAL MEDAL (UNIQUE EFFECT FOR EACH CULTURE UNIT OF TIER 3 SPECIFICALLY)

~~~~~BARBARIAN~~~~~

BERSERKER: +8 DAMAGE, +15 HP, NOW HAS RECKLESS RAGE

WARRIOR: +1/+3 DEF/RES, +25 HP, -3 MELEE DMG

SUNDERER: +10 HP, +1/+1 DEF/RES

WAR SHAMAN: +10 HP, +1/+1 DEF/RES

FURY: +15 HP, +1/+1 DEF/RES

PATHFINDER: +15 HP, +2/+1 DEF/RES

~~~~~HIGH~~~~~

LIGHTSEEKER: +15 HP, +1/+1 DEF/RES

DUSK HUNTER: +15 HP, +1/+1 DEF/RES

DAWN DEFENDER: +1/+3 DEF/RESISTANCE, +25 HP, -2 MELEE DMG

SUN PRIEST: +10 HP, +1/+1 DEF/RES, MENDING AWAKENING IS NOW FREE ACTION

DAYLIGHT SPEAR: +10 HP, +1 DEF, +2 PHYS DMG

AWAKENER: +10 HP, +1/+1 DEF/RES, +1 RANGE ON ABILITIES

~~~~~MYSTIC~~~~~

MYSTIC PROJECTION: +10 HP, +1/+1 DEF/RES

ARCANIST: +10 HP, +1/+1 DEF/RES

ARCANE GUARD: +10 HP, +1 DEF

SPELLSHIELD: +1/+1 DEF/RES

SOOTHER: +2 DEF

SOOTHER: SOOTHING BREEZE: JUMPS: 1 -> 5

SOOTHER: SPELL CHANNELING: -20% MANA/CASTING POINT DISCOUNT -> -75%/-0%  
MANA/CASTING POINTS

SPELLBREAKER: +1/+1 DEF/RES, +5 HP

~~~~~DARK~~~~~

DARK: NEW FEATURE: STABILITY AGENDA! - DARK CULTURE GETS INCREASED
IMPERIUM, DRAFT, PRODUCTION & KNOWLEDGE BASED ON HOW LOW THEIR
STABILITY IS!

UNSTABLE: +20% DRAFT/KNOWLEDGE/IMPERIUM/PRODUCTION

UNREST: +40%

RIOTING: +60%

DARK: RITUAL MAUSOLEUM: +20 STABILITY -> -20 STABILITY

DARK: INTERROGATION DUNGEON: +10 STABILITY -> -10 STABILITY

OUTRIDER: +15 HP, +1/+1 DEF/RES

PURSUER: +10 HP, +1/+1 DEF/RES

DARK WARRIOR: +10 HP, +1/+1 DEF/RES, +4 DMG

WARLOCK: +15 HP, +1/+1 DEF/RES

NIGHT GUARD: +10 HP, +1 RES, +2 DMG

DARK KNIGHT: +30 HP, +1/+1 DEF/RES, +BREACHING PROPERTY, +5 ARMOR BYPASS

~~~~~FEUDAL~~~~~

PEASANT PIKEMAN: +10 HP, +1/+1 DEF/RES

BANNERMAN: +2 DEF

ARCHER: +10 HP, +1/+1 DEF/RES

SCOUT: +15 HP, +1/+1 DEF/RES

DEFENDER: +40 HP, +2/+3 DEF/RES, -3 DMG ON ATTACK

KNIGHT: +8 DAMAGE ON CHARGE, +10 HP, +1 DEF, NOW HAS WARDING BOND

LORD OF WAR/MAGIC/KNOWLEDGE/CROPS/PRODUCTION SKILL COST: 1 -> 0

LORD OF WAR: MP REGEN: 25% -> 100%

LORD OF WAR: 5 HP -> 25

LORD OF PRODUCTION: 25 -> 50

LORD OF CROPS: 25 -> 100

LORD OF KNOWLEDGE/MANA: 15/15 -> 50/50

~~~~~INDUSTRIOUS~~~~~

PIONEER: +10 HP, +1/+1 DEF/RES

ANVIL GUARD: +20 HP, +1 DEF, +3 RES, -2 DMG ON ATTACK

ARBALEST: +10 HP, +1/+1 DEF/RES

STEELSHAPER: +30 HP, +2 DEF, +6 PHYS DMG

HALBERDIER: +1 RES, +10 HP

BASTION: +35 HP, +2 RES, +1 DEF, -2 DAMAGE, HAS DEFENSIVE MASTER

PROSPECTING: 40-80 GOLD/PROD -> 25-50 GOLD + PROD

~~~~~REAYER~~~~~

TOWN HALL OVERHAULS: TOWN HALL 2 (STEEL HALL) NOW GRANTS +20% STABILITY, DRAFT & FOOD

TOWN HALL 3 (CHAINED SPIRE) NOW GRANTS +20% GOLD, MANA & PRODUCTION

TOWN HALL 4 (IRONCLAD CITADEL) NOW GRANTS +30% KNOWLEDGE & IMPERIUM

REAYER MANUFATORUM: NOW GRANTS +10 KNOWLEDGE/DRAFT/PROD/GOLD/IMPERIUM

MANUFATORUM: COST INCREASED TO 170/450

MANUFATORUM: DRAFT PER ADJACENT QUARRY/MINE/FORESTER: 5 -> 15

^^ THESE BONUSES ARE TIED TO CITY, THEY'RE NOT GLOBAL.

WAR SPOILS OVERHAUL: PART 1: HEALING: WHENEVER REAVERS KILL EMPIRE/FREE CITY UNITS, THEY HEAL FOR 5 HEALTH PER UNIT KILLED.

WAR SPOIL OVERHAUL PART 2: YOU GET WAY MORE WAR SPOILS!!!

HARRIER: +10 HP, +1/+1 DEF/RES

MERCENARY: +5 HP, +1/+1 DEF/RES, +2 PHYS DMG

MAGELOCK: +2 RANGE, +30% ACCURACY

OVERSEER: +10 HP, +1/+1 DEF/RES

DRAGOON: +10 HP, +1/+1 DEF/RES, +5 ARMOR BYPASS, HARRYING SHOT: CAN NOW FLANK

MAGELOCK CANNON: +1 RANGE

~~~~~HIGH~~~~~

ALIGNMENT AGENDA OVERHAUL: PER ALIGNMENT LEVEL ABOVE NEUTRAL, HIGH CITIES GAIN: +10% MANA/KNOWLEDGE, UP TO +30%.

PER ALIGNMENT LEVEL BELOW, GAIN +10% GOLD/PRODUCTION, UP TO 30%.

ALSO GAIN +5/+10/+15 IMPERIUM.

~~~~~GLOBAL RESOURCE CHANGE: DRAFT~~~~~

UNIT DRAFT COSTS ARE CHANGED FROM EVERY TIER BETWEEN:

TIER 1/2/3/4/5 MED/LOW/HIGH COSTS - EVERY TIER NOW COSTS (ROUGHLY 20%) LESS DRAFT EXCEPT TIER 5 - HIGH COST UNITS WHICH COST 400 -> 450 DRAFT.

~~~~~FORM TRAITS~~~~~

~~~~~POINT COSTS~~~~~

ADAPTABLE: 1 -> 3

ATHLETICS: 3 -> 1

HIDEOUS STENCH: 3 -> 1

KEEN-SIGHTED: 2 -> 1

QUICK REFLEXES: 2 -> 1

POISONOUS: 2 -> 1

LIGHT-FOOTED: 2 -> 1

ARCANE FOCUS: 2 -> 1

FAST RECUPERATION: 2 -> 1

FEROCIOUS: 2 -> 1

TENACIOUS: 2 -> 1  
OVERWHELM TACTICS: 2 -> 1  
SNEAKY: 2 -> 1  
DEFENSIVE TACTICS: 2 -> 1

ALL MOUNTS: 3 -> 2

~~~~~REBALANCING~~~~~

ADAPTABLE: NOW AFFECTS HEROES

~~~~~HERO CHANGES~~~~~

CHAMPION: +30 HP, +3/+3 DEF/RES, +8 MELEE/RANGED PHYSICAL DAMAGE, +5  
ARMOR BYPASS

DRAGON LORD: +10 HP, +1/+1 DEF/RES

DRAGON LORD: QUICKENED BREATH: CD MODIFIER: -1 -> -3, SKILLPOINT COST: 1 ->  
4

OVERCAP PENALTY: REWORKED INTO REALM TRAITS: OPTION TO OVERCAP  
AFFECTS HEROES WITH A GLOBAL -10/25/50% XP MODIFIER WHEN OVERCAPPED  
BY ANY AMOUNT

KILLING MOMENTUM HERO SKILL: SKILL POINT REQUIREMENT: 1 -> 3

SPUR TO ACTION: SKILL POINT REQUIREMENT: 1 -> 3

WEAVER: SKILL POINT REQUIREMENT: 1 -> 0

HERO SKILLS

VIRULENT OUTBREAK: 3 ACTION POINTS -> 1 ACTION POINT

MANA UNCHAINED: STAR BLADES -> STATIC CHARGE + FRENZY

WARDING BOND: FREE ACTION, 70% DMG INSTEAD OF 80%

FROSTFIRE DETONATION: 12/12 -> 18/18

RESTORATION: 3 ACTION POINTS -> 1 ACTION POINT

ASSASSINATE: FREE -> 1 ACTION POINT

RECKLESS RAGE: 30% -> 50%

VISIONS OF WOE: RADIUS: 1 -> 2

HOLY RETRIBUTION: 5 -> 8 SPIRIT DMG

RALLYING BLESSING: RADIUS: 1 -> 2

~~~~~BUFF CHANGES~~~~~

BUFFS NO LONGER REFRESH PREVIOUS BUFF STACKS:

EXAMPLE: UNIT HAS 5 STRENGTHENED FOR 1 TURN -> GAINS 1 STRENGTHENED.

BEFORE: UNIT HAS 5 STRENGTHENED FOR 3 TURNS NOW.

AFTER: UNIT HAS 5 STRENGTHENED FOR 1 TURN, AND 1 STRENGTHENED FOR 2 TURNS AFTER.

~~~~~MISC~~~~~

VASSAL CHANGES: VASSALAGE LEVELS 1/2/3/4: 30/40/45/50% INCOME FROM VASSAL CITY -> 50/60/65/70%

FLORAL STINGER: +10 HP, +1/+1 DEF/RES, +4 DMG AND -1 CD ON POISON SPORES

SCRAP HERMIT: +10 HP, +1 RES

BROWN/POLAR/DIRE BEAR: +15 HP, +2/+2 DEF/RES

ROVING FURNACE: +25 HP, +3/+3 DEF/RES

KARAGH: +12 DMG ON CHARGE, +5 ARMOR BYPASS, TERRIFYING GORGING IS NOW 1 ACTION POINT

FAIRIES: NOW HAVE BREACHING PROPERTY (IGNORE 50% RES)

SPIRIT WOLF: +2/+2 DEF/RES, +15 HP, +2 RETALS

WHITE WOLF/WARG/INFERNO HOUND & PUPPY: +10 HP, +1/+1 DEF/RES

GORETUSK PIGLET: +4 DMG, +1/+1 DEF/RES, +10 HP

FIRE GIANT: +25 HP, +5 ARMOR BYPASS

SWAMP TROLL: +20% DMG MULTIPLIER

BREWER/BUTCHER OGRE: +10 HP, +1/+1 DEF/RES

PENGUIN: +15 HP, +2/+2 DEF/RES

NIMUS & KRAKEN SPAWN: +10 HP, +1/+1 DEF/RES

ICE SPIDER: +10 HP, +1/+1 DEF/RES

ICE SPIDER MATRIARCH: +FROST AURA, +FROST REFLECT (4 FROST DMG TO MELEE ATTACKERS)

DREAD/VAMPIRE/HUNTER SPIDER & MATRIARCH VERSIONS: +10 HP, +1/+1 DEF/RES

YOUNG CAUSTIC WORM: +10 HP, +1/+1 DEF/RES, +4 DMG

CAUSTIC WORM: +8 DMG, +25 HP

CARRION BIRD/GRIMBEAK CROW/SPIRIT HAWK: +2 DMG, +15 HP, +2/+2 DEF/RES

THUNDERBIRD: +20% DMG MULTIPLIER

PHOENIX: +30 HP, +20% DMG ON OVERHEAT

UNICORN/NIGHTMARE: +15 HP, +1/+1 DEF/RES, +5 DMG

GORETUSK MATRIARCH: +25 HP, +8 DMG

RAZORBACK: +1/+1 DEF/RES, +10 HP, +5 ARMOR BYPASS, +3 DMG

ENTWINED SCOURGE: +2 BLIGHT DMG, +1/+1 DEF/RES, +10 HP, BREACHING PROPERTY

ROUTING MORALE: CHANGED FROM -60 TO -200

CAVALRY SHOCK UNITS (KNIGHT/DARK KNIGHT/TYRANT KNIGHT: MOVEMENT: 48 -> 56

RAINBOW CLOVER: NOW GRANTS +5 IMPERIUM PER TURN

SPELLJAMMER: OPERATION COST: +100% -> +33%

MAGE BANE: DEVOURER OF SPELLS -> LIGHTNING STORM

REIGN OF DESTRUCTION: TIER 3 UNIT -> HERALD OF WAR

MYTHIC UNITS: +10 HP -> +25 HP, +1/+1 DEF/RES

CITY INCOME:

STABLE: +5% PROD/FOOD -> +5% OF ALL RESOURCES

ORDERLY: 10% PROD/FOOD -> 10% ALL RESOURCES

HARMONY: ^ -> +15% ALL RESOURCES

~~~~~CITY STRUCTURES~~~~~

BLACKSMITH/ARMORY DRAFT: 20/30 -> 35/60

SMITH'S GUILD: +5/+5 -> +5/+5 AND +10%/+10% DRAFT/FOOD PER FORESTER

MONOLITH: 20 -> 50 MANA

MAGE'S GUILD: 10 MANA PER CONDUIT -> 25

SEAFARER'S GUILD: +3/+3/+3/+3 DRAFT/GOLD/PROD/FOOD -> +12/+12/+12/+12

MASONIC HALL PRODUCTION: 20 -> 50

WORKER'S GUILD: +10 PER QUARRY -> +30

VENDOR/MARKET/MINT: +10/+15/+20 -> +20/+40/+60

MERCHANT'S GUILD: +10 PER MINE -> +25

STORE HOUSE/GRANARY/ESTATE HALL FOOD: +10/+15/+20 -> +30/+60/+120

FARMER'S GUILD: +10 FOOD PER FARM -> +10 FOOD AND +5 IMPERIUM PER FARM

~~~~~EMPIRE TREE~~~~~

TIERS 10/9/8: 500/400/350 AFFINITY -> 300/275/250

~~~~~CHAOS~~~~~

REIGN OF DESTRUCTION: TURNS: -2 -> -3

REIGN OF DESTRUCTION: GOLD: +50 -> +100

REIGN OF DESTRUCTION: TIER 3 -> HERALD OF WAR

DESTINED CONQUERORS: +50/+50 -> +250/+250

SPOILS OF DESTRUCTION: +20 GOLD -> +20% GOLD

BATTLEFIELD LOOTING: +3/6/9/12/15/15(Hero) GOLD -> +6/12/18/24/30/100

IMPRESSMENT: -20% UPKEEP -> +20 HP, +1/+1 DEF/RES

RITE OF CHOSEN WARRIORS: REPEATABLE, +300 IMPERIUM PER USE

RITE OF POSSESSION: REPEATABLE, -400 IMPERIUM COST

RITE OF WAR: BANDIT ARMY -> 1 KARAGH, REPEATABLE, +50 IMPERIUM PER USE

~~~~~ASTRAL~~~~~

SURGE SPELLCASTING: 25% -> 5%

CASTING RESERVES: 20 -> 35

RITE OF ABUNDANCE: REPEATABLE, +150 IMPERIUM PER USE

RITE OF ASTRAL SUMMONS: REPEATABLE, +50 IMPERIUM PER USE

ASTRAL BINDING: +3 RANK -> +5 RANKS

RITE OF CONJURATION: 1 -> 2 MAGIC MATS

INGREDIENT EXPERIMENTATION: 10 -> 25

FOCUSED STUDIES: +5/+5 -> +15/+15

ASTRAL SUMMONS: MAGIC ARMY -> 1 LOST WIZARD

~~~~~SHADOW~~~~~

RITE OF EXALTED: REPEATABLE, -50 IMPERIUM COST

RITE OF THE CRYPTBLADE: 0 BASE COST, REPEATABLE, +150 IMPERIUM COST PER USE

SPYING SHADOWS: NOW SUMMONS 6 REAPERS ON OWNER'S SIDE

DEATH MAGIC: TIER 6 -> TIER 9

RITE OF KNOWLEDGE: TIER 6 -> TIER 8

EXALTED BY SHADOWS: TIER 9 -> TIER 6

RITE OF KNOWLEDGE: 750 -> 5000

DARK VIGOR: +10 HP -> CHANGED TO +10 HP AND +1/+1 DEF IN COMBAT IN HOSTILE DOMAIN

~~~~~ORDER~~~~~

PACIFICATION: 300 -> 800 RELATIONS

DIPLOMATIC CHANNELS: NOW COSTS 100, IS REPEATABLE AT NO COST INCREASE

RITE OF THE BANNERS: REPEATABLE, +300 IMPERIUM PER USE

RITE OF ENDURING DUTY/ALLEGIANCE: REPEATABLE

MASTER OF HOUSES: +10% -> +30%

TRIBUTARIES: +10 -> +30 GOLD

CAREER SOLDIERS: +20% XP -> +300% XP, ALSO AFFECTS MYTHIC UNITS

EXEMPLAR: +2 RANKS -> +3

BENEVOLENT CONQUERORS: +1/-1 ALLEGIANCE/TURNS -> +3/-2

JUSTIFIED WARS: +20 GRIEVANCES -> +200

~~~~~NATURE~~~~~

RITE OF GUARDIAN/AWAKENING/GROWTH: REPEATABLE

RITE OF GUARDIAN SPIRIT: +50 IMPERIUM COST PER USE

DRUIDIC EMPIRE: 50% REDUCTION -> 95% REDUCTION

SOILTENDERS: +5 FOOD -> +15 FOOD, +10% FOOD MULTIPLIER

EXPANSIVE REACH: +2 -> +5 RANGE

EXPERT SAILORS: +2 FOOD -> +10, +10% FOOD MULTIPLIER

DRUIDIC CARE: +3 MANA -> +25 MANA

FRUITFUL INTEGRATION: -2/+1 TURNS/POP -> -3/+2

NATURAL ORDER: +2 -> +10 STABILITY

NATURAL RECOVERY: +15 HP -> +30

RANGERS: -2 MOVEMENT COST -> -3

GUARDIAN SPIRIT: SPIRIT WOLF -> HORNED GOD

~~~~~MATERIUM~~~~~

RITE OF WEALTH/DREADNOUGHT: REPEATABLE, +150/+300 IMPERIUM PER USE

RITE OF THE ARMORER: REPEATABLE

SIEGEMASTERS: 25% COST REDUCTION -> 90%

SIEGEMASTERS: +1 SLOT -> +2 SLOTS

MASTER MASONS: 20% GOLD DISCOUNT -> 20% GOLD/PROD DISCOUNT

SPECIALIST DISTRICT: 5 GOLD -> +5 GOLD/KNOWLEDGE

CONSOLIDATED INDUSTRY: 1 STABILITY -> 10

PROVINCIAL ARCHITECTS: NOW GRANTS 100% SPI DISCOUNT

~~~~~

----- ASCENSION MOD (NOT REPENTANCE) CHANGELOG -----

~~~~~ SOCIETY TRAITS ~~~~~

Chosen Uniter - Vassal bonus increased from (+30%) -> (+100%)

Chosen Uniter - Whispering stone count increased from 2 (1+1) -> 3 base (1+2), rank increase for racial support/polearm units increased from +1 to +2.

Devotees of Good - Imperium gain per level of Good alignment increased from (+5) -> (+15).  
Devotees of Good - Having Alignment of Good or higher provides +35% Imperium income.  
Devotees of Good - Racial unit Rank increase increased from +1 to +2.

Imperialists - Stability bonus increased from +20 to +50.  
Imperialists - Gold bonus increased from +20 -> (+20 and additional +30%).

Bannerlords - Rally of The Lieges Cooldown: 50% faster -> 80% faster  
Bannerlords - Rally of The Lieges Unit Cost: 100% -> 40%  
Bannerlords - Starting Allegiance with Free Cities: +0 -> +300

Relentless Crusaders - Imperium gain per Empire Unit Kill: 2 -> 10  
Relentless Crusaders - On Empire Unit Kill Reward per Evil Alignment Level: +1/2/3 -> +15/+30/+45

Prolific Swarmers - Population cost buffed from -10% food needed -> -40% food needed.  
Prolific Swarmers - Unit Upkeep reduction increased from (-20% upkeep) -> (-50% upkeep).

Chosen Destroyers - Global Income Bonus per City Razed: +40/+40/+40  
Knowledge/Gold/Mana -> +80/+80/+80 Knowledge/Gold/Mana

Silver Tongued - Pronouncement Cost Reduction: -50% -> -90%  
Silver Tongued - Trading Cost Reduction: -50% -> -100% (Trading is free income)  
Silver Tongued - Starting Bonus: Count of Whispers -> Starting Bonus: Count of Whispers, Diplomatic Focus, Diplomatic Channels, All-Seeing  
Silver Tongued - Assigning a Whispering Stone to ANY CITY now grants +20 Knowledge.

Ruthless Raiders - Starting bonus increased from 2 Random Hero Items (Tier 3 Max) -> 3 Random Tier 4 Weapons, 3 Random Tier 2-4 Armors

Merciless Slavers - Starting Bonus: War Slaves (Chaos 6 Perk) -> Starting Bonus: War Slaves, Reign of Destruction (Chaos 10 Perk), Skilled Raiders (Chaos 5 Perk)

Ritualist Cannibals - Corpse Eating: Range 1 -> Range 4, Heal 15 -> Heal 40

Ritualist Cannibals - Food/Mana Gain from Unit deaths in combat: +3/+3 -> +0/+0

Gifted Casters - Random Skills Unlocked at Game Start: 1 -> 2

Gifted Casters - Mana AND Casting Point Cost of Tactical and World Map Spells: 20% Cost Reduction -> 30% Cost Reduction

Gifted Casters - +10/+10 Combat/Global Casting points -> +30/+30

Ancient Wise Ones - Research Cost Reduction every Tome Cycle: 60% -> 100%

Mana Channelers - Mana Cost of Summon Spells: -50% -> +20% (70% cost increase from previously)

Mana Channelers - Casting Point Cost of Summon Spells: -0% -> -50%

Mana Channelers - Magic Origin Unit Starting Ranks: +1 -> +3

Mana Addicts - Racial Units Gain Attunement: Mana Addicted (Lifesteal on Spellcast) ->

Racial Units Gain Omni-Attunement, Attunement: Mana Addicted, Arcane Surge (Spellcasts grant the following:

Lifesteal, +1 Strengthened, +1 Bolstered Resistance, +1 Bolstered Defense, +3 Random Positive effects)

Mana Addicts - Tactical Spell Casting Point/Mana Cost - +0%/+0% -> +25%/+25% (Spells Cost 25% more)

Fabled Hunters - No Changes

Adept Settlers - Additional City Population: +1 -> +3

Adept Settlers - Imperium Cost of Founding New Cities: -25% -> -75%

Talented Collectors - Food/Production/Draft/Gold/Mana/Knowledge Income for having a Magic Material in City Domain: +5/+5/+5/+5/+5/+5 -> +15/+15/+15/+15/+15

Experienced Seafarers - Coastal & River Province Income Bonus: +2/+2/+2 Gold/Food/Draft -> +4/+4/+4 Gold/Food/Draft

Experienced Seafarers - Embarked Unit Damage Multiplier: +20% -> +50%

Experienced Seafarers - Embarked Unit Experience Multiplier: +20% -> +50%

Great Builders - Starting Bonus: Stone Walls, Workshop -> Starting Bonus: Stone Walls, Workshop, Stonemason

Great Builders - Quarry Income Bonus: +2 Gold -> +10 Gold/+5Production (Total Quarry Yield = +10g/+10p)

Great Builders - SPI Cost Reduction: -50% -> -80%

## Runesmiths

Enchantment Cost Research Reduction: -30% -> -50%

Runesmiths - Enchantment Upkeep Cost: -30% -> -50%

Wonder Architects - Wonder Annex Bonuses: +20% Production -> +10% Production, Gold, Food, Draft, Mana, Stability AND +10% Knowledge

Scions of Evil - Unit Starting Ranks at Pure Evil Alignment: +1 -> +2

Scions of Evil - Imperium Gain per Level of Evil Alignment: +5 -> +10

Scions of Evil - Draft per Level of Evil Alignment: +10 -> +20

Scions of Evil - +10% Imperium while at Evil or lower Alignment.

Powerful Evokers - +1 Rank -> +3 Ranks

Powerful Evokers - +5 Casting Points -> +10

Devious Watchers - Scout Units of a Race with this Society Trait gain: Outpost Builder, Wisp Summoner (Can build outposts, summons an Astral Wisp in combat)

Devious Watchers - +1 Scout on Game Start -> +3 Scouts

Artifact Hoarders - Mana gain from items changed from 1/3/5/9 for Tiers I/II/III/IV -> 3/5/7/9 for tiers I/II/III/IV

Artifact Hoarders - Items gained from Infestation/Wonder Clears: Tier II/III -> Tier II/III/IV

Perfectionist Artisans - Structure Cost Increase: +100% -> +0%

Perfectionist Artisans - Tier 3 Racial Unit Starting Ranks: +1 -> +3

Perfectionist Artisans - Gold per Structure: +5 -> +15

Hermit Kingdom - No Changes

Reclaimers - Affinities gained: 1 Materium -> 2 Materium + 2 Chaos

## ~~~~~PATCH NOTES~~~~~

This section is for changes that have happened AFTER the entire changelog listed above, for the sake of convenience instead of editing them I'll be posting the updates here.

- Ironclad: -1 Range, -30% accuracy, -1/-1 damage on barrage
- Tyrant knight: -10 HP, no longer has Hero Slayer
- Amplified/Meteor arrows upkeep: Reverted to vanilla
- Glade/Zephyr Archer: -1 range (back to vanilla range)

- Phasing enchantment: 400/400 mana cp and 8/8/5 gold/mana/imperium upkeep -> 300/300 mana/cp and 7/7/3 gold/mana/imperium upkeep
- Eagle Rider: No longer has zeal by default, +2/+2 phys/spirit dmg
- Sharp Eyes: Vision range: 1/1 -> 5/5
- Adaptable: point cost: 2 -> 1
- All-Seeing: Knowledge: 30 -> 20
- Silvertongue Fruit: income changed from 10/10 food/draft to 20 knowledge
- Tranquility Pool: 20 knowledge -> 10 mana
- Druidic Empire (T10 Nature): Now additionally summons a Progenitor Golem, Horned God, Frost & Fire Dragon, Karagh and Druid of the Cycle (isn't repeatable)
- Finger of Death: is now considered a 'magic ability' instead of a 'debuff ability'
  - Call of Chaos: can no longer provide t2 units
  - Lure of the Horde: can now summon up to tier 4 (you need to have at least one tier 4 unit unlocked to proc that)
- Rite of Astral Summons (Lost Wizard Summon): Initial cost: 300 -> 250
- Severing Golem: Magical Disruption damage: 30 -> 40
- Lost Wizard: Now has High Maintenance (+50% Upkeep)
- Bone Dragon: -20/+20 phys/blight damage on tail swipe, +7/-5 blight/phys damage on claws, +22 (now does 40) blight damage on breath attack, breath and claw attacks inflict decaying + diseased at a 60% chance.
- Druid of the Cycle: -6 Blight Damage on attack, +breaching property
- TOME OF THE CHAOS LORD:

- NEW SPELL: Call Forth The End: Summons a Herald of War, 666/666 CP/Mana
- Summon Balor: Cost: 300/300 -> 500/250 Mana/CP
- TOME OF THE ETERNAL LORD:
- NEW SPELL: Invoke The Void: Summons a Lost Wizard, 400/400/400 Mana/Souls/CP
- TOME OF THE GREAT TRANSFORMATION:
- NEW SPELL: Wicked Reanimation: Sacrifices 2 DRAGON type units (can be racial units with draconic transformation, young dragons etc) in target friendly/allied army (yes, u can cast it on allies) to summon a Bone Dragon. (costs 150 cp + 80 souls)
- Domain of Death: Damage for Undead in Domain: 10% -> 20%
- Domain of Death: Income: 20 stability -> 10 souls/turn
- Friend of Ogres hero trait: now once again allows recruitment of Swamp Trolls
- Beast Trainer hero trait: now allows recruitment of White Wolf in governing city
- Feudal Lord of crops: renamed to Lord of lords, income changed from 100 food to 10 imperium
- Assassinate hero skill: cooldown reduced to 1
- Assassinate hero skill: damage increased to 25 base
- Impressment (t2 chaos): renamed to Blood Binding, moved to t8
- Power from Slaughter: now correctly grants 1 hp and 1% dmg instead of +3 and +3%
- Spoils of Destruction (t8 chaos): moved to t2
- Spoils of Destruction: effect changed to grant +20 FLAT (not 20% anymore) gold, mana and knowledge mana permanent income when razing
- Spying shadows (t10 shadow perk): renamed to realm of undeath
- Soiltenders: income bonus from farms changed from (+15 and +10%) to (+10 and +5%)
- Rite of the exalted: cost reduced from 300 ->150
- Dark stability agenda: imperium city multiplier reduced from 20/40/60% to 10/20/40% at unstable/unstabler/rioting
- Worker's guild: now grants +20 binding essence income per quarry
- Smith's guild: income reworked to +15 food/draft per forester

- Blacksmith/Armory: draft reverted to vanilla values
- Kingsblade damage multiplier increased from 20% to 30%
- Bloody edge critical damage & chance multipliers increased from 50% to 100%
- The executioner: +5 armor bypass, now has heavy charge strike
- Excessive force: +5 armor bypass
- Mana siphoner: cp gain: 10 -> 35
- Dragon Lord Ruler type: now has Berserker's Rage
- Dragon's Hoard: income changed from 1/3/5/9 gold to 3/5/7/9 gold + binding essence
- Champion: Updated tooltip in main menu to provide clarity on the Champion's combat abilities.
- Mark of the otter: Stability gain for having an animal on a province: 5 -> 25
- Mark of the tower: Imperium gain for tier 3 or higher city: 5 -> 20
- Mark of the tower: Imperium decrease for tier 2 or lower city: -10 -> -20
- Mark of the dove: Stability per population: 2 -> 10
- Mark of the butcher: Stability decrease per population: -2 -> -5
- 'I give you the essence of my people' dialogue option from Lost Tomb: Population Cost: 1 from nearest -> 3 from all owned cities
- Undead Queen: Equipment Composition: Support Unit -> Battle Mage
- Gladiator: Item Composition: None -> Physical Melee
- Bandit Leader: Item Composition: None -> Physical Ranged
- The Anathema: Now has a NEW property called Sinner's Bane, allowing its charge attack to ignore resistance, defense and status resistance. REPENT!
- The Avenger: +5 armor bypass
- The Lifedrinker: +2/+2 frost/phys dmg
- Heavy Greaves: No longer applies permanent Slowed on wearer
- DARK: Town Hall IV: Now grants -30 stability instead of +2 per pop
- FEUDAL: Lord of Lords: tooltip fixed
- Routing Morale: -200 -> -150
- Linked Minds: Now grants the Construct Unit Type, casting cost reverted to 250/250
- Steelskin: No longer grants the Construct Unit Type, stat changes reworked to +2/+2/-1 def/blight/shock

- Compounding defense: Now additionally affects shock, fighter & skirmisher units.
- Siege magic: damage: 10% -> 20%
- Artisan Armaments: Now affects Ranged and Battle Mage Units
- Assassinate: damage: 30 -> 25
- Spur to action: range: 4 -> 2

-----PATCH 4.2-----

**Ascension Patch 4.20: Advent of the Ultimate Champion is now out!**

**Presenting key new features:**

- **CHAMPION:** Instead of having massively inflated stats, the Champion Ruler may now select 1 of 3 **Legendary Skills** at the start of the game (it cannot be respeced). These skills act as different paths a Champion can take to focus on either **Economy, Combat Power or Support Skills**. The effects these skills provide include:
  - **Tyrant King:** Grants the Tyrant's Will ability, a 6 range, once/combat free action ability that restores the action points of target unit. This effect jumps to up to 2 additional targets.
  - **Divine Herald:** Grants the Champion's Throne City +30 Imperium and +30 Stability income.
  - **Legendary Warrior:** Grants the Champion +30 HP, +3/+3 DEF/RES, the Piercing Property (Ignores 50% of target's DEF) and a +50% DMG modifier.

**Unit Rebalancing:**

- **Transmuter:** Shift Bolt Damage: 23 -> 20
- **Transmuter:** Now has Piercing
- **Transmuter:** Petrify now has a completely new effect: it deals 36 damage and saps the action points of the target. This effect jumps to up to 2 additional targets. This ability has the DEBUFF tag, making it unable to benefit from damage modifiers, but it ignores 50% of the targets' defense.
- **Zephyr Archer:** Zephyr Shot: is now a base attack. (Benefits from armor piercing, star blades etc)

**Tome/Spell Rebalancing:**

- **Tome of Artificing:**
- **Artisan Armaments (The +50% Crit Enchantment in Tome of Artificing):** Now also affects Ranged and Battle Mage type units.
- **Siege Magic:** 20% -> 30% DMG for Battle Mages
- **Mystic:**
- **Scroll of Enchantment (Mystic):** Now affects Ranged units.
- **Tome of Enchantment:**

- **Awakened Tools: Tooltip Fixed**
- **Tome of Pandemonium:**
- **Havoc Magic: 30% -> 90% debuff proc chance**

#### **PATCH 4.69**-----

- Throne City: Reverted to grant +40 Imperium, the modifier is no longer globally granted
- Reaper: -30 Health, Finger of death is now 3 range + unblockable damage + leave one action, base attack is now 16/16 phys/frost with no piercing/breaching
- Gold Golem: Is now once again an elemental
- Feudal Culture: Affinities: 1/1 nature/order -> 2/1 nature/order
- Barbarian Culture: 1/1 chaos/nature -> 2/1 chaos/nature
- Barbarian Ritual of Alacrity: cooldown: 3 -> 5 turns
- Frost/Fire/Obsidian/Gold Dragons + Balor: Base attack is now 12/12 phys/respective damage type
- Lightning Torrent: -5 res -> -3 res
- Astral Attunement: is now the vanilla version
- Astral omen: now grants 3 random buffs instead of 1, but no steadfast/evasion
- Sacrificial Slaughter: now functions as intended in tome of chaos channeling
- Skald: reverted to last patch's version
- Tome of Souls: Now functions correctly, additionally has the raise zombies spell added to it
- Tome of Necromancy: Now functions correctly
- Wicked Reanimation: Now functions correctly once again
- Invoke the Void/Call Forth the End: No longer crash the game if used while having mana channelers
- Mana Channelers: No longer increases summon mana cost by 20%
- Reclaimers: 2/2 chaos/materium -> 3 materium
- Merciless Slavers: -10 alignment -> -50, renamed to Worldburners with an additional new LORE entry(!) chaos affinity gained: 1 -> 2, no longer grants the routing unit part of the trait
- Infectious Insanity: Reverted to vanilla + Insanity on fail -> Stunned on fail
- Exemplar: +1 resistance
- Wrath of the emperor/destructive regrowth/pyroclastic eruption/abyssal flames/condemn army/earth shatter: now correctly apply their debuffs instead of damage
- Shrine of Smiting: reverted to old version
- All new mount traits + herbivore/pack tactics: cost reduced by 1
- Druid of the Cycle: now correctly has sacrificial blight enabled

- Druidic Terraformers: effect unchanged, but now grants 6 (SIX) Nature affinity.
- Hermit Kingdom/Fabled Hunters: Reverted to old versions
- Powerful Evokers: NEW EFFECT (in addition to old one): Each currently alive Battle Mage/Support unit on your side grants +5% Spell Damage (for combat damage spells)
- Tyrant's Will, Divine Herald and Legendary Warrior skills from Champion Ascension Tree: now function correctly
- NEW FEATURES SUCH AS NEW CULTURE/TOMES/HERO CAP: will remain unchanged until further experimentation with them in vanilla showcases their power level
- The following Units have had their model size rescaled (this change is purely visual)
- Balor: 2x
- Gold Golem: 1.5x
- Herald of War: 1.5x
- Frost/Fire/Gold/Obsidian/Bone Dragons: 1.2x
- Ironclad/Warbreed: 1.25x
- Progenitor Golem: 1.4x
- Severing Golem/Shrine of Smiting: 1.2x
- Karagh/Horned God/Lost Wizard: 1.3x
- Earth Titan: 1.8x
- MASSIVE Ascension Update containing The Chosen Ones that has been in the works for too damn long is now FULLY RELEASED on the LIVE VERSION! NEW TRAIT: The Chosen Ones: Sacrifice all your units to empower your heroes using the Dark Lord's Chosen SKILL TREE, containing 40+ NEW and UNIQUE Hero Skills that completely redefine gameplay! The whole skill tree & society trait changes are WAYYYYY too huge to detail here, so go and try them out for yourself! SOCIETY TRAITS:
  - Ruthless Raiders: Renamed to World Vault Raiders + New LORE entry
  - Bannerlords: cost of rally units: 20% -> 60%, rally units gain +1 rank
  - Imperialists: now grants +50% gold and +50 stab, -50 stab for dark
  - Chosen Uniters: -1 whispering stone
  - Relentless Crusaders: reworked: now grants 3 imperium per unit killed (no requisites anymore) and +3 per tier of the unit, grants +50 good alignment and +50 grievances vs evil players
  - Prolific Swarmers: now grants racial heroes -100% hp and -100% def/res, but grants cities +200% gold/food/draft and reduces non-magic unit upkeep by 100%
  - Worldburners: alignment: 2 chaos -> 3 chaos
  - Chosen Destroyers: 80 gold/mana/knowledge -> 50, chaos affinity: 1 -> 3
  - Ancient Wise Ones: now works correctly

- Gifted Casters: 30 cp and 30% discount -> +25 cp for combat/world map, +25% discount
  - Hermit Kingdom: now grants -10 stab to dark instead of +30
  - Mana Channelers: +20%/-50% mana/cp cost -> 0% mana/-50% cp (no longer increases mana cost of summons)
  - Mana Addicts: combat spell cost: +25% -> +50%
  - Experienced Seafarers: +4/4/4 gold/food/draft -> +5/5/5/5 gold/food/draft/prod, +50% xp/dmg when embarked -> +75%
  - Talented Collectors: +15 of everything -> +12 of everything
  - Great Builders: SPI discount: 80% -> 100%, now grants 2 materium affinity
  - Wonder Architects: now grants -20 stab to dark]
  - Perfectionist Artisans: ranks for racial tier 3s: +3 -> +4
  - Devious Watchers: vision range: 2 -> 15, affinity: 1 shadow -> 4 shadow
  - Powerful Evokers: now grants +5% spell dmg per battle mage/support alive on ur side in combat
  - Scions of Evil: tooltip fixed
  - Silver Tongued: now grants stolen power, no longer has all-knowing
  - THE CHOSEN ONES: THE CHOSEN ONES!!!!!!!!!!!!!!!!!!!!
- New Ascension: Repentance Update:
    - 
    - - Martial Ancestry: 10% -> 20%, now affects imperium upkeep
    - -Low/High Maintenance, Shadow Binding, Inspiring Leader etc: now also affect imperium upkeep
    - - Forbidden tome: no longer has astral storm, lightning storm or renew in the spell pool, arcfire typhoon/cosmic barrage/mass plague now count as magic type abilities
    - - Chosen Uniter: 150% -> 120%
    - - Wonder architects: now properly grants POSITIVE stability to non-dark users (bugfix)
    - - Rangers: now grants 72 movement to your units on the world map
    - - BY FIRE BE PURGED!: adept -> expert skill
    - - Tyrant's Will (Champion): jumps: 2 -> 1
    - - Brimstone Flames: 16 -> 12 fire damage
    - - Prolific Swarms: +200% gold/draft/food -> +100% gold/food/draft, hero debuff: -100% hero hp/res/def -> -50% hp/dmg/def
    - - Devotees of Good: correctly affects Support units now (bugfix)
    - - Gremlin: Is now tier 3 again (bugfix)
    - - Floral Stinger: now has poisonous spores again (bugfix)
    - - Mass Rejuvenation: 1/combat -> 3 turn cd
    - - Soulbound: no longer has a 30% chance to spawn a zombie on kill, instead blocks healing

- - Legendary Warrior (Champion): 30 hp, 3 def/res, 30% dmg -> 45 hp, 4 def/res, 0% dmg
- - DRAGON LORD RULER: NOW HAS ACCESS TO TRANSFORMATIONS! (pls dont try naga transform on them its cursed)
- - Rite of the armorer: initial cost: 175 -> 0, repeat cost: +0 -> +150
- - Rite of Chosen Warriors: 500 -> 800 draft
- - ALL RITES (QoL update): now show the REPEAT COST ON THE TOOLTIP!
- - GLOBAL SPELL EFFECTS (Lightning Torrent, Blizzard etc): CAN NOW BE CLEANSED BY CLEANSE EFFECTS! (disruption wave only cleanses friendly ones)
- 
- - CHOSEN ONES:
  - - XP debuff: -50% -> -66.6%
  - - DMG per Ascension Stack: 1% -> 0.33%
  - - Voidcaster/Shadowcaster: Black hole/Wormhole: 20/20 and 10/10 frost/phys -> 14/14 and 7/7
  - - Halfmoon Slash: cd: 1 -> 2
  - - Reign of darkness, dancing blades, line drive: targeters updated (you no longer HAVE to alt-target to use them)
  - - Bladestorm, Waterfowl Dance radius: 3/2 hexes -> 2/1 hexes
  - - Hurricane: 2nd swing no longer directly combos into the 3rd swing
  - - There is no escape: 100 MP -> 16 MP
  - - Summon Shadow Realm: SP cost: 10 -> 8, is now unique (only one hero can learn this skill per player side)
  - - Demigod: SP cost: 2 -> 1
  - - Curse of the Astral Clocktower: can no longer be dispelled, 8 -> 6 SP but is now locked behind Lich Lord
  - - Dark Whispers: DELETED
  - - Gravelord/Lady Death's Embrace SP cost: 16/0 -> 3/6, Now locked behind Curse of the Pale Rider
  - - Reign of Darkness: now is free action, 1 cd, ONE target (not battlefield-wide)

**The Ascension: Brimstone Update is now out! Burn your allies, burn yourself, burn the opposition, BURN EVERYTHING with the BRIMSTONE WITCH, a brand new T5 Mythic Unit! Also, don't forget about the LIVING FOG REWORK, as it is now ALSO A T5 MYTHIC with BRAND NEW ABILITIES!**

## **KEY NEW FEATURES:**

### **TOME OF OBLIVION:**

**Living Fog: No longer has draining blade or devour mind, is now T5, Fighter tag -> Mythic Tag, Mind Strike: 13 -> 20 dmg, removed unblockable damage, now has Mind Drive (3 hex line, 8 phys damage through the line that teleports**

the fog at the end of the line, combos into another use of the ability, 3 turn cd) and Jaws of Oblivion (2 hex cone-shaped aoe, 16 phys damage, 1 AP cost, 3 turn cd), now has Oblivion's Ingress as a unit property, which causes all attacks of this unit to ignore defense and always inflict infectious insanity.

#### **TOME OF THE ARCHMAGE:**

Invoke The Void (Summon Lost Wizard): Cost: 400/400/400 souls/mana/cp -> 666/666 mana cp, moved to tome of the archmage

Lost Wizard: Magic Damage multiplier: +20% -> +5%

#### **TOME OF THE ETERNAL LORD:**

Sea of Corpses: NEW SPELL: Summons a GHOST SHIP! costs 400/400/400 souls/mana/cp

Ghost Ship: Now CAN FLY! (and can actually get out of water as a consequence), now has Gravecall, Summon Ghost: CD: 0 -> 3, no longer applies a debuff to the banshee, Spirit Beacon: replaced with TORRENT OF SOULS, whenever a friendly spell is cast grants ALL NON-GHOST SHIP undead +1 strengthened, +5 morale and berserk for 3 turns, all NON-VITAL undead also receive 1 bolstered def/res. Cruel Charge and Wail of the Lost now summon Decaying Zombies upon killing a target and are 1 AP to use. MODEL SIZE: +230% (this is just visual)

**BARBARIAN: RITUAL OF ALACRITY: 5 turn -> 3 CD**

**PRIMAL: Wolf/Crocodile/Sabertooth/Serpent/Crow/Mammoth/Spider:**

**Draft/Food/Gold/Gold/Mana/Production/Knowledge:**

**NEW UNIT: BRIMSTONE WITCH: Tier 5 RACIAL MYTHIC in TOME OF CHAOS CHANNELING, look at the ascension mod thread/wiki for the ability list!**

**Sundering Curse (Warlock): Range: 6 -> 5, full action -> 1 AP**

**Herald of War: Fire Resistance: 10 -> 16 (play them with brimstone witches!!!)**

**Scions of evil: Tooltip fixed (it grants +1 rank to shock/shield units baseline)**

**Watcher: +1 res, ability range: 6 -> 7**

**Devious Watchers: Starting scouts: 3 -> 5, Scout ranks: 3 -> 5 (also bugfix: scouts actually get the ranks now)**

**Reckless Rage: sunder: 2 -> 3, now affects ranged & magic attacks too**

**Spur to Action: now requires 9 Support Skills to unlock, SP cost: 3 -> 1**

**Killing momentum: SP cost: 3 -> 1**

**NEW ENCHANTMENT: Blinding Speed: Tome of Teleportation, grants Shock, Polearm, Fighter units a 1-hex free action phase, 300 cp, 5/5 mana/gold upkeep.**

**All Mythic Units: +5 HP**

**Ruler Respawn time: 2 turns -> 1 turn**

**Chosen Uniters: 120% -> 100%**

**Bone Dragon Reanimation: tooltip fixed**

**Phase Beast: 5 armor penetration -> piercing, 27/8 phys/lightning -> 21/15**

**Chosen Destroyers: 50/50/50 global income per raze -> +80/+80/+80**

**Visions of Woe: radius: 2 -> 1, range: 6 -> 7**

**Career Soldiers: 300% -> 200%**

**Glade Runner: reverted to vanilla**

**Zephyr Archer: reverted to vanilla (zephyr shot is still base however)**

**Runesmiths: 75% discount -> 60% discount**

**Divine Herald (Champion): 30/30 imperium/stability -> 15/0**

**Hit by Critical Morale Loss: -5 -> -0**

**Hit by Flanking Morale Loss: -3 -> -0**

**Resonance fields: now gives casting points (bugfix)**

**Master Masons: 20% prod/gold -> 12%**

**LOST TOMB: tier 4 defenders: replaced with tier 3 (should fix the bug where the wonder is automatically cleared upon entry, since there's no tier 4 undead)**

**Devotees of Good: +15 imperium per good level -> +12, +30% global while good -> +25% global while good, [stability is no longer applied twice (bugfix)]**

**Transmuter: Petrify: 24 -> 18 damage, jumps: 2 -> 1**

**Scions of Evil: properly grants ranks at max evil alignment (bugfix)**

**Release As Vassal Procedure: Max Cost: 100 -> 9999**

**Bannerlords/Imperialists/Chosen Uniters/Relentless Crusaders: 0/0/50/50 good alignment -> 30/30/30/30**

**Rite of Conjuration: Cost/Materials: 350/2 -> 175/1**

**Stolen Power: 400/400 -> 1000/1000**

**Silver Tongued: correctly grants whispering stones (bugfix)**

**Warbreed/Tyrant Knight/Gargoyle: 5 armor bypass -> Piercing**

**Finger of Death: is now physical damage**

**Demonic Focus, Flamer Focus, Fetid Legion, Intimidating Aura, Flameburst Weapons, Adaptive Armor: Now work on Mythics**

**THE CHOSEN ONES: NEW MODULARITY! (aka they look cooler, visually)**

**THE ASCENSION WEEKLY PATCH IS OUT!**

**Key New Features of Version 6.9: Bringing The Light:**

## **PARAGON:**

**NEW TIER 4 SUPPORT UNIT IN TOME OF SANCTUARY!** This unit has 3 Blessing abilities it can grant to allies, they function similar to Ironclad's ammunition, and it unlocks new abilities as the fight goes on, becoming exponentially more powerful not only with time, but also the more Faithful units you have on the field (Check the Ascension Mod Thread for full ability list!)

**WICKED REANIMATION:** Is now once again in tome of the great transformation. (also, necrotic spires is now disabled.)

**Great Builders:** correctly grants the discount for all SPIs. (bugfix)

**Talented Collectors:** correctly grants +12 knowledge (bugfix)

**Brimstone Witch:** NEW MODEL! (they're no longer pyromancers + fog effect)

**Reaper:** Has a new scythe! (visual change)

**TYRANT KNIGHT:** No longer has: Magic Origin/Fiend/Undead Slayer, -4 Base dmg, now has **TYRANNIZE: NEW ABILITY:** Leave One, 3 Range, inflicts -20 morale onto 1 enemy, 3 turn CD.

**Quickened Breath:** SP COST: 3 -> 1

**HYPERLINKS!** Brimstone Flames and several Chosen One skills now have hyperlinks describing exactly what they do.

**Tier 2-3 Cultural Units:** have gotten some slight buffs to make rushing with them more viable, as it already is for some but others are unusable for this purpose.

**Bannerman, Sun Priest, War Shaman, Soother, Animist, Overseer:** +8 damage on attack (of their respective element)

**Dark Knight, Knight, Berserker:** 5 armor bypass -> Piercing

**Warlock:** +4 frost base dmg

**Daylight Spear, Night Guard, Halberdier:** +2 phys dmg, +1 res

**Dragoon:** +5 ranged damage, +4 melee damage (physical)

**Magelock:** +30% accuracy, +15 hp, +4 phys ranged damage, -1 range

**Magelock Cannon:** +5 phys dmg

**Fury:** +3 physical damage on attack, -1 range

**Steelshaper:** +4 phys damage on attack, +2 resistance

**Gargoyle:** is now tier 3 (effective change: higher upkeep, no longer guards early resource nodes, stats are the same)

**Archon blood:** defenders no longer have angelize

**Transmuter:** no longer has melee mage

**Ashes to Ashes (Brimstone Witch):** can no longer target steadfast units, damage: 400 -> 200

**Torrent of Souls (Ghost Ship):** No longer inflicts Berserk on friendly Undead.

**Sanctify (Tome of Sanctuary Hero Skill)** 1 AP -> Free

**Prospecting (Industrious):** 25-50 -> 40-80 gold/prod

**Gold Golem: Golden Retaliation -> Tireless Retaliation**

**Mark of the Butcher:** 50% xp -> 25%

The Weekly Ascension Patch is out, no new units this time, but here's a few balance changes: **PARAGON:**

- **Divine Will:** 1 ap for revived unit -> 0
- **Holy Fire, All Blessings (Divine Will/Transcendence already have this):** now have 1 turn internal CD (so effectively they unlock on turn 0/3/5/7, then they're on cooldown for 1 turn, becoming available on turns 1/4/6/8)

**BRIMSTONE WITCH:**

- **Brimstone Blast:** Line radius: 4 -> 3
- **Brimstone Eruption:** Base Damage: 52 -> 40
- **Blaze of Calamity:** Base Damage: 38 -> 27
- **Brimstone Blast:** is no longer base (doesn't receive damage bonuses from scion of flame/demonkin anymore), damage: 30 -> 25

**HEROES:**

- **Spur to Action:** now starts on a 1 turn cooldown
- **Tyrant's Will: NEW EFFECT:** Restore Action Points -> Now instead resurrects friendly corpses in a 1-hex radius with 100% hp and no action points.
- **By Fire Be Purged:** Range: 6 -> 4, CD: 1 -> 2

**ENCHANTMENTS:**

- **Arcane Focus:** 15% -> 10% magic damage
- **Flameburst Weapons:** no longer destroys corpses
- **Siege Magic:** 30% -> 20%
- **Artisan Armaments:** 50% -> 35%, now also affects support units
- **Spawnkin:** +15% damage/evasion -> +10%
- **Eternal Earth:** now also affects constructs

**REAVERS:**

- **Mana Forge:** 15/15 Prod/Mana -> 12/12
- **Lodestone Foundry:** 20/20 Prod/Mana -> 16/16
- **Extraction Nexus:** 10 gold/mana per SPI -> 8 gold/mana
- **Reaver Manufactorum:** 450/180 prod/gold cost -> 750/280

**Weekly Ascension Patch, this time with just a couple balance changes:**

- 
- **BRIMSTONE WITCH:**
- - Ashes to Ashes: FREE -> Leave One
- - Base HP: 105 -> 95 (-10 hp)
- - Brimstone Blast: damage: 25 -> 20, is now base again
- - Brimstone Eruption: fire damage: 42 -> 39
- - HERALD OF WAR: 16 -> 20 fire resistance
- 
- **PARAGON:**
- - Blessing of Sanctuary: Can no longer target enemies (bugfix)
- 
- **REAVERS:**
- - War Spoils: no longer heal the units that earned them
- 
- **FEUDAL:**
- - LORD SKILLS: now locked behind Undying Loyalty (which now costs 0 skill points), making it impossible to use Lord Skills WITHOUT playing Feudal.

**NEW UPDATE (yippee its been long enough):**

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- **Introducing 2 new Legendary units for T5 Order and T5 Materium:**
- 
- **ORDER: ZENIGHT KNIGHT:** Tier 6 Legendary unit that inflicts Frenzy onto enemies and grants the ability to apply Frenzy with abilities to friendly units.
- 
- **MATERIUM: EMPRESS SLAYER:** Tier 6 Legendary unit that (essentially) sacrifices army slots in your stacks in exchange for an ultra-powerful killing machine of a unit.
- 
- **NEW ENCHANTMENT: Demonic Fusion (Tome of the Demon Gate):** Grants your Magic Origin Units +4% damage for each friendly Demonkin unit on the field.