

This document contains only changes debated (or still under debate) after v1.29. To see changes accepted or dropped up to v1.29, please check [this document](#).

General changes

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General changes

ID	Change	Status	For	Against	Comment
GC03a	Touch abilities (Healing, Touch of Faith, Awaken, etc.) give once the tier of the unit using them (<i>was twice the tier</i>)	PBEM balance mod 1.31 (not yet	Hiliadan, marcuspers, El Lobo, Ezekiel, mahimka, keika, Fluksen, gladis, phirpo,	Blad_ua	This does not apply to Heroes and Leaders due to GC03

		implemented	Refineus, DrLight, Sin Arcain		
GC11b	Mind-controlled units cost more in upkeep:+50% gold / turn (was +25%)	PBEM balance mod 1.3	rickyroo, marcuspers, gladis, Hiliadan, DreadReapr, Lightform, Jean de Metz, xInt, Retromancer, phirpo, rrrrookie, Sin Arcain, keika	El Lobo, Skuns453Lirik902, Ezekiel, Zytozid, Henrysix, mahimka, keika	
GC18	T6 tech cannot appear in the research book until turn 20 (was: <i>can appear at any time</i>)	Under discussion	Hiliadan, jabst, gladis	marcuspers, Hellbrick, keika, El Lobo	To prevent Sage from being researched too early
GC23	Heroes and leaders now require more experience to level up, with 25% more time needed to reach level 5, +40% to reach level 9, +72% to reach level 13, +88% to reach level 15 and then +400 XP / level instead of +200 XP / level	Priority change	Hiliadan, Skuns453Lirik902, marcuspers, mauvebutterfly, Jean de Metz, xInt, Jonny Thunder (preferred to GC35), chiveicrook, Lightform, rickyroo, El Lobo	Ezekiel, Hellbrick (hero leveling nerfed enough), rrrrookie (lesser increase), gladis (make ability more expensive instead), Azktor, DarkRider (prefer GC02a), Saunatonnttu (prefer GC35), blackwill357, phirpo, keika	See full details in this XP table
GC28	Sphinx Temple's Greater Immolation affects 2 enemy units every round (was 1)	On hold	Hiliadan, marcuspers, mauvebutterfly, Jean de Metz, xInt, gladis, Skuns453Lirik902, chiveicrook, DarkRider, Lightform, Saunatonnttu, rickyroo, blackwill357 (decrease reward), Zaskow, Fluksen	Shakey, Tussell, Ezekiel, keika	Sphinx Temple (Legendary)

GC29	Hall of the Forefather's battle enchantment is Vengeful Totem: enemy units are affected by Glacial Totem and one enemy unit is hit by Vengeful Frost every turn	On hold	Hiliadan, marcuspers, mauvebutterfly, Jean de Metz, xInt, gladis, Skuns453Lirik902, chiveicrook, DarkRider, Lightform, rrrrookie, Saunatonntu, rickyroo, blackwill357 (decrease reward), Zaskow	Shakey, Tussell, Ezekiel, Fluksen (already hard without Frost resistance), keika	Hall of the Forefathers (Legendary) http://age-of-wonders-3.wikia.com/wiki/Temple_Vengeful_Frost
GC30	Ziggurat's battle enchantment is Filth Pith	On hold	Hiliadan, marcuspers (or Enchanted Thread), mauvebutterfly, Jean de Metz, xInt, Skuns453Lirik902, chiveicrook (something more thematic like Blood Pavillon), DarkRider, Lightform, Saunatonntu, rickyroo, blackwill357 (decrease reward), Fluksen	Shakey, Tussell, gladis (Bell Tower), Ezekiel, keika	Ziggurat (Mythical) http://age-of-wonders-3.wikia.com/wiki/Buildings#Racial_Defense_Buildings (Goblin's defensive building)
GC30a	All Ziggurats now provide the same rewards: one or two items picked among Legendary and Mythical items, and between 0 and 281 gold in average, depending on the rarity and number of items received: 0 gold if 2 Mythical items are received, 281 gold if 1 Legendary item is received (was between 26.8 and 51.3 gold in the non-Naga Ziggurat and between 300 and 393 in the Naga Ziggurat)	PBEM balance mod 1.3	Hiliadan, gladis, El Lobo, marcuspers, Fluksen, Henrysix, keika, mahimka, xInt	Ezekiel	<i>Delayed due to technical issues</i> <i>Technically speaking, Gold Reward Multiplier is set at 0 in "Ziggurat default DUPLICATE" in Structure_DLC2.rpk. Excess gold reward multiplier is set at 0.75 in all the reward sets of Ziggurat (two).</i>

GC31	Lost City's battle enchantment is Bell Tower	On hold	Hiliadan, marcuspers (or Enchanted Thread), mauvebutterfly, Jean de Metz, xInt, Skuns453Lirik902, DarkRider, Lightform, rrrrookie, Saunatonnttu, rickyroo, blackwill357 (decrease reward), Fluksen	Shakey, Tussell, gladis (FilthPith), Hellbrick (already hard), Ezekiel, keika	Lost City (Mythical) http://age-of-wonders-3.wikia.com/wiki/Buildings#Racial_Defense_Buildings (Human's defensive building)
GC32	Castle of the Lich King's Battle Enchantment is Lich King's Undying Army: all defenders have Undying and enemy units get 20% Spirit Weakness.	On hold	Hiliadan, marcuspers, mauvebutterfly (but add Undead slayer to limit Necro's ability to clear), Jean de Metz, xInt, gladis, Skuns453Lirik902, DarkRider, Lightform, rrrrookie, Saunatonnttu, rickyroo, blackwill357 (decrease reward)	Shakey, Tussell, Ezekiel, Fluksen, keika	Castle of the Lich King (Mythical)
GC35	Heroes get 2 XP for each melee and range attack that trigger three times and 4 XP for those which trigger once (<i>was 3 XP and 6 XP</i>). Leaders' XP gains are unchanged (3 and 6 XP).	Priority change	Jolly Joker, marcuspers, Hellbrick, gladis, Jean de Metz (for games with +2 heroes, not with +5 heroes), Saunatonnttu (preferred to GC23), chiveicrook, xInt	Hiliadan, Jonny Thunder (prefer GC23 because affect leader AND heroes), Ezekiel, blackwill357, keika	Aim: make heroes level up slower than leaders
GC40b	CP upgrade costs for heroes are reduced to $5+5+5+5+6+7+7 = 40$ in total to get to 85 CP (<i>was $5+5+7+7+7+9+9 = 49$</i>) Destabilized Mana Core costs 60 CP (was 50 CP)	PBEM balance mod 1.32 (not yet)	Hiliadan, Olop, Saunatonnttu, chiveicrook, Ezekiel, Tussell, SleepingDog, Fluksen, marcuspers,	Jonny Thunder, blackwill357, phirpo (5,5,5,6,7,7,8, no change to Mana Core), rickyroo, rrrrookie, El Lobo (not	

		implemented	xInt, Fluksen, keika (but Destabilised Core at 50 CP), mahimka, novograd, Refineus, DrLight, angrynarwhal, Blad_ua	convinced of need to change)	
GC41f	Stunning Touch costs 3 UP (<i>was 2</i>)	Priority change	Hiliadan, Hellbrick, Jean de Metz, marcuspers, gladis, DarkRider, chiveicrook, Jonny Thunder, Olop, rickyroo	Tussell (rarely take it), El_Lobo, xInt, Lightform, Gilafron, Shakey, Azktor, Saunatonnttu, Ezekiel, blackwill357, Zaskow, phirpo, rrrrookie	
GC41i	First Strike costs 4 UP (<i>was 3</i>)	Priority change	Hiliadan, Hellbrick (+ Inflict Enfeebling Fever at 4 UP), marcuspers, Jean de Metz, Olop, chiveicrook, gladis	Ezekiel, Tussell, Jonny Thunder, El Lobo, rickyroo, rrrrookie, blackwill357, phirpo, keika	
GC43b	Floating costs 5 UP (<i>was 4</i>)	Priority change	Hiliadan, Hellbrick, Jean de Metz, marcuspers, gladis, Jonny Thunder, Gilafron, Skuns453Lirik902, Olop, rickyroo, rrrrookie, Zytozid, keika, Retromancer	Tussell, El_Lobo, rrrrookie, Ezekiel, xInt, Shakey, Azktor, Saunatonnttu, blackwill357, phirpo	
GC43c	Swimming costs 4 UP (<i>was 3</i>)	Priority change	Hiliadan, Hellbrick, Jean de Metz, marcuspers, gladis, Jonny Thunder, Skuns453Lirik902, Olop, rickyroo,	Tussell, El_Lobo, rrrrookie, Ezekiel, xInt, Shakey, Azktor, Saunatonnttu, blackwill357, Gilafron	

			rrrrookie, keika, Retromancer		
GC44	Vow of Poverty costs 8 UP (<i>was 6</i>)	To be dropped?	Hiliadan, Hellbrick, Jean de Metz, gladis, Jonny Thunder, Shakey (or 7), rickyroo, phirpo, keika	marcuspers, Lightform (remain at 6), Tussell, El_Lobo, Olop, xInt, Azktor (Sustainable Warfare at 6 or both at 7), Skuns453Lirik902, rrrrookie, Saunatonnttu, blackwill357, Zytozid (7)	
GC48f	14 descriptions and Tome of Wonders pages are updated to correct imprecise or incorrect descriptions. Full list .	PBEM balance mod 1.3			
GC48g	13 descriptions and Tome of Wonders pages are updated to correct imprecise or incorrect descriptions. Full list .	PBEM balance mod 1.31 (not yet implemented)			
GC50d	True Resurrect costs 40 CP (<i>was 50 CP</i>)	PBEM balance mod 1.3 (not yet implemented)	Hiliadan, phirpo, El Lobo, Zaskow, marcuspers, Ezekiel, keika, Zytozid, Lightform, mahimka, xInt		Because now it cannot target units with Mind Control Immunity or heroes.
GC53	Draconian Charger, Dwarf Deepguard, High Elf Union Guard, Halfling Farmer, Human Hallebardier, Orc Impaler are available at Barracks (<i>was War Hall</i>). Guard House is unlocked by Barracks (<i>was War Hall</i>).	Priority change	gladis, marcuspers, xInt, rickyroo, Skuns453Lirik902 (apply to Goblin Butcher and Frostling Royal Guard too),	gabthegab, Hiliadan (prefers to add a Pikeman building between Barracks and War Hall; Pike at start of tourney game too strong), blackwill357, Fluksen	

			Zytozid, Jean de Metz, Saunatonnttu, Jonny Thunder, phirpo (separate mod)	(Charger too strong, others maybe but better at War Hall and instead boost anti-Flying/Floating), Henrysix, Badok, Ezekiel, rrrrookie, keika	
GC60	Battering Ram is T1 and has 4 gold upkeep, medals give it +2 HP (<i>was T2, 8 upkeep, +4 HP</i>)	PBEM balance mod 1.32 (not yet implemented)	gladis, rickyroo, marcuspers, El Lobo, Ezekiel, rrrrookie, Fluksen, keika, novograd, angrynarwhal, Blad_ua	Henrysix (Volunteer)	
GC60a	Battering Ram is T2 and has Volunteer (<i>was T1 in v1.32 and T2 in vanilla</i>)	Priority change	Henrysix, gladis, Ezekiel, rrrrookie, phirpo, keika (prefer GC60), Refineus, DrLight	Fluksen (GC60 first), Hiliadan	
GC61d	Flying and Floating units' regeneration is reduced by -12 HP/turn when starting their turn over Lava. Cannot Regenerate units (Machines, Undeads) are excluded.	PBEM balance mod 1.3	Hiliadan, marcuspers, El Lobo (but only -6), mahimka	Ezekiel	In practice, it might prevent them from gaining HP, but not let them lose HP
GC61e	Swimming now uses 4 MP/hex on the strategic map. Sea Creatures get Natural Swimming and still uses 3 MP/hex. Sea Creatures never take attack of opportunity (like units using Sprint).	PBEM balance mod 1.30	Fluksen, Hiliadan, marcuspers, xlnT, rickyroo, gladis, El Lobo, Henrysix, SleepingDog, Zaskow, rrrrookie, Retromancer	Ezekiel, phirpo (only attack of opportunity part), Zytozid, keika (only strategic map part)	
GC68	The list of the spells that can be pre-researched automatically when the game starts is: Global * Arch druid: One with the elements, Fertile domain.	Priority change	marcuspers, Jean de Metz, blackwill357, gladis, rickyroo, Ezekiel, Fluksen, keika	Hiliadan (prefers No starting skill), Zaskow (nuke and scout for all classes), rrrrookie	

	<ul style="list-style-type: none"> * Dreadnought: Mana fuel cells. * Rogue: Iron grip, Treasure raiding. * Sorcerer: Glyph of warding, Dread omen. * Necromancer: Animate ruins, Undead plague. * Theocrat: Beacon of faith, Paid absolution. * Warlord: Authority of the sword, Death march. o Tactical * Arch druid: Root spears * Dreadnought: Flash bang * Rogue: Poison blades * Sorcerer: Magic fist * Necromancer: Death ray * Theocrat: Smite * Warlord: Last stand, Lion's courage * Air: Suffocate * Creation: Bless * Destruction: Killer instinct * Earth: Stoning * Fire: Fireball * Water: Vengeful frost * Wild magic: Warp equipment 		(Holy Cure instead of Bless, Killer Instinct removed), El Lobo (except Authority of the Sword)		
GC69	<p>Mana upkeep of units and spells are modified as follow (+75% for each tier, rounded):</p> <ul style="list-style-type: none"> -7 mana: T1 units, Summon Wild Animal, Summon Cherub, Summon Grimbeak Crows, Summon Spy Drone, Summon Wisp, Summon Dire Penguin (was 9), Summon Lost Soul (was 10), Summon Zephyr Bird (was 12), Summon Kobold (was 6) -12 mana: T2 units, Summon Banshee, Summon Phantasm Warrior, Summon Hell Hound (was 12), Summon Lesser Elemental (was 15), Summon Baby Kraken (was 9) -21 mana: T3 units (was 22), Summon Air Elemental, Summon Earth Elemental, Summon Feathered Serpent, Summon Fire Elemental, Summon Frost Elemental, 	Dropped	Hiliadan, rickyroo, marcuspers, El Lobo, rrrrookie, gladis (but T1 at 8 mana), xInt (concerned for AD); novograd, keika (concerned for AD T1 too cheap with -25%); Sin Areain (except Lost Soul 8 mana, no change to T2, Summon Water Nymph at 15); Refincus (Kobold at 5, Baby	phirpo, Henrysix, Fluksen (current cost better especially for T1), Ezekiel	See http://aow.triumph.net/forums/topic/balancing-mana-upkeeps/ and http://aow.triumph.net/forums/topic/is-it-normal-that-mana-upkeep-of-evolved-spider-and-serpents/#post-251894

	<p>Summon Blight Elemental (was 18), Summon Node Serpent (was 22)</p> <ul style="list-style-type: none"> -38 mana: T4 units, Summon Dread Reaper, Summon Eldritch Horror, Summon Horned God, Summon Arch Angel, Summon Chthonic Guardian, Summon Fallen Angel (was 36), Summon Bone Dragon, Summon Obsidian Dragon, Summon Phoenix (was 32) -13 mana: Summon Eldritch Animal (was 12; 9/10 T2 and 1/10 T3) -15 mana: Summon Fantastic Creature (was 16; 4/6 T2 and 2/6 T3) -17 mana: Summon Water Nymph (was 9; 50% T2, 50% T3) -25 mana: Summon Gargantuan Animal (was 28; 7/9 T3 and 2/9 T4) 		<p>Kraken at 6), DrLight</p>		
<p>GC69a</p>	<p>Mana upkeep of units and spells are modified as follow (+75 % for each tier, rounded, except between T1 and T2):</p> <ul style="list-style-type: none"> - 8 mana : T1 units, Summon Wild Animal, Summon Cherub, Summon Grimbeak Crows, Summon Spy Drone, Summon Wisp, Summon Dire Penguin (was 9), Summon Lost Soul (was 10), Summon Zephyr Bird (was 12), Summon Kobold (was 6) - 12 mana: T2 units, Summon Banshee, Summon Phantasm Warrior, Summon Hell Hound (was 12), Summon Lesser Elemental (was 15), Summon Baby Kraken (was 9) - 21 mana: T3 units (was 22), Summon Air Elemental, Summon Earth Elemental, Summon Feathered Serpent, Summon Fire Elemental, Summon Frost Elemental, Summon Blight Elemental (was 18), Summon Node Serpent (was 22) - 38 mana: T4 units, Summon Dread Reaper, Summon Eldritch Horror, Summon Horned God, Summon Arch Angel, Summon Chthonic Guardian, Summon Fallen Angel (was 36), Summon Bone Dragon, Summon Obsidian Dragon, Summon Phoenix (was 32) 	<p>PBEM balance mod 1.32 (not yet implemented)</p>	<p>Hiliadan, rickyroo, marcuspers, El Lobo, rrrrookie, gladis, xlnt (concerned for AD), novograd, keika, Sin Arcain (no change to T2), Refineus (Kobold at 5, Baby Kraken at 6), DrLight (except Baby Kraken, Water Nymph, Eldritch Animal), novograd, Refineus (except Baby Kraken, Water Nymph), angrynarwhal (except Baby Kraken)</p>	<p>phirpo, Henrysix, Fluksen (current cost better), Ezekiel, mahimka (T4 too expensive)</p>	

	<ul style="list-style-type: none"> - 13 mana: Summon Eldritch Animal (was 12; 9/10 T2 and 1/10 T3) - 15 mana: Summon Fantastic Creature (was 16; 4/6 T2 and 2/6 T3) - 15 mana: Summon Water Nymph (was 9; 50% T2, 50% T3 - should be 17 but reduced to 15) - 25 mana: Summon Gargantuan Animal (was 28; 7/9 T3 and 2/9 T4) 				
GC70a	Trolls are removed from the defender sets of Great Farms (in effect replaced by Ogres)	PBEM balance mod 1.31 (not yet implemented)	Hiliadan, marcuspers, El Lobo, Ezekiel, mahimka, keika, Fluksen, gladis, Sin Arcain, phirpo, Refineus, DrLight		
GC71	Immolating Touch costs no action point and has a 2 turn cooldown (<i>was takes all remaining AP and once per battle</i>)	Priority change	rickyroo, marcuspers, phirpo, Henrysix, gladis, xInt	Fluksen (keep once per battle), Hiliadan (as Fluksen), Ezekiel (as Fluksen)	
GC76	Item Rack's item reward rarity depends on the strength of the defenders: <ul style="list-style-type: none"> - Very Weak & Weak Defenders: Common items - Average: Strong items - Strong and Very Strong: Epic items (in modding terms, it's split it into 5 different adventure sets) <i>(was 1 reward set with all items available, and value of items linked to defenders' strength)</i>	PBEM balance mod 1.3	rickyroo, gladis, El Lobo, Hiliadan, Fluksen, keika, Lightform, mahimka, xInt	marcuspers (also have Legendary items for best defender sets)	
GC77	Siege Workshop (<i>was Master' Guild</i>) gives Repair Machine to Builders built in the city.	PBEM balance mod 1.3	Hiliadan, phirpo, El Lobo, marcuspers, Fluksen, keika, gladis (reduce to 15 HP or combat-only), Ezekiel,		

			Zytozid, xInt, Sin Arcain, Saunatonnttu		
GC78	Trolls are no longer given as Dungeon rewards	PBEM balance mod 1.32 (not yet implemented)	Hiliadan, phirpo, El Lobo, marcuspers, Fluksen, gladis, Zytozid, xInt, Saunatonnttu, novograd, Refineus, DrLight	keika (Naga Dwelling also gives Regrowth through Quests), Ezekiel, angrynarwhal	
GC79	Obsidian Armor of the Black Knight gives 40% Blight, Fire, Frost, Shock, Spirit Protection and +2 Defense <i>(was 60% light, Fire, Frost, Shock, Spirit Protection and +3 Defense)</i>	PBEM balance mod 1.3	Hiliadan, marcuspers, gladis (+ only 3x40% or one 60% weakness), Iguana-on-a-stick, phirpo, El Lobo (and only +1 def), Fluksen, keika, Zytozid, xInt, novograd, Sin Arcain, Saunatonnttu		19
GC80	Frost Wyvern Egg, Fire Wyvern Egg, Cursed Egg are Legendary <i>(was Epic)</i>	PBEM balance mod 1.3	Hiliadan, marcuspers, gladis, El Lobo, Fluksen, keika, xInt, novograd, Sin Arcain	phirpo	110
GC81	Draconian Diet Dish is Legendary <i>(was Mythical)</i>	PBEM balance mod 1.3	Hiliadan, marcuspers, gladis, Iguana-on-a-stick, El Lobo, Fluksen, keika, xInt, Sin Arcain	phirpo	111
GC82	Wooden Walls cost 90 gold <i>(was 100 gold)</i>	PBEM balance mod 1.3	phirpo, Hiliadan, El Lobo, marcuspers, Fluksen, keika, gladis, Ezekiel, Sin Arcain		#137

GC83	Builder's Hall (<i>was Siege Workshop</i>) unlocks the racial defensive building (e.g. Filth Pit for Goblins)	PBEM balance mod 1.3	Hiliadan, phirpo, marcuspers, Ezekiel, keika, Fluksen, Zytozid, gladis, Jean de Metz	El Lobo, xlnt, mahimka	
GC84	Builders have a new ability, Repair Wall: touch ability which heals 25 HP to a wall	PBEM balance mod 1.3	phirpo, El Lobo, marcuspers, Ezekiel, Fluksen, gladis, mauvebutterfly, Zytozid		Need to check behaviour (still retreat? repair enemy's walls?)
GC85	Siege Workshop costs 130 gold (was 150 gold)	PBEM balance mod 1.3	phirpo, El Lobo, marcuspers (caution : Dwarves at 80 gold), Ezekiel, keika, Fluksen, gladis, Jean de Metz, Sin Arcain	Hiliadan, xlnt	
GC86	Miraculous Lizardman Breeches is Epic (<i>was Legendary</i>)	PBEM balance mod 1.31 (not yet implemented)	Hiliadan, marcuspers, El Lobo, Ezekiel, Fluksen, Sin Arcain, phirpo, Refineus, DrLight		Worth 5 hero upgrade points : -3 for 60% Frost Weakness, +3 for Swimming, +2 for Wetland Concealment (?), +2 for Water Concealment (?) and +1 for Wetland Walking. And 5 UP items are Epic (4-5 UP) or Legendary (5-6 UP), see https://steamcommunity.com/app/226840/discussions/0/343788552537901140/?ctp=2#e3393916911752471930

GC87	Scrolls of Knowledge can no longer be found less than 15 hexes from starting location	PBEM balance mod 1.31 (not yet implemented)	Hiliadan, marcuspers, El Lobo, mahimka, keika, Fluksen, gladis, Sin Arcain, Blad_ua, phirpo, Refineus, DrLight	Ezekiel	
GC88	Domain of Corruption, Killer Instinct, Summon Dire Penguin can no longer be rewards from Forbidden Sanctum	PBEM balance mod 1.31 (not yet implemented)	Skuns453Lirik902, Jean de Metz, gladis, El Lobo, Zaskow, Hiliadan, marcuspers, Ezekiel, keika (also Summon Water Nymph), Fluksen, Sin Arcain, Blad_ua, phirpo (as keika), Refineus, DrLight	rrrrookie (to reconfirm), El Lobo, mahimka	
GC89	Advanced Logistics reduce the cost of movement of road to 2 only for Machine units. Non-Machine (Goblins, Orcs, Feys, etc.) units get +4 MP	Priority change	Ezekiel, mahimka, gladis	El Lobo, Fluksen (+4 MP should not apply to Flying units), keika (actually nerf for Machines as they don't get +4MP and +4MP has consequences in tactical), Hiliadan	
GC90	A new Speed setting is introduced: Fast Population: City Growth requirement are 75% normal (but research cost of skills is unaffected)	PBEM balance mod 1.32 (not yet implemented)	Hiliadan, El Lobo, marcuspers, mahimka, Ezekiel, Sin Arcain, novograd, keika, Blad_ua	Refineus, DrLight	187
GC91	Basket of the Roadside Picnic (+6 HP regeneration) is Common (was Strong)	Priority change	Hiliadan, El Lobo, marcuspers, mahimka, Ezekiel		190

<p>Dead Man Boots (+1 defense, 20% Spirit Weakness) is Common (was Strong)</p> <p>Skilled Adventurer's Slingshot (Slingshot, Animal Slayer) is Strong (was Epic)</p> <p>Sagna's Repair Tool (Repair Machine) is Strong (was Epic)</p> <p>Staff of the Ice Queen (Freezing Touch, Ice Nova) is Legendary (was Mythical)</p>				
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Classes

Archdruid

ID	Change	Status	For	Against	Comment
AD01a	Call Beast Hordes summon 6 animals per round during 2 rounds with the following chances to summon units of certain tier: T1 – 45%, T2 – 35%, T3 – 20% <i>(was 4-5 animals per round for 4 rounds and T1 – 43%, T2 – 30%, T3 – 20%, T4 – 7%)</i>	Priority change	Lightform, Gilafon, marcuspers, Jean de Metz, xInt, Skuns453Lirik902, El_Lobo, Saunatonnttu, rrrrookie, Fluksen	Tussell, Hiliadan (4-5 animals for 4 turns), Ezekiel (reduce to 3 turns), rickyroo (4 animals, 3 turns, no T3 and T4), blackwill357, keika	
AD03	Archdruid Heroes and leaders cannot choose Healing at level 9 any more	Under discussion	AIXStormrage, mauvebutterfly, Jonny Thunder, keika	Zaskow, Ezekiel, Fistandantilus (prefer GC06), cbower, Tussell, Hiliadan (Healing is now once per battle with GC06), Fluksen	

AD06b	Lesser Befriend Animal and Befriend Animal have strength 9 (<i>was 10</i>) and 11 (<i>was 12</i>) respectively	Priority change	Skuns453Lirik902, mauvebutterfly, Jean de Metz, gladis, Fluksen, keika, Sin Arcain	Ezekiel (but if implemented, should be with Ro16b and Th08b), Hellbrick, Hiliadan, novograd	This impact leaders, heroes, Shamans, Nymphs, etc.
AD08a	Orc Hunters cost 75 gold (<i>was 80</i>) and have Sprint	Priority change	Zaskow, Starfleck, DreadReapr, Skuns453Lirik902, gladis, Shakey, Azktor, xlnt, Zytozid, phirpo, keika	Hiliadan, Evgendil, Fistandantilus (Sprint too much), mauvebutterfly, marcuspers, rrrrookie, Lightform, Ezekiel (80 Sprint)	
AD16	Mature Serpents are T2 and their stats are lowered and King Serpents are T3 and their stats are lowered. In details: Mature Reed Serpents have Inflict Noxious Vulnerability inherent (like Babies) and gain Inflict Severely Poisoned on Silver. Mature Shock Serpents have Inflict Shock inherent and gain Inflict Stun on Silver King Reed Serpents gain Fearsome on Elite (<i>was on recruit and Charge on Elite</i>) King Shock Serpents gain Static Shield on Elite (<i>was on recruit and Charge on Elite</i>) King Serpents do not have Mind Control Immunity any more. Naga building's March of the Serpents gives +1 rank to (<i>was none</i>) to produced Serpents	Under discussion	gladis, Lightform (without AD14), AIXStormrage, Jean de Metz, keika (MCI on King Shock Serpent, rework sites with serpents)	Hiliadan (prefer AD10, AD10a and AD12), mauvebutterfly (prefer slower evolutions), gabthegab, marcuspers, Hellbrick (would make them useless because too slow), Fluksen	
AD18b	Call Ancestral Spirits costs 26 CP and mana (<i>was 20</i>).	Priority change	rickyroo, marcuspers, gladis, Hiliadan, Skuns453Lirik902, xlnt, Fluksen	El Lobo (26 CP too much), Ezekiel, Lightform, phirpo, rrrrookie, keika (25 CP)	
AD19	Twisting Roots cannot start researched	Priority change	Zaskow, gladis, Skuns453Lirik902, phirpo, rickyroo, gladis,	Hiliadan, marcuspers, El Lobo, Ezekiel	

			Fluksen, keika		
AD20a	One with the Elements: 50 CP to disjunct (<i>was 60 CP to disjunct</i>)	PBEM balance mod 1.3	Hiliadan, Zaskow, marcuspers, gladis, Fluksen, keika, Sin Arcain, xlnt	El Lobo, phirpo	
AD20c	Sunburst: deals 20 fire damage (<i>was 15 fire damage</i>)	PBEM balance mod 1.3	Hiliadan (60 CP), Zaskow, El Lobo, marcuspers, gladis, Fluksen, keika, Sin Arcain, xlnt	phirpo	
AD20d	Nature's Eyes: 70 CP to cast, 70 CP to disjunct (<i>was 80 CP, 100 CP to disjunct</i>)	PBEM balance mod 1.3	Hiliadan, Zaskow, El Lobo, marcuspers, gladis, Fluksen, keika (lower upkeep), Sin Arcain, xlnt	phirpo, keika	
AD20e	Thorn Hedge Walls: 60 CP to cast, 60 CP to disjunct (<i>was 120 CP, 120 CP to disjunct</i>)	PBEM balance mod 1.3	Hiliadan, Zaskow, El Lobo, marcuspers, gladis (Wild Growth at 50 CP), Fluksen, Sin Arcain	phirpo	
AD20f	- Fertile Domain: 40 CP to disjunct (<i>was 50 CP to disjunct</i>) - Insect Plague: 20 upkeep, 50 CP to cast, 50 CP to disjunct (<i>was 15 upkeep, 60 CP, 50 CP to disjunct</i>) - Poison Domain: 50 CP to cast, 50 CP to disjunct (100 CP, 110 CP to disjunct) - Wild Growth: tier III, 220 RP, 40 CP to cast (<i>was tier IV, 350 RP, 60 CP</i>) - The Wild Hunt: 80 upkeep, 450 CP to disjunct (<i>was 64 upkeep, 500 CP to disjunct</i>)	PBEM balance mod 1.3	Hiliadan, Zaskow, El Lobo, marcuspers, gladis (Wild Growth at 50 CP), Fluksen, Sin Arcain, xlnt	phirpo, keika (Poison Domain add minor battle enchantment or damage when in domain; same for similar spells)	

AD21	Henge is required to produce Shaman (was Arch Druid's Dolmen)	PBEM balance mod 1.31 (not yet implemented)	El Lobo, mahimka, marcuspers, gladis, Fluksen, keika, Blad_ua, Refineus, Sin Arcain, Ezekiel (but reduce cost or only gold cost)	Hiliadan, DrLight, Rippjack	
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Dreadnought

ID	Change	Status	For	Against	Comment
Dr04a	Engineers have Emergency repair on recruit <i>(was on Elite)</i>	Under discussion	BBB, Zaskow, Starfleck, Lykus, Jean de Metz, Fluksen, keika (but remove Maintenance)	Hiliadan (on Veteran or Expert), Fistantutilus (prefer Dr04), mauvebutterfly (prefer Dr04), gladis, marcuspers	To replace Dr04
Dr04b	Engineers have the touch ability Lesser Overload: give +20% damage to target machine or Musketeer until end of combat, but the unit has a chance (physical strength: 7) to be stunned for 2 rounds after attacking.	On Hold	BBB, Hiliadan, marcuspers, Zaskow, Domino25, AlXStormrage (but no need to stun), gabthegab, Fistantutilus, gladis (only on machine), Skuns453Lirik902, Jonny Thunder, rickyroo (but no stun), Fluksen	DreadReapr, mauvebutterfly (keep them working with machine + would be too big buff), Jean de Metz, Ezekiel, blackwill357, keika	To replace Dr04
Dr04d	Engineers have Lesser Overload: give +20% damage to target	Under	Domino25, Hiliadan,	Fistantutilus (prefer	Variant of Dr04b but

	machine or Musketeer until end of combat, but has a 35% chance to be stunned for 2 rounds after attacking.	discussion	Ezekiel (35% maybe high), gladis (only on machines), marcuspers, Zaskow (as gladis), Fluksen	Dr04b), mauvebutterfly (see Dr04b), keika	with a fixed chance of getting stunned (not to favour Dwarf Dread)
Dr04e	Engineers have Lesser Overload: give +20% damage to target machine or Musketeer until end of combat, but has a 35% chance to be stunned for 2 rounds after attacking. When Produce Flame Tank is researched, Lesser Overload gives +10 damage instead of +20% damage.	Under discussion	Domino25, Hiliadan, Zaskow (as gladis), Fluksen	Fistandantilus (prefer Dr04b), mauvebutterfly (see Dr04b), gladis, marcuspers, keika	
Dr04f	Engineers have Lesser Overload: give +20% damage to target machine or Musketeer until end of combat, but has a 35% chance to loses 10 HP after attacking.	Dropped	Domino25, Hiliadan, Zaskow (as gladis)	Fistandantilus (prefer Dr04b), mauvebutterfly (see Dr04b), gladis, marcuspers, Fluksen (too strong with Dr04a), keika	
Dr04g	Engineers are Support (was Irregular) and thus also have True Sight	Under discussion	Domino25, AIXStormrage, Fistandantilus, marcuspers	Hiliadan, gladis, Fluksen, keika	
Dr04h	Engineers have Provide Lesser Force Field Device: once per battle, it gives the ability "Lesser Force Field" to a touched unit. Lesser Force Field: the unit can get 40% resistance from Fire, Lightning and Cold for 3 turns once per battle, for 0 action point	Dropped	Domino25, Hiliadan (but need a cost increase of Engineers)	Fistandantilus (give too much), mauvebutterfly (see Dr04b), gladis, marcuspers, Fluksen (1 AP and on Elite), keika	
Dr09	Musketeer costs 75 gold, 15 mana (<i>was 80 gold, 20 mana</i>)	PBEM balance mod 1.32 (not yet implemented)	Zaskow (if not buffed), Lykus, Starfleck, Dementrophobic, gladis (if not buffed), Jean de Metz, Fluksen, keika, Sin Arcain,	Hiliadan, Fistandantilus, mauvebutterfly, marcuspers	

			novograd, Refineus, DrLight, angrynarwhal, Blad_ua		
Dr10	-20 Research cost for Musketeer and -20 for Golem and +40 for Cannons	PBEM balance mod 1.32 (not yet implemented)	Hiliadan, Starfleck, Fistantantilus, gladis, Jonny Thunder, Fluksen, keika (even without +40 RP for Cannons), El Lobo (preferred to Dr10a), Ezekiel, novograd, Refineus, DrLight, angrynarwhal, Blad_ua	Zaskow, Dementrophobic, marcuspers, Jean de Metz (to avoid Golem tech rush)	Goal: allow a faster transition to mid-game for Dread
Dr10a	-40 Research cost for Musketeer and +40 for Cannons	Priority change	Domino25, Ezekiel, Skuns453Lirik902, Shakey, rrrrookie, Azktor, Fluksen (switch Engineers - make them T2 - and Musketeers), Zytozid, phirpo	Hiliadan, Fistantantilus (prefer Dr10), marcuspers, Jean de Metz, Fluksen (prefer Dr10), keika	
Dr15	Dreadnought heroes and leaders can now choose Mechanised Field Medic, a strategic healing for Machines, at level X for Y points	To be dropped?	AlXStormrage, Starfleck, gladis, marcuspers, Jean de Metz, Skuns453Lirik902, Shakey, rrrrookie, Azktor, Zytozid, rrrrookie, Fluksen	Hiliadan, Ezekiel, BBB, Fistantantilus, mauvebutterfly, phirpo	
Dr16	Dreadnought can research the Empire Upgrade 'Mechanized Warfare' for XX RP (tier YY): all machines now spend 2 move points while walking on plains and roads.	Under discussion	Zaskow, Domino25 (but road only and not only for machines),	Hiliadan, marcuspers (or road only), Fistantantilus, mauvebutterfly, keika	

			gladis (but road only T3/T4 machines only + reduction of base MP), Jonny Thunder (road only), Jean de Metz, Hellbrick (road only + make roads cheaper to build), Fluksen (road only, not too cheap)		
Dr18a	<p>Dreadnought heroes can choose Gas Masks at level 7 for 5 points: units in the stack led by this unit get 40% Blight Protection and are immune to Choking Fumes and Suffocate. Undead, Elemental, Machines and Incorporeal are not affected.</p> <p>Choking Fumes target all units on the battlefield when it is cast and gives them Choking until end of battle (was a battlefield enchantment and could be disjuncted to remove Choking). The Choking ability is a blight passive debuff: it can be removed by Cure Disease or Dispel Magic (the AI cannot use Dispel Magic on it to avoid it wasting its CP on it).</p> <p>Magma Forge casts Choking Fumes every turn (the battle enchantment can be disjuncted to prevent Choking Fumes to be cast every turn but units will keep Choking, except if cured or dispelled).</p>	Priority change	Hellbrick, Jean de Metz, marcuspers, rrrrookie, Skuns453Lirik902, Hiliadan, Zytozid (add Gas Mask as item or Arcane Forge), chiveicrook, gladis (2-3 turns duration of Choking, blight check?), Zytozid, Saunatonnttu, Jonny Thunder, Fluksen	El Lobo (for the Dreadnought ability but against the Magma Forge change), rickyroo, blackwill357, phirpo, Ezekiel, keika	Use [Tactical unit effet: Property] with [AI allow dispel] set to False
Dr20	<p>Bomb Squad gives Self Destruct (was Explosive Death) to Draconian, Dwarf, Frostling, Halfling, High Elf, Human, Goblin, Orc, and Tigran units in the stack led by this hero: units with Self Destruct can sacrifice themselves to cause 10 physical damage and 10 fire damage to units adjacent to them. Bomb Squad costs 8 points (was 5).</p> <p>The AI cannot use this ability.</p>	Priority change	Hiliadan, Hellbrick (Self Destruct AND Explosive Death), marcuspers, gladis, chiveicrook, Gilafron, Ezekiel, Olop, rrrrookie, Saunatonnttu (same as Hellbrick), rickyroo, Fluksen (and	Shakey, Azktor, Skuns453Lirik902 (add it as new ability not replacement of Bomb Squad), blackwill357, Jonny Thunder, Zaskow (AI can't use), phirpo, xInt, keika	

			Machines, and keep Explosive Death; no corpse left), Henrysix (as Fluksen), SleepingDog		
Dr21b	Inject Mana Fuel is Once per battle and cannot be dispelled (<i>was has cooldown “ and can be dispelled</i>).	Priority change	Jean de Metz, Hellbrick, marcupers, phirpo, Ezekiel, Fluksen, xlnt, rrrrookie, Retromancer	Hiliadan (prefer Dr21c), rickyroo, keika	
Dr24	Advanced Seafaring unlocks Night Vision Sensor, a T3 tech costing 220 RP that gives Spy Drones Night Vision and is necessary to unlock Advanced Logistics. Advanced Logistics costs 600 RP (was 800 RP).	Priority change	Hiliadan, Skuns453Lirik902, marcupers (in another tech tree, available early game), Jean de Metz, chiveicrook, rickyroo, gladis, Henrysix, rrrrookie	blackwill357 (+2 MP, +1 or +2 mana upkeep, available via early Empire Upgrade), El Lobo (800 RP for Advanced Logistics), Zaskow (with Advanced Logistics and increased cost), phirpo (Night Vision for all scouting units, at least on Bronze), SleepingDog (base Night Vision), Ezekiel (requires only Basic Seafaring), Fluksen (Night Vision by default), xlnt	
Dr26	Dreadnought’s Foundry generates +5 gold/turn.	Priority change	Jean de Metz, gladis, marcupers, Skuns453Lirik902, El Lobo, chiveicrook, Zaskow, SleepingDog, xlnt, rrrrookie, Fluksen	blackwill357, rickyroo, Hiliadan (Dr23 implemented), Ezekiel, keika	
Dr30	Produce Engineer is Tier II and costs 140 RP, Produce Musketeer is Tier I and costs 60 RP (<i>was the opposite</i>).	Priority change	blackwill357, Fluksen, BBB, raphael666,	Ezekiel, Henrysix, phirpo	E4

	Engineers are T2, have 45 HP, 11 defense, 9 resistance, costs 80 gold, 10 mana (<i>was T1, 40 HP, 10 def, 8 res, 65 gold and 10 mana</i>). Musketeers are T1, have 36 HP, 10 defense, 8 resistance, costs 65 gold and 5 mana (<i>was T2, 45 HP, 11 defense, 9 resistance, costs 80 gold and 10 mana</i>).		gladis, Hiliadan, marcuspers, xInt, Lightform, Fluksen, rrrrookie		
Dr32	Side Arms is a strategic spell costing 10 CP and mana and giving Cavalry units within the controlled stack (cannot be used on allies) Fire Pistol for 2 strategic turns (<i>was an Empire Upgrade giving all Cavalry units Fire Pistol permanently</i>).	Priority change	Hiliadan, phirpo, El Lobo, marcuspers, Ezekiel, Fluksen (but skeptical), xInt	Zytozid, keika	
Dr33	Mana Fuel Cells: 20 CP to disjunct, 15 upkeep (was 40 CP to disjunct, 20 upkeep)	PBEM balance mod 1.3	Hiliadan, Zaskow, El Lobo, marcuspers, phirpo, keika, gladis, Fluksen, mauvebutterfly, Jean de Metz, Sin Arcain, Zytozid		
Dr33b	- Suppress Nature: 60 CP to cast, 60 CP to disjunct (was 100 CP, 120 CP to disjunct) - I also feel the upkeep is too high (40 mana/turn), but since the overall aim is to increase upkeep, I'm not touching it. - The Great Mobilization: 100 upkeep, 450 CP to disjunct (was 80 upkeep, 500 CP to disjunct)	PBEM balance mod 1.3	Hiliadan, Zaskow, El Lobo, marcuspers, keika (upkeep Suppress Nature too high), gladis, Fluksen, mauvebutterfly, Jean de Metz, Sin Arcain, Zytozid	phirpo	
Dr33c	Dragon Oil: 60 CP to cast, 60 CP to disjunct (was 120 CP, 120 CP to disjunct) - like Thorn Hedge Walls	PBEM balance mod 1.3	Hiliadan, Zaskow, El Lobo, marcuspers, keika, gladis, Fluksen, mauvebutterfly, Jean de Metz, Sin Arcain, Zytozid	phirpo	

Dr34	Flash Bang (Dreadnought spell) is replaced by Flash Bomb (if unsuccessful, reduces the mp of the targeted unit by 25%) and costs 7 CP (was 8 CP)	PBEM balance mod 1.31 (not yet implemented)	phirpo, El Lobo, gladis, Ezekiel, Hiliadan, marcuspers, keika, Fluksen, Sin Arcain, Refineus, Blad_ua, DrLight		
Dr35	Weapon Kit costs 7 CP (was 8 CP)	PBEM balance mod 1.31 (not yet implemented)	phirpo, El Lobo, gladis, Hiliadan, Ezekiel, marcuspers, keika, Fluksen, Sin Arcain, Refineus, Blad_ua, DrLight		

Necromancer

ID	Change	Status	For	Against	Comment
Ne01c	Stiffen Limb has a strength 13 Physical check (was Spirit check)	Priority change	marcuspers, blackwill357, Hiliadan, gladis, Zaskow, phirpo (but check higher than v1.26), SleepingDog, rrrrookie	Skuns453Lirik902, Jean de Metz, Ezekiel, Fluksen, xlnt	Makes more lore sense and avoid Strong Will units being immune
Ne05c	Greater Reanimate Undead costs 8 (<i>was 6</i>)	Under discussion	mauvebutterfly, marcuspers, SeeR, Sin Arcain	Fistandantilus (need to test other changes and evaluate them first), Hiliadan, Hellbrick (prefer Ne05h), Jean de Metz, keika	(or 15?)

Ne05f	Greater Reanimate Undead can be chosen at level 9 (<i>was level 7</i>)	To be dropped?	mauvebutterfly, Skuns453Lirik902, gladis, Shakey, Azktor, Sin Arcain	Fistandantilus, marcuspers, Hiliadan, Hellbrick (prefer Ne05h), Jean de Metz, Ezekiel, chiveicrook (prefer Ne05i and cost adjustment), xInt, keika	(or 11 or 13)
Ne05j	Lesser Reanimate Undead and Greater Reanimate Undead reanimate their target only until the end of the battle and have cooldowns of 4 turns (<i>was no cooldown and reanimate for ever</i>)	Under discussion	jabst, Lightform (preferred to Ne05h and Ne05i), marcuspers, Sin Arcain	Tussell, Jean de Metz, keika, Hiliadan	
Ne05k	Lesser Reanimate Undead and Reanimate Undead brings back to life the corpse of target valid unit (<i>was give Undying to target valid unit</i>)	Priority change	rickyroo, marcuspers, phirpo, gladis, Sin Arcain	rrrrookie, Ezekiel, keika	Revert Ne05h
Ne06	Add a new “Lesser Inflict Ghoul Curse” skill with attack strength 9 and able to ghoul only one unit per battle available at level 9 for 7 points, and make it a prerequisite to choose “Inflict Ghoul Curse” moved to level 13 for 8 points. “Inflict Ghoul Curse” needs the tech “Produce Death Bringer” to be researched in order to be active	Dropped	AIXStormrage, Fistandantilus, ebower	Hiliadan, mauvebutterfly (ok to tie it to “Produce DB” but not the rest), marcuspers, Tussell, Jean de Metz, keika	Change implemented through mod by ebower
Ne06i	Necromancer heroes and leaders can choose Ghouling Strike at level 11 (<i>was 9</i>) for 8 points (<i>was 7</i>).	Priority change	rickyroo, marcuspers, gladis (level 9 for 8 UP), Hiliadan, Sin Arcain	El Lobo, Skuns453Lirik902, Ezekiel, phirpo, rrrrookie, keika	
Ne07	Necromancer heroes and leaders can choose Convert Undead at level 7 for 5 points (<i>was level 5 for 5 points</i>)	Under discussion	Dementrophobic, DreadReapr, mauvebutterfly, marcuspers, gladis, keika, Sin Arcain	AIXStormrage (level 5 but ok for 5 points), Fistandantilus (prefer Ne07a), Hiliadan, Jean de Metz (level 5 but ok for 5 points)	

Ne11	Necromancer heroes and leaders can choose Heal Undead at level 1 for 3 points	To be dropped?	marcuspers (but need to test), cbower, Lightform, gladis, Jonny Thunder, Jean de Metz, Shakey, rrrrookie, Azktor, Fluksen, Zytozid	Hiliadan (undead have no regeneration), Ezekiel (reduce heal to 20 HP), jabst, AIXStormrage, Gilafron (or also add a healing aura for Undead for Necro), Skuns453Lirik902, mauvebutterfly, DreadReapr, Hellbrick, chiveicrook (same as Gilafron), xlnt, phirpo	
Ne13c	Raise Corpse reanimate units without any medal	PBEM balance mod 1.2 (not implemented)	jabst, Hiliadan, Lightform, gladis, mauvebutterfly, marcuspers, xlnt, Skuns453Lirik902, rrrrookie	Jean de Metz	Not implemented for technical reason
Ne14	Devour Corpse heals 20 HP (was 25 HP)	PBEM balance mod 1.32 (not implemented)	Hiliadan, gabthegab, marcuspers, xlnt, gladis (maybe not applied to heros at first), Gilafron, Tussell, Olop, Jonny Thunder, Saunatonnttu, rickyroo, blackwill357, keika, El Lobo, Sin Arcain, novograd, Refineus, angrynarwhal	Ezekiel, Hellbrick, Jean de Metz, Skuns453Lirik902, Azktor, DarkRider, rrrrookie, El Lobo, Zaskow, phirpo, DrLight	
Ne19	Whispers of the Fallen's casting cost and upkeep cost are increased	Under discussion	jabst, marcuspers, Hellbrick (80/20?), gladis, Sin Arcain	Hiliadan (prefer Ne18), mauvebutterfly, Ezekiel, Jean de Metz	
Ne21	Ghouled cities can be Plundered and Hasty Plundered (was only possible to Purify, Raze or - if playing Necro - Migrate them)	On hold	Skuns453Lirik902, Hiliadan, Hellbrick, marcuspers, rickyroo,	keika (can be abused with Animate Ruins)	Not technically feasible

			Ezekiel, El Lobo, Zytozid, blackwill357, SeeR, phirpo, Sin Arcain		
Ne23	Dark Ritual spawns 2 Cadavers and costs 40 CP (was 3 Cadavers and 40 CP)	PBEM balance mod 1.32 (not implemented)	Hiliadan, Skuns453Lirik902, marcuspers, Jean de Metz, gladis, rickyroo, rrrrookie, keika, El Lobo, Sin Arcain, novograd, Refineus, angrynarwhal	chiveicrook (20 CP for 1?), blackwill357 (50CP, 3 at 75% HP), phirpo, Ezekiel, DrLight	Raise Militia costs 30 CP for 1 Irregular. Dark Ritual currently allows to get a full stack of Cadavers after taking an enemy city, to cause havoc.
Ne24	- Undead Plague: 25 upkeep, 60 CP to disjunct (<i>was 20 upkeep, 75 CP to disjunct</i>) - Enemy of the Faith: 30 upkeep, 80 CP to cast, 80 CP to disjunct (<i>was 10 upkeep, 80 CP, 100 CP to disjunct</i>) - <i>in line with Hero Slaying, except in terms of upkeep (30 vs 20 proposed) since it covers more enemy units.</i> - Power Ritual: 50 upkeep, 100 CP to cast, 100 CP to disjunct (<i>was 40 upkeep, 200 CP, 240 CP to disjunct</i>) - <i>similar to The Great Purge</i>	Priority change	Hiliadan, Zaskow, El Lobo, marcuspers, keika, gladis (Unead Plague 30 upkeep), Fluksen	phirpo	Fertile Domain gives +200 pop for 20 upkeep vs +400 pop (and -200 happiness) for 20 upkeep for Undead Plague
Ne24b	Damnation: 30 upkeep, 80 CP to disjunct (<i>was 25 upkeep, 105 CP to disjunct</i>)	Priority change	Hiliadan, Zaskow, marcuspers, gladis, Fluksen	El Lobo, phirpo, keika (break into two spells, cheap defensive and normal offensive)	
Ne24c	Age of Death: 100 upkeep, 450 CP to disjunct (<i>was 80 upkeep, 500 CP to disjunct</i>)	Priority change	Hiliadan, Zaskow, marcuspers, keika, gladis, Fluksen	El Lobo, phirpo	
Ne24d	Rotten Wall: 60 CP to cast, 60 CP to disjunct (<i>was 15 upkeep, 120 CP, 150 CP to disjunct</i>) - <i>like Thorn Hedge Walls</i>	Priority change	Hiliadan, Zaskow, marcuspers, gladis, El Lobo, keika, Fluksen	phirpo	

Rogue

ID	Change	Status	For	Against	Comment
Ro06a	Rogue heroes and leaders can choose Antiserum for 4 points at level 5. Antiserum is a touch ability which can be used once per battle on a unit suffering from a blight debuff: it heals 10 HP and gets 100% Blight Protection for one round. Antiserum does not heal units on the strategic map	To be dropped?	gladis, Ezekiel (but should heal units on the strategic map), marcuspers, Jonny Thunder, jabst, Skuns453Lirik902 (but allow strategic healing), Lightform (though too expensive), Saunatonntu, rickyroo, DrLight, El Lobo	cbower (Rogue does not need healing), Evgendil, mauvebutterfly, Shakey (drop healing, cost 2 points, at level 3, cure poison and give 100% Blight resistance), Hellbrick (costs too much for the effect), Jean de Metz, rrrrookie, xlnt, blackwill357, keika, Hiliadan, Sin Arcain	
Ro07	Rogue heroes and leaders can now choose Master of Poison: all units in the stack get Inflict Severely Poisoned – cost 5, available at level 11	On hold	mauvebutterfly, marcuspers, Jonny Thunder, Hellbrick, Jean de Metz, rickyroo	Zaskow (upgrade Poison Knowledge instead), Lightform (very strong, cost 7 at least), rrrrookie (like the concept but too many stack buffs already), xlnt (debuff resistance, helping to mind-control), Hiliadan (as xlnt), Saunatonntu (morale penalty too strong for the price), blackwill357, keika, Sin Arcain	
Ro09	Rogue heroes and leaders can now choose Assassin's training: all units in the stack now have Backstab (stackable with other Backstab) – cost 7, available at level 11	Dropped	Zaskow, Fistandantilus, Gilafron, Jonny Thunder, jabst,	cbower, gabthegab, AIXStormrage, marcuspers, Shakey, Ezekiel (should be	

			mauvebutterfly, Hellbrick, Skuns453Lirik902, rickyroo (more expensive), DrLight	more expensive), Tussell, Lightform (too deadly, equivalent to +6 damage per unit, ok for more limited version), rrrrookie (too many stack buffs already), xInt, Saunatonnttu (too strong), blackwill357, keika, Hiliadan (but nice if sub-classes were implemented), Sin Arcain	
Ro10a	Rogue heroes and Leaders no longer have Scouting at level 13	Priority change	Hiliadan, rickyroo, marcuspers, phirpo, rrrrookie	El Lobo, keika, Ezekiel, Sin Arcain	Rogue heroes are powerful enough without it. It is unfair to other classes. If we had implemented sub-classes with mutually exclusive abilities, that would have made more sense but with the current situation, Scouting makes Rogue too strong relative to other heroes.
Ro14b	Rogue heroes and leaders can choose Lesser Charm at level 9 (<i>was 7</i>) for 6 points (<i>was 5</i>).	Priority change	rickyroo, marcuspers, Hiliadan, gladis, rrrrookie, Sin Arcain	El Lobo (level 8 for 5), Henrysix, Skuns453Lirik902, phirpo, Ezekiel, keika	
Ro16c	Bards have Lesser Charm (<i>was Charm</i>)	PBEM balance mod 1.3	Hiliadan, phirpo, marcuspers, Fluksen (but give more MP, Volunteer or Free Movement), gladis, keika, xInt, Sin Arcain,	Ezekiel, novograd (except if GC11b +50% upkeep rejected)	

			mahimka		
Ro17a	Produce Succubi costs 300 RP (<i>was 400 RP</i>) and Produce Shadow Stalker 900 RP (<i>was 800 RP</i>)	Priority change	marcuspers (but prefer making them Irregulars), Jean de Metz (keep Stalkers at 800), xInt, Skuns453Lirik902 (increase Stalkers at 1000), Hiliadan, blackwill357, gladis (350 if boosted), SleepingDog, rrrrookie	Zaskow (this won't change anything), phirpo (take RP from Dark Pact instead of Succubi), Ezekiel, xInt, keika, Sin Arcain	
Ro18a	Corrupted Killers give Evolve into Lesser Shadow Stalker and +50% for killing blows (<i>was Evolve and +50% for all actions, including killing blows</i>)	Priority change	marcuspers, Hiliadan, gladis, rrrrookie	phirpo, Ezekiel, keika	
Ro19	Produce Bards is tier III and costs 200 RP (<i>was tier II and cost 120 RP</i>). Produce Assassins is tier II and costs 120 RP (<i>was tier III and cost 200 RP</i>).	Priority change	rickyroo, marcuspers, gladis, Hiliadan, El Lobo, rrrrookie	Skuns453Lirik902 (condition Charm for Bards to Produce Assassin or another tech with similar RP), Ezekiel, Henrysix, phirpo, Sin Arcain	
Ro21	<ul style="list-style-type: none"> - Poison Mastery: 50 CP to disjunct (<i>was 60 CP to disjunct</i>) - Treasure Raiding: 15 upkeep, 50 CP to cast, 50 CP to disjunct (<i>was 10 upkeep, 60 CP, 60 CP to disjunct</i>) - Corpse Looting: 20 upkeep, 60 CP to disjunct (<i>was 15 upkeep, 70 CP to disjunct</i>) - Incite Revolt: 60 CP to disjunct (<i>was 80 CP to disjunct</i>) - Guild of Shadow Thieves: 60 CP to disjunct (<i>was 70 CP to disjunct</i>) - Network of Srying Eyes: 120 CP to cast, 120 CP to disjunct (<i>was 150 CP, 170 CP to disjunct</i>) - Night Wish: 350 RP, 25 upkeep, 60 CP to cast, 60 CP to disjunct (<i>was 400 RP, 5 upkeep, 100 CP, 110 CP to disjunct</i>) 	PBEM balance mod 1.3	Hiliadan (20 upkeep for Night Wish), Zaskow, El Lobo, marcuspers, keika (except Night Wish upkeep), gladis (Incite Revolt 50 upkeep), Fluksen (10 upkeep Treasure Raiding), mauvebutterfly, Jean de Metz, Sin Arcain, Zytozid	phirpo	

- Age of Deception: 100 upkeep, 450 CP to disjunct (was 80 upkeep, 500 CP to disjunct)				
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Sorcerer

ID	Change	Status	For	Against	Comment
So03a	Mend Magical Being is once per battle for Apprentices (<i>was 2 turn cooldown in the balance mod and once per battle in the official game</i>)	PBEM balance mod 1.3	Hiliadan, gladis, marcuspers, rickyroo, Zaskow, Ezekiel, rrrrookie, Fluksen, Henrysix, keika, Zytozid, Lightform (20 HP), mahimka, xlnt	blackwill357 (increased cooldown or once per battle but 20 HP), Skuns453Lirik902, phirpo	
So07	Sorcerer heroes and leaders can now choose Guardian Flame at level X for Y points	Under discussion	AIXStormrage, Dementrophobic, Fistantantilus, marcuspers, Jonny Thunder (same cost as Dreadnought), Jean de Metz	Hiliadan, Ezekiel, cbower, mauvebutterfly, Tussell, Hellbrick, gladis (boost Mend Magical Being instead? e.g. add Inflict Shocking), Sin Arcain, keika	
So09	School of Teleportation is tier IV for 400 RP (<i>was tier II for 120 RP</i>) and gives Teleportation Aura and Phase (<i>was Phase</i>). Enemy engaging the unit with Teleportation Aura in melee has a chance to be teleported for a few hexes away from its target.	Under discussion	Zaskow, Hellbrick, marcuspers, gladis (Teleportation Aura only for Apprentice, not for Ice Queens)	Hiliadan (no need to boost School of Teleportation), Sin Arcain, keika	
So11b	Glyphs of Warding: 40 CP to disjunct (<i>was 50 CP to disjunct</i>)	PBEM balance mod 1.3	Hiliadan, Zaskow, marcuspers, gladis, keika, Fluksen, mauvebutterfly, Jean de Metz, Sin Arcain,	phirpo	

			Zytozid		
So11c	Dread Omen: 25 upkeep, 60 CP to cast, 60 CP to disjunct (was 40 upkeep, 60 CP, 80 CP to disjunct) - a bit more expensive than Dread Siege which has a similar effect minus the -100 pop	PBEM balance mod 1.3	Hiliadan, Zaskow, El Lobo, marcuspers, keika, Fluksen, mauvebutterfly, Jean de Metz, Sin Arcain, Zytozid	phirpo, gladis (40 upkeep)	
So11d	- Dome of Protection: 30 upkeep, 60 CP to cast, 60 CP to disjunct (was 20 upkeep, 100 CP, 120 CP to disjunct) - Spell of Return: 80 CP to cast (was 100 CP) - Age of Magic: 100 upkeep, 450 CP to disjunct (was 80 upkeep, 500 CP to disjunct)	PBEM balance mod 1.3	Hiliadan, Zaskow, El Lobo, marcuspers, gladis (unsure for Spell of Return), keika, Fluksen (Spell of Return tier IV and not V), mauvebutterfly, Jean de Metz, Sin Arcain, Zytozid	phirpo	
So11e	Lightning Storm: 7 physical and 13 shock damage (was 5 physical, 10 shock)	PBEM balance mod 1.3	Hiliadan (60 CP), Zaskow, El Lobo, marcuspers, gladis (or 50 CP because physical and shock less weaknesses), Fluksen, keika, mauvebutterfly, Jean de Metz, Sin Arcain, Zytozid	phirpo	
So11f	Enchanted Walls: 60 CP to cast, 60 CP to disjunct (was 120 CP, 140 CP to disjunct) - like Thorn Hedge Walls	PBEM balance mod 1.3	Hiliadan, Zaskow, El Lobo, marcuspers, keika, gladis, Fluksen, mauvebutterfly, Jean de Metz, Sin Arcain, Zytozid		

So11g	Summoner's Aura: 25 upkeep, 60 CP to cast, 60 CP to disjunct (was 15 upkeep, 100 CP, 110 CP to disjunct)	PBEM balance mod 1.3	Hiliadan, Zaskow, El Lobo, marcuspers, gladis (30 upkeep, 80 CP as Hallowed Domain), Fluksen, mauvebutterfly, Jean de Metz, Sin Arcain, Zytozid	keika (no to upkeep)	
So12	Wisps have Night Vision	Priority change	phirpo, marcuspers, El Lobo, gladis (or Lesser Night Vision), Zaskow, Ezekiel, keika, DrLight	Hiliadan, Sin Arcain, Refineus, Blad_ua, Fluksen	

Theocrat

ID	Change	Status	For	Against	Comment
Th08c	Evangelists have Lesser Convert (<i>was Convert; as a reminder, Lesser Convert has strength 8</i>)	PBEM balance mod 1.3	Hiliadan, phirpo, El Lobo, marcuspers, Fluksen, gladis, keika, xInt, Sin Arcain, mahimka	Ezekiel, novograd (except if GC11b +50% upkeep rejected)	
Th09	Theocrat leaders and heroes can choose Convert at level 13 (<i>was 9</i>) for 7 points	Dropped	Lightform, DreadReapr, Fistantantilus (remove it entirely); mauvebutterfly, Fluksen	marcuspers (rather at level 9), Dementrophobic (7 points too high), Evgendil (level 9-10, 7-8 points), Hiliadan (prefer Th09a), Hellbrick (ok at lvl 9), Jean de Metz (prefer Th09a), Saunatonnttu, Zytozid (level 11), keika	

Th09b	Theocrat leaders and heroes can choose Lesser Convert at level 11 (<i>was 9</i>) for 8 points (<i>was 7</i>).	Priority change	rickyroo, marcuspers, Hiliadan, gladis, Henrysix	El Lobo, Skuns453Lirik902, phirpo, Ezekiel, rrrrookie, keika	
Th11a	Paid Absolution - 70 CP and 70 CP to disjunct (80 CP and 90 CP to disjunct)	PBEM balance mod 1.3	Hiliadan, Zaskow, marcuspers, gladis, keika, Sin Arcain, xlnt	El Lobo (60 CP), phirpo	
Th11e	Prayer for the Hurt - 80 CP, 25 upkeep and 80 CP to disjunct (100 CP, 30 upkeep and 90 CP to disjunct)	PBEM balance mod 1.3	Hiliadan, Zaskow, marcuspers, gladis, El Lobo (though not necessary), keika, Sin Arcain	phirpo	
Th11f	Denounce City - 15 upkeep (20)	Priority change	Hiliadan, Zaskow, marcuspers, gladis, El Lobo (though not necessary), Sin Arcain, xlnt	phirpo, keika	
Th11g	Wrath of God - deals 20 spirit damage, costs 80 CP (15 damage, 90 CP)	Priority change	Hiliadan (60 CP), Zaskow, marcuspers, gladis, El Lobo, keika, Sin Arcain, xlnt	phirpo	
Th11h	Beacon of Faith - 120 RP and 30 CP, 30 CP to disjunct (130 RP and 40 CP, 50 CP to disjunct, Fertile Grounds is 120 RP and 40 CP and gives +200 pop instead of +100) Sanctified Sites - 20 upkeep, 100 CP to disjunct (15, 110 to disjunct) Armageddon - 100 upkeep, 440 CP to disjunct (80 upkeep, 550 CP to disjunct)	PBEM balance mod 1.3	Hiliadan, Zaskow, marcuspers, gladis, keika, Sin Arcain, xlnt	El Lobo, phirpo	

Th11j	The Great Purge - 50 upkeep, 100 CP to disjunct (40 upkeep, 120 CP to disjunct)	Priority change	Hiliadan, Zaskow, marcuspers, gladis, xlnt	El Lobo, phirpo, keika	
Th11k	Hallowed Domain - 80 CP, 80 CP to disjunct (<i>was 80 CP, 90 to disjunct</i>)	PBEM balance mod 1.3	Hiliadan, Zaskow, marcuspers, gladis, keika, xlnt		
Th12	Iron Heart is available at level 3 for Theocrat heroes and Leaders (<i>was level 1</i>)	PBEM balance mod 1.31 (not yet implemented)	Hiliadan (prefer removing Healing and boosting Healing Aura), marcuspers, El Lobo, mahimka, keika, Sin Arcain, Refineus, Blad_ua, phirpo, Fluksen	Ezekiel, DrLight	
Th13	Celestial Chamber is required to produce Evangelists (<i>was Theocrat's Conclave</i>)	PBEM balance mod 1.31 (not yet implemented)	Hiliadan, marcuspers, El Lobo, Ezekiel, mahimka, keika, Fluksen, Sin Arcain, Refineus, phirpo	DrLight	
Th14	Evangelists do not have Combat Healing any more	PBEM balance mod 1.31 (not yet implemented)	Hiliadan, marcuspers, El Lobo, Ezekiel, mahimka, keika, Fluksen, Sin Arcain, phirpo, Refineus, DrLight		They would still get it from Order of Healing
Th15	Cherub no longer have Night Vision	Priority change	El Lobo, mahimka, marcuspers, gladis, Fluksen, Refineus	Hiliadan (especially if Scouts and Wisps get Night Vision), keika, DrLight, Sin Arcain, Ezekiel, Rippjack	

Warlord

ID	Change	Status	For	Against	Comment
Wa04b	Death March costs 50 CP to cast (<i>was 60</i>)	Under discussion	gladis, Hellbrick, Jean de Metz (even 40)	marcuspers, Skuns453Lirik902, DarkRider (DM still OP), keika	
Wa06	Tigran Berserkers and Tigran Manticores have Jump: short range ranged attack similar to their melee attack, which allow retaliation, put them in Guard mode but with "Dizzy", causing -2 defense and -2 resistance (<i>was Pounce</i>)	Under discussion	Hiliadan, mauvebutterfly, Jonny Thunder, gladis	marcuspers, DreadReapr, Tussell, Jean de Metz, keika	
Wa09a	Death March causes units getting extra movement to get Exhausting Fatigue until the end of the (strategic) turn	Under discussion	Lightform, marcuspers, gladis	mauvebutterfly (first see how current nerfs go), Hellbrick, Jean de Metz, phirpo, keika	Needs to confirm if it would be removable by Cure Disease and affect Blight immune units?
Wa11	Death March's Research cost is 280 RP and is tier III (<i>was 140 RP and tier II</i>)	Under discussion	Hiliadan, Skuns453Lirik902 (should cost 320 or even up to 400), mauvebutterfly, marcuspers	gladis (rather make 2 research, Wa05 needs to be researched to get full Death March), Ezekiel, Tussell, Hellbrick, Jean de Metz, keika	To avoid Death March starting researched or very easy to research
Wa11b	Scout Death March (new spell) can be researched for 140 RP, is tier II and cost 20 CP to cast (and directly makes Death March appear in the research book). It has a similar effect to Death March but affects only T1 Irregular units in target friendly army: affected units gain additional MP equal to their maximum MP until end of turn, lose 50% of their current HP, get Cannot Regenerate and Cannot Heal until	Priority change	Hiliadan, Skuns453Lirik902, gladis (even 80 RP for SDM and 140 RP for DM), cbower, Ezekiel (but make Scout Death March a tier I for 60	marcuspers (Scout Death March at 80 RP and DM at 120-160 RP), Shakey, Tussell, Hellbrick, Jean de Metz, DarkRider, rickyroo, blackwill357, phirpo	Merge Wa05 and Wa11

	end of turn and Exhausted for 3 turns. Units with Exhausted cannot be targeted by Scout Death March. Death March requires Scout Death March to be researched. Researching it costs 200 RP and is tier III (<i>was 140 RP and tier II</i>)		RP), mauvebutterfly, Lightform, xInt, Saunatonnttu, Henrysix, Zytozid, rrrrookie		
Wa13	Death March has no effect on heroes and leaders	To be dropped?	gabthegab, Skuns453Lirik902, gladis, Ezekiel	Hiliadan, mauvebutterfly, marcuspers, Tussell, Hellbrick, Jean de Metz, keika	
Wa14	Death March causes: the maximum HP of all affected units to be reduced by 50% until the end of the (strategic) turn (<i>was All affected units lose 50% of their current HP</i>)	Under discussion	Hiliadan, cbower, mauvebutterfly, marcuspers	Tussell, Hellbrick, Jean de Metz, keika	Not technically feasible. Maximum HP can be only reduced by an absolute, not relative (%) amount Limit HP gain by Regrowth and Life Stealing
Wa15	- The Draft: 40 upkeep, 100 CP to cast, 100 CP to disjunct (was 30 upkeep, 120 CP, 130 CP to disjunct) - Conqueror's Feast: 80 upkeep, 120 CP to disjunct (was 40 upkeep, 140 CP to disjunct) - Hero Slaying: 20 upkeep, 80 CP to cast, 80 CP to disjunct (was 30 upkeep, 100 CP, 110 CP to disjunct) - Global Assault: 100 upkeep, 440 CP to disjunct (was 80 upkeep, 600 CP, 500 CP to disjunct)	PBEM balance mod 1.3	Hiliadan, Zaskow, El Lobo, marcuspers, keika, gladis (45-50 upkeep for The Draft, Conqueror's Feast 70 upkeep), Fluksen, mauvebutterfly, Jean de Metz, Sin Arcain, Zytozid	phirpo	
Wa15c	Dread Siege: 20 upkeep, 60 CP to cast, 60 CP to disjunct (was 30 upkeep, 60 CP, 75 CP to disjunct) - that affects only units so should cost a lot less upkeep as Incite Revolt for instance, which costs 40 mana/turn and is tier III vs tier II for Dread Siege)	Priority change	Hiliadan, Zaskow, marcuspers, Fluksen, keika (30 upkeep), Zytozid	El Lobo (no change as already used), phirpo, gladis (30-35 upkeep fine, Incite Revolt could be more expensive)	

Wa15d	Inspire Loyalty: 30 upkeep, 90 CP to cast, 90 CP to disjunct (was 20 upkeep, 100 CP, 110 CP to disjunct)	PBEM balance mod 1.3	Hiliadan, Zaskow, marcuspers, keika, gladis (maybe 100 CP), Fluksen, mauvebutterfly, Jean de Metz, Sin Arcain, Zytozid	El Lobo (upkeep maybe too high as it usually affects 15 units with 1 Leader + 2 heroes), phirpo	
Wa16	Warlord's Scouts have Night Vision	PBEM balance mod 1.31 (not yet implemented)	phirpo, marcuspers, El Lobo, gladis (or Lesser Night Vision), Zaskow, Ezekiel, keika, Fluksen, Sin Arcain, Refineus, DrLight	Hiliadan, Blad_ua	

Races

Draconian

ID	Change	Status	For	Against	Comment
Da02					

Frostling

ID	Change	Status	For	Against	Comment
Fr02	Frostlings no longer dislike Subterranean terrain	Under discussion	gabthegab, Fistandantilus, marcuspers, Jonny Thunder, gladis	Hiliadan, Ezekiel, Zaskow, mauvebutterfly, Hellbrick	
Fr04					

Goblin

ID	Change	Status	For	Against	Comment
Go01	Goblins get a -2 HP malus (<i>was 5 HP</i>)	Under discussion	gabthegab, Zaskow (need to ask other MP guys), marcuspers	Hiliadan, Fistandantilus, mauvebutterfly, Hellbrick, gladis (instead-2 for T1, -4 for T2, -6 for T3 and -8 for T4) , Jean de Metz	To compensate for Fr02, E102 and Ha29 (Frostling, Elf and Halfling have no UG morale malus any more)

Halfling

ID	Change	Status	For	Against	Comment
Ha01b	Nightwatch maintenance cost is reduced when in city	Under discussion	BBB, cbower, Fistandantilus, marcuspers, gladis (+ Transfer Pain that can target only Halfling heroes at Elite?)	Hiliadan (prefer Ha01), mauvebutterfly, Jean de Metz	
Ha01c	Nightwatch gets High Morale on Veteran	Under discussion	Zaskow, cbower, mauvebutterfly, marcuspers	Hiliadan, gladis (maybe too strong), Jean de Metz	
Ha03b	Jester gets: - 10 strength for their AoE attack (<i>was 9</i>) - Fireworks does 10 physical damage (<i>was 9</i>) and 5 fire damage - can target an hex (like Fire Bomb) and does not require a valid target. That way you can dazzle units with 1 extra hex range	On hold	Hiliadan, Zaskow, cbower, Fistandantilus, mauvebutterfly, BBB (increase strength and damage only on gold), Hellbrick, Skuns453Lirik902, Ezekiel, Jonny Thunder, Saunatonntu	Jean de Metz, rickyroo	Zaskow says the feasibility of targeting an hex must be tested in mod tools
Ha03c	Jesters' Firework is now long range (<i>was medium range</i>), 10 physical damage (<i>was 9</i>) and 5 fire damage. Its AoE does 5 fire damage (<i>was 0</i>)	Under discussion	Jolly Joker, BBB (may need to reduce damage), cbower	Fistandantilus (prefer Ha03b), mauvebutterfly (against longer range), marcuspers, Jean de Metz	
Ha03f	Jester gets: - Fireworks does 7 physical damage (<i>was 9</i>) and 8 fire damage (<i>was 5</i>) and does 8 fire AoE damage on 1 hex - can target an hex (like Fire Bomb) and not a valid target. That way you can dazzle units with 1 extra hex range	Under discussion	Jolly Joker (?), cbower	Fistandantilus (prefer Ha03b), mauvebutterfly (opposed to AoE damage), marcuspers, Jean de Metz	
Ha05b	Pony Riders get Smokey Haze (poison units which attack it), Poison Resistance and Pistol on medals	Under discussion	Ezekiel, Hiliadan (not sure about Pistol), Jean	Zaskow (but Pistol interesting), Fistandantilus	

			de Metz (Pistol on Elite only)	(good as they are now), mauvebutterfly, marcuspers	
Ha06a	Halfling T1's Lesser Mighty Meek gives +1 defense by tier level difference with the unit attacking them (<i>was +1 physical damage per tier difference with the unit they attack</i>)	Under discussion	gladis (prefer Ha06b), Jean de Metz, marcuspers (prefer Ha06b), gabthegab, Azktor, Zytozid	Hellbrick (prefer Ha06b), Hiliadan, Fluksen (+5% Lucky per tier difference)	
Ha08	Halfling cities get +75% on "Produce merchandise"	On hold	BBB, Zaskow, gabthegab, Ezekiel, cbower, Dementrophobic (but prefer Brew Brother changes only), AIXStormrage, Fistandantilus (but powerfull on large empire, needs to test), Jean de Metz, Shakey, Hellbrick, Skuns453Lirik902, Jonny Thunder	Ezekiel, jabst, mauvebutterfly, marcuspers, Hiliadan, Saunatonnttu, rickyroo	
Ha09	Brew Brothers have a new ability "Pint of beer" or "Lucky Beverage" with one of these effects (to be determined): – boost one unit and give it lucky (so very lucky if it already had lucky) and a further +100 morale, +1 ranged and melee damage but -1 def (the unit is drunk) and -20% spirit resistance – OR be an area of effect (of 1 hex) boost around the Brew Brother and +200 morale but -20% spirit resistance - OR Lucky and +200 Morale (possibly limited to Halfling only)	Under discussion	Hiliadan, Zaskow, cbower	Fistandantilus (prefer other Brew Brothers changes), mauvebutterfly, marcuspers, Jean de Metz	
Ha09c	Brew Brothers's Nourishing Meal restore some movement points of its target	Under discussion	BBB, Zaskow, cbower	Hiliadan, Fistandantilus (Brew Brothers buffed enogh)	

				already), mauvebutterfly, marcuspers, Jean de Metz	
Ha09g	Brew Brothers get Minor Bard Skills (<i>was on Elite</i>), has 40 HP (<i>was 35</i>) and gets High Morale on Elite, ignore ranged penalty	Under discussion	Zaskow, BBB, cbower	Hiliadan, Fistandantilus (Brew Brothers buffed enough already), mauvebutterfly (Minor Bard Skills may be interesting), marcuspers, Jean de Metz	
Ha10	Halfling Exalted gain Forest and Urban concealment but cost more in mana	On hold	Hiliadan, Zaskow, Fistandantilus (without cost increase), marcuspers, Jean de Metz (Forest only), Shakey (start with Urban and gets Forest on Veteran), Jonny Thunder	mauvebutterfly, BBB (it's flying; instead give touch ability that gives +300 morale), Ezekiel (no other Exalted has concealment), Saunatonntu, rickyroo	
Ha15	Halfling Assassins get Pass Wall on Veteran (<i>was on Elite</i>)	On hold	Hiliadan, Zaskow, Fluksen, gabthegab, Ezekiel, Fistandantilus, mauvebutterfly, Jean de Metz, Saunatonntu	AIXStormrage (Improved Wall Climbing instead), marcuspers, BBB (Improved Wall Climbing instead)	
Ha15a	Halfling Assassins get a new ability Shoot Poisonous Darts, short range, 1 physical damage, 4 poison damage, Inflict Noxious Vulnerability, Inflict Enfeebling Fever, Inflict Exhausting Fatigue, Inflict Severely Poisoned, and costs 10 gold more	On hold	Hiliadan, Zaskow, BBB (but without all the Inflict and Medium range), gabthegab, Ezekiel, AIXStormrage, Fistandantilus, mauvebutterfly, marcuspers, Jonny Thunder, Saunatonntu, rickyroo	Shakey	

Ha16	Halfling Succubus have Forest and Urban Concealment and their cost is increased	On hold	Hiliadan, Zaskow (not sure), Fistandantilus, mauvebutterfly, marcuspers, Jean de Metz (Forest only) , Shakey (start with Urban, Forest on Veteran), Saunatonnttu, rickyroo	BBB (flying creature), Ezekiel (no other Succubus has concealment)	
Ha16a	Halfling Succubus have a new ability, Inflict Misfortune , non stackable	Under discussion	Zaskow, Hiliadan, mauvebutterfly, marcuspers	BBB (redundant with Inflict Curse), Fistandantilus (Ha16 only), Jean de Metz	
Ha19a	Halfling Bard get Urban or Forest concealment (or both)	On Hold	The Mentat, Hiliadan, Fistandantilus (Urban and Forest), mauvebutterfly, marcuspers, Jean de Metz (Forest only)	Zaskow (Bard too slow to include them in irregular stacks), Shakey, Ezekiel (no other Bard has concealment), rickyroo	
Ha20	Halfling military RG1 gives +100 morale to all infantry and irregular (<i>was Nightwatch gets +1 Defense and +2 Physical melee damage</i>)	Under discussion	Zaskow, Hiliadan (but could also boost more Nightwatch), mauvebutterfly, Jonny Thunder	cbower, Fistandantilus (too big bonus), marcuspers, Jean de Metz	
Ha20a	Halfling military RG1 gives an additional +10 HP to Jester (<i>was 0 and boosts to Nightwatch</i>).	To be dropped?	Ifoso, DreadReapr, AIXStormrage, Skuns453Lirik902, xlnt, phirpo	Hiliadan (look like RG2), Fistandantilus (unnecessary), mauvebutterfly, marcuspers, Jean de Metz, Lightform, Ezekiel, rrrrookie	
Ha23	Halfling economic RG2: Public Bath generate +100 Population and +8 Gold (<i>was +75 population</i>) (Necro variant – Cathedral of Bones in Hafling Cities gives an	Under discussion	Zaskow, Jonny Thunder	Fistandantilus (prefer Ha21a), Hiliadan (but maybe less gold), mauvebutterfly	

	additional +100 dead population and +8 Gold).			(prefer Ha21a), marcuspers (prefer Ha21a)	
Ha23	Halfling economic RG2: Public Bath generate +100 Population (<i>was +75 population</i>) (Necro variant – Cathedral of Bones in Halfling Cities gives an additional +100 dead population).	Under discussion	Zaskow, Hiliadan (but +4 gold), mauvebutterfly, marcuspers, Fistandantilus		
Ha24b	Halfling economic RG3: Halflings no longer dislike or hate Arctic or Volcanic terrain (<i>was Lucky Colverfields bonus</i>)	Under discussion	Zaskow, Hiliadan (prefer Ha24a)	cbower, Fistandantilus (prefer Ha24a), mauvebutterfly, marcuspers	
Ha24c	Halfling Champion (RG3) Economic Necro – The Eagle Nest now costs 100 gold and gives the Halfling Eagle Rider 2 extra ranks	Under discussion	Zaskow,	Fistandantilus (prefer how it is now), mauvebutterfly, marcuspers	
Ha24d	Halfling economic RG3: Halflings no longer dislike or hate Subterranean terrain, they get Lesser Night Vision (+1 vision range underground) and Lesser Cave Crawling (-0.5 MP spent for each movement underground) (<i>was Lucky Colverfields bonus</i>)	Under discussion	Hiliadan, gabthegab	Zaskow (Night Vision and Cave Crawling strange; should be 2 terrain), Fistandantilus (don't like removing terrain penalties), mauvebutterfly, marcuspers	
Ha26b	Halfling Prophet (RG4) Economic Necro – Lucky Cloverfields in the domain of dead Halfling cities generate +10 gold, +10 mana and +50 dead population. Haste Berries in the domain of dead Halfling cities generate +10 production. Sunflowers in the domain of dead Halfling cities generate +5 mana, +5 gold, +5 production and +5 research. Pumpkins in the domain of dead Halfling cities generate +10 gold and +10 mana.	Under discussion	Zaskow, marcuspers	mauvebutterfly	
Ha27	Halfling Hospital gives +5 HP or permanent boost to morale to all their unit produced or to some units produced.	Under discussion	Hiliadan	Zaskow (not fair to other races), Fistandantilus (too big bonus), mauvebutterfly	

				(Strongly oppose giving certain races buffs tied to buildings everyone can build), marcuspers	
Ha28	Farmers cost 45 gold <i>(was 50)</i>	Priority change	Zaskow, BBB, Ezekiel, Fistantantilus, mauvebutterfly, Jean de Metz, Shakey, Jonny Thunder, rickyroo, phirpo, SleepingDog, xInt	Hiliadan, marcuspers, blackwill357, Fluksen, rrrrookie	
Ha28a	Farmers get Mighty Meek on Elite <i>(was Armor Piercing)</i>	Under discussion	Zaskow, BBB, Fistantantilus	mauvebutterfly (prefer Ha06), marcuspers	
Ha30					

High Eves

ID	Change	Status	For	Against	Comment
E101	Class supports have only racial 20% blight weakness <i>(was 40%)</i>	PBEM balance mod 1.0	Zaskow,		
E102	Elves no longer dislike Subterranean terrain	Under discussion	gabthegab, Evgendil, Fistantantilus, marcuspers, Jean de Metz	Hiliadan, Ezekiel, Zaskow (implement through RG), mauvebutterfly, Hellbrick, gladis	

Human

ID	Change	Status	For	Against	Comment
Hu01	RG 1 Economic – settlers gain 15% discount (<i>was 25%</i>)	PBEM balance mod 1.0	Zaskow,		

Orc

ID	Change	Status	For	Against	Comment
Or01	Orc Archer cost is 60 gold (<i>was 70</i>)	PBEM balance mod 1.0	Zaskow,		
Or02	Victory Rush heals 12 HP at the end of combat (<i>was 10</i>)	Dropped		Dementrophobic, Fistandantilus (enough as is), mauvebutterfly, Hiliadan	

Or03	Orc Impalers get “Impaling” (Impalers have a 8 physical strength chance with each attack to immobilize the attacked unit for 2 rounds) and cost +5 Gold	PBEM balance mod 1.24	gladis (or just Crippled), marcuspers, Hellbrick (no price increase), Zaskow, xInt, rickyroo, Ezekiel, Skuns453Lirik902, rrrrookie, chiveicrook, gladis, Zytozid, rickyroo	gabthegab	
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Tigran

ID	Change	Status	For	Against	Comment
Ti01	RG 1 Economic – settlers gain 15% discount (<i>was 25%</i>)	PBEM balance mod 1.0	Zaskow,		
Ti02	Tigran cities get +3 gold bonus (<i>was 5</i>)	PBEM balance mod 1.25	Hiliadan, marcuspers, gladis, Skuns453Lirik902, El Lobo, blackwill357, rickyroo, Fluksen	Ezekiel	
Ti03	Tigran economic RG2: gives +7 gold bonus from Observatories (<i>was 10</i>)	Priority change	Hiliadan, marcuspers, gladis, blackwill357, rickyroo, rrrrookie	Skuns453Lirik902, El Lobo, xInt, phirpo, Ezekiel	

Dwellings

Archons

ID	Change	Status	For	Against	Comment
Ar01	<p>Undead Archon Dwelling's buildings:</p> <p>Graveyard (Infantry) costs 50 gold <i>(was 100)</i></p> <p>Charnel House (Archer) costs 50 gold <i>(was 100)</i></p> <p>Sigil of Awakening costs 50 gold and 25 mana <i>(was 50 gold and 50 mana)</i></p> <p>Obelisk of Undeath (gives Cursed to enemy units in domain) costs 75 gold and 25 mana <i>(was 75 gold and 50 mana)</i></p> <p>Barrow (Caster) costs 90 gold and 50 mana <i>(was 100 gold and 50 mana)</i></p> <p>Haunted Vault (Wraith) is unlocked by Sigil of Awakening and Obelisk of Undead <i>(was unlocked by Barrow, itself needing these 2 buildings)</i> and cost 135 gold and 40 mana <i>(was 160 gold and 40 mana)</i></p> <p>Mausoleum (Titan) costs 250 gold and 110 mana <i>(was 250 gold and 75 mana)</i></p>	PBEM balance mod 1.24	Hiliadan, xInt, Jean de Metz, El Lobo, marcuspers (+ medals to T1 and T2 for Obelisk of Undeath, and cost of 75 gold, 25 mana), Skuns453Lirik902, chiveicrook, Ezekiel, gladis (Barrow maybe too cheap; Wraith and Wraith King should not be Support; Haunted Vault after Graveyard and Charnel H), Zytozid, xInt, rickyroo		<p>Total cost of unlocking Infantry and Archer = 100, similar to Barracks</p> <p>Sigil of Awakening similar cost (75) to Shrine as it gives +10 mana/turn</p> <p>Obelisk similar cost to racial defense building</p> <p>Barrow can now be done in 2 turns with the base 70 production</p> <p>Haunted Vault similar to War Hall</p>
Ar02	Chamber of Rite gives Heal Undead to all Supports in the domain	PBEM balance mod 1.24	Hiliadan, marcuspers, Jean de Metz, El Lobo, Skuns453Lirik902, chiveicrook, Ezekiel, gladis (but not Wraith and Wraith King), Zytozid, xInt	rickyroo	

Ar03	Obelisk of Undeath gives all Undead in the domain Undeath Aura, which heal them 10% HP / strategic turn. Obelisk of Undeath requires Sigil of Awakening (<i>was could be built directly</i>) and contributes to unlocking Chamber of the Rite (which also requires the Barrow)	PBEM balance mod 1.24	Hiliadan, Zaskow, Jolly Joker, marcuspers, Jean de Metz, El Lobo, Skuns453Lirik902, chiveicrook, Ezekiel, gladis, Zytozid, xInt	rickyroo	
Ar04	Obelisk of Undeath do not affect allied units with Curse (was: allied units are also Curse if valid targets)	PBEM balance mod 1.28	Hiliadan, gladis, Skuns453Lirik902, phirpo, rickyroo, Ezekiel, gladis, Fluksen	marcuspers, blackwill357	

Feys

ID	Change	Status	For	Against	Comment
Fe01	Fey Dwelling's buildings: Buttercup Meadow (T1 building): 100 gold (<i>was 150 gold</i>) Nightshade Hollow (T3 building): 250 gold (<i>was 200 gold</i>) Unicorn Glade (unlocks Unicorn) costs 100 gold and is unlocked by Buttercup Meadow (<i>was cost 150 gold and directly buildable</i>) Nymph Pond (unlocks Nymph) costs 100 gold and is unlocked by Buttercup Meadow (<i>was cost 150 gold and is unlocked by Fairy Charm</i>) Aphrodisiac Flowers (2nd defensive building) is unlocked by Fairy Charm (<i>was unlocked by Nymph Pond</i>)	PBEM balance mod 1.24	Hiliadan, Jean de Metz, El Lobo, marcuspers, Skuns453Lirik902, chiveicrook, Ezekiel, gladis (T2: 125/25; T3: 200/50; Unicorn Glade directly buildable and 125 gold, Nymph Pond at 100/20), Zytozid, xInt, rickyroo		Buttercup Meadow – same as Barracks Toadstool Ring - 25 lower than War Hall Nightshade Hollow – (and replace some gold by mana?) – 50 gold lower and 100 mana lower than the T3 racial building. Base prod: 50, happy: 60, very happy: 65

Fe02	Nymphs get +1 strength on Seduce and on Befriend Animal on Elite	Priority change	marcuspers, Jean de Metz (upgrade on Veteran instead of Elite), Skuns453Lirik902, chiveicrook, Ezekiel, Zytozid, rickyroo, Fluksen, Zaskow, phirpo	El Lobo, gladis (morale boost tactical aura), xlnt, Saunatonnttu, Hiliadan, Jonny Thunder, blackwill357, rrrrookie	
Fe03	Unicorns get Healing on Elite	PBEM balance mod 1.25	Gloweye, Zaskow, Hiliadan, marcuspers, Jean de Metz (on Veteran), Skuns453Lirik902, chiveicrook, Ezekiel, gladis, Zytozid, xlnt, rickyroo, Saunatonnttu, Fluksen, Jonny Thunder, Badok	El Lobo (tactical 1 hex aura boosting morale or spirit damage instead), gabthegab (too strong for a site reward unit)	

Merfolk

ID	Change	Status	For	Against	Comment
Me01	The Mermaid's Cove can be built without pre-requisite (<i>was: needs Deep Sea Trench</i>). The Abyssal Ridge requires the Siren's Rock and the Deep Sea Trench (<i>was: needs Siren's Rock, which needs Whispering Rocks and Mermaid's Cove, which needs Deep Sea Trench</i>)	PBEM balance mod 1.24	Hiliadan, marcuspers, El Lobo, chiveicrook, Ezekiel, gladis, xlnt, rickyroo		That puts Mermaids and Sirens in a separate building chain.

Naga

ID	Change	Status	For	Against	Comment
Na01	Serpent Hall and Viper Fortress cost 65 gold and 50 mana each <i>(was 75 gold and 50 mana)</i> and Altar of the Great Mother costs 170 gold and 75 mana <i>(was 150 gold and 75 mana)</i>	PBEM balance mod 1.24	Hiliadan, marcuspers, Skuns453Lirik902, chiveicrook, Ezekiel, gladis, xInt, rickyroo	El Lobo	

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Specialisations

Partisan

ID	Change	Status	For	Against	Comment
Pa01	Guerilla Tactics apply to all units (<i>was only Infantry and Irregular</i>)	PBEM balance mod 1.21	Hiliadan, Zaskow (but needs complete rework because useless in auto), Dementrophobic, marcuspers, Jean de Metz, Hellbrick, Ezekiel		
Pa01a	Units with Guerilla Tactics which retreat lose all the experience gained during the fight (<i>was keep it the first time they retreat in a strategic turn</i>)	Priority change	Hiliadan, Skuns453Lirik902 (or keep XP but lose MP), Jean de Metz, gladis, blackwill357	marcuspers (but would be nice to keep the used once per battle abilities as used for next battle in the same turn), Hellbrick	Keeping the movement points and not getting morale malus (+ no Empire morale malus of 3 loss in a row) is already very strong. Guerilla Tactics can also facilitate retreating for multiple mind-control

					tries. <u>Not technically feasible.</u>
Pa02	Hide Out replaces Cloaked in Shadows, and costs 40 CP to cast and has an upkeep of 15 mana/turn. Disjunction cost is 55 CP (<i>was Cloaked in Shadows, 60 CP, 120 RP, tier II, strategic spell, units invisible for 1 turn</i>)	Priority change	Dementrophobic, marcuspers, Hellbrick, xlnt, gladis, Lightform, Gilafron (prefers Pa02b), Tussell, rickyroo, Henrysix, phirpo, SleepingDog	Jean de Metz, rrrrookie, El Lobo (prefer original Hide Out), Jonny Thunder, Fluksen (prefer Pa02b), blackwill357, Hiliadan, Ezekiel	
Pa02a	Hide Out gives Invisibility to all your units in enemy's domain (<i>was All friendly units in enchanted city's domain are invisible in the base game</i>). It costs 700 RP, 150 CP, is tier V, has an upkeep of 40 mana/turn and its disjunction cost is 170 CP (<i>was 60 CP and 20 mana/turn, 120 RP, tier II; disjunction cost was 80 CP in the base game and replaced by Cloaked in Shadows, 60 CP, 120 RP, tier II in the balance mod</i>).	Priority change	Zaskow, Hiliadan, Jean de Metz, mauvebutterfly, marcuspers (a bit cheap), xlnt, Skuns453Lirik902, Gilafron (prefers Pa02b), Jonny Thunder	Ezekiel, gladis (too strong), rrrrookie, Lightform, Tussell, El Lobo (prefer original Hide Out), rickyroo (too strong), Henrysix, Fluksen (prefer Pa02b), blackwill357, phirpo	Costs similar to Rogue's Network of Scrying Eyes. Upkeep of Age of Deception is 80 mana/turn for comparison. No notification is sent to the enemy when you enter his domain but he gets morale penalty on his city.
Pa02b	Hide Out is renamed Cloaked in Shadows and gives: all units in target friendly army gain Invisibility until end of turn (<i>was All friendly units in enchanted city's domain are invisible</i>). Cloaked in Shadow costs 60 CP, 120 RP and is tier II.	PBEM balance mod 1.21	mauvebutterfly, Hellbrick (preferred Hide Out change), marcuspers, Skuns453Lirik902 (prefer Pa02a and suggest combining both: Cloaked in Shadows required for Hide Out), xlnt, rrrrookie		

Pa03	War Anthem costs 20 CP to cast (<i>was 30 CP</i>). If it fails, the unit suffer -100 morale instead (<i>was no effect if it failed</i>).	PBEM balance mod 1.21	Hiliadan, Zaskow (even 15 CP and/or significantly increase strength), Dementrophobic, Jean de Metz, Hellbrick, Ezekiel, xInt	marcuspers (keep it at 30 CP)	
Pa04	Partisan Army is a T3 tech for 240 RP (<i>was T4 and 400 RP</i>). Partisan gives Volunteer.	Under discussion	Hiliadan, Zaskow (or give Forestry, Mountainering, Vision Range Upgrade), Hellbrick, Shakey	Dementrophobic, marcuspers, Jean de Metz (Volunteer OP)	

Earth

ID	Change	Status	For	Against	Comment
Ea01	Domain of Earth costs 160 RP and 40 CP (<i>was 180 RP, 60CP</i>).	PBEM balance mod 1.3	Hiliadan, Lykus, marcuspers, Jean de Metz, Hellbrick, Ezekiel, xInt, Skuns453Lirik902, Jonny Thunder, rickyroo, Zaskow	Tussell, gladis (50 CP)	Upkeep stays at 20 because “like Subterranean” affect a large area of the map (decreased to 15 for other Domain because limited to 1 climate). Currently, the Domain spells are T3, 180 RP, 60 CP, 20 mana upkeep and gives +200 morale to the

					units in domain and up to 381-416 happiness bonus to the city (if all the hexes in domain are liked). By comparison, Iron Grip gives +300 happiness to the city (no morale bonus), is T2, 140 RP, 40 CP and 20 mana upkeep.
Ea02	Domain of Earth gives +1 defense to allied units in the enchanted city's domain.	PBEM balance mod 1.21	Hiliadan, Lykus, marcuspers, Jean de Metz, Ezekiel, xInt, gladis, Skuns453Lirik902, Jonny Thunder	Tussell	Ea01 or Ea02 (not both)
Ea02a	Domain of Earth gives: city and units in its domain now like Mountain terrain. (in addition to Subterranean terrain)	Under discussion	Zaskow		
Ea03	Slow costs 9 CP and 300 RP (<i>was 10 CP and 350 RP</i>).	PBEM balance mod 1.21	Hiliadan, marcuspers, Jean de Metz, Hellbrick, Ezekiel, xInt		<ul style="list-style-type: none"> - research cost: 350 vs 60 for Slayer's Doubt and Stiffen Limbs - casting cost: 10 vs 8 for Slayer's Doubt and 7 for Stiffen Limbs - effect: -50% movement points, no attack of retaliation or opportunity, vs -18 MP (usually more than 50%!) and -800 morale for Slayer's

					Doubt and -12 MP, -2 def, -2 melee for Stiffen Limbs
Ea04	City Quake costs 90 CP (<i>was 100 CP</i>)	PBEM balance mod 1.21	Hiliadan, Zaskow, marcuspers, Jean de Metz, Hellbrick, Ezekiel, xInt	Dementrophobic (strong already)	
Ea05	Earth Elemental has Regeneration (was Regrowth)	PBEM balance mod 1.3	Hiliadan, Jolly Joker, El Lobo, gladis, Travel69, marcuspers, Ezekiel, Henrysix, keika, Zytozid, Lightform (only with additional defensive skill like Total Awareness), mahimka, xInt	phirpo, Fluksen	
Ea06	Earth Elemental has 60% Fire and Frost Protection (was 100%)	PBEM balance mod 1.3	gladis, xInt, Zaskow, El Lobo, Travel69, marcuspers, Ezekiel, Fluksen, Henrysix, keika, mahimka, xInt	phirpo, Zytozid, Lightform (if Ea05 confirmed; 80% Fire and Frost and -20% Shock and Blight)	
Ea07	<i>City Quake: 80 CP to cast (was 90 CP) - 60 CP for building destruction (like Forge Blast : 60 CP for building destruction and 40 CP for 20 damage, like Sunburst) and 20 CP for 30% population</i>	Dropped	Hiliadan, Zaskow, marcuspers, phirpo, Fluksen	El Lobo, keika, gladis (-300 happiness)	

Air

ID	Change	Status	For	Against	Comment
Ai01	Domain of Winter costs 160 RP, 40 CP and 15 mana/turn (was 180 RP, 60CP, 20 mana/turn).	Dropped	Hiliadan, Lykus, marcuspers, Jean de Metz, Hellbrick, Ezekiel, xInt, Skuns453Lirik902, Jonny Thunder, rickyroo, Zaskow	Tussell, gladis (50 CP)	Ai01 or Ai02 (not both)
Ai01a	Domain of Winter costs 160 RP and 40 CP (was 180 RP, 60CP).	PBEM balance mod 1.3	Hiliadan, gladis, keika		
Ai02	Domain of Winter gives +1 ranged damage to allied units in the enchanted city's domain.	PBEM balance mod 1.21	Hiliadan, Lykus, marcuspers, Shakey, Jean de Metz, Ezekiel, xInt, gladis, Skuns453Lirik902, Jonny Thunder	Tussell	Ai01 or Ai02 (not both)
Ai03	Arctic Empire costs 310 RP, 60 CP and 30 mana/turn (was 350 RP, 80CP, 40 mana/turn)	Dropped	Hiliadan, marcuspers, Jean de Metz, Hellbrick, Tasslehoff, rrrrookie, Ezekiel, xInt, Skuns453Lirik902, rickyroo	gladis (70-80 CP)	

Ai03a	Arctic Empire costs 310 RP and 60 CP (was 350 RP, 80CP)	PBEM balance mod 1.3	Hiliadan, keika		
Ai04	Arctic Empire gives Fast Embark and Mariner to units in your domain.	Dropped	Hiliadan	marcuspers (not good enough, give Inflict Chilling/Frostbitten?), Jean de Metz (pretty useless)	
Ai05	Arctic Empire gives Inflict Chilling and Inflict Frostbite to units in your domain.	PBEM balance mod 1.21	Hiliadan, Jean de Metz, mauvebutterfly, marcuspers, Ezekiel, xInt, Skuns453Lirik902	Tussell, gladis (only Inflict Frostbite)	
Ai06	Air Master gets Wind Path instead of Heavy Winds. Wind Path is a strategic spell which gives target stack +36 MP on the strategic map for one strategic turn. It costs 700 RP, 60 CP and is tier V. Wind Path causes units getting extra movement to become Exhausted for 3 turns (including the turn when it is cast). Wind Path causes units getting extra movement to become Tired until the end of the (strategic) turn. Exhausted units cannot receive extra movement from Wind Path or Death March any more. Tired units get -50% movement in tactical combat.	Dropped	BBB; Skuns453Lirik902; Shakey (prefer Ai06b)	Jean de Metz (only WL should have MP-boosting spells), mauvebutterfly (instead give Flying); marcuspers, Tussell, Hellbrick, Hiliadan, Fluksen (prefer Ai06b), Zytozid (prefer Ai06b)	
Ai06b	Air Master gets Wind Path instead of Heavy Winds (-2 vision range to all enemy Flying units and no tactical flying, 800 RP and 150 CP, tier V, disjunction cost 170 CP and upkeep 60 mana/turn). All units in target friendly army gain Flying until end of turn. It costs 700 RP, 60 CP and is tier V. Wind Path causes units getting Flying to become Exhausted for 3 turns (including the turn when it is cast). Exhausted units cannot receive extra movement from Wind Path or Death March any more.	Dropped	mauvebutterfly; Hellbrick (prefer Ai07); marcuspers (increase to 100-120 CP; preferred to Ai07a; itself preferred to Ai07); gladis (Floating and 40-50 CP), xInt, Skuns453Lirik902, Ezekiel, Gilafron;	Lightform (OP like DM); rickyroo (too strong); Hiliadan (prefer Ai07a)	Technically not feasible , only Floating could be given, not Flying (it needs specific animations)

			Tussell (preferred because Ai07a and Ai07 can be used only in big games), Jonny Thunder, Fluksen, Zytozid		
Ai06c	Air Master gets Wind Path instead of Heavy Winds (-2 vision range to all enemy Flying units and no tactical flying, 800 RP and 150 CP, tier V, disjunction cost 170 CP and upkeep 60 mana/turn). All units in target friendly army gain Floating until end of turn. It costs 700 RP, 50 CP and is tier V. Wind Path causes units getting Floating to become Exhausted for 3 turns (including the turn when it is cast). Exhausted units cannot receive extra movement from Wind Path or Death March any more.	Priority change	gladis, Ezekiel, rrrrookie	Lightform (OP like DM), Hiliadan (prefer Ai07a), Henrysix, phirpo	
Ai07	Air Master gets Dark Storm instead of Heavy Winds (-2 vision range to all enemy Flying units and no tactical flying, 800 RP and 150 CP, tier V, disjunction cost 170 CP and upkeep 60 mana/turn). Dark Storm is a strategic spell which gives -2 vision range to all enemy units. It costs 2500 RP and 600 CP, is tier VII, its disjunction cost is 500 CP and its upkeep 80 mana/turn.	Priority change	Hiliadan, Zaskow (but 60 CP), Jean de Metz, mauvebutterfly (prefer Ai07a), marcuspers (too weak for ultimate), Hellbrick (CP/RP too high), xInt, Skuns453Lirik902 (but doubt its use by average players)	Tussell, gladis, rrrrookie, Gilafron, Lightform (too strong), Ezekiel, El Lobo, rickyroo (too strong), Zytozid (rather not)	Hellfire is tier VII and costs 2500 RP. Armageddon costs 2500 RP and 640 CP, 80 upkeep; the Wild Hunt costs 2000 RP and 600 CP, 64 upkeep; Age of Deception costs 3000 RP and 600 CP, 80 upkeep Tier VI spells: The Great Purge (1400 RP, 100 CP), Summon Horned God (1600 RP, 240 CP)

Ai07a	Air Master gets Heavy Winds instead of Wind Ward. Heavy Winds is a strategic spell which gives -2 vision range to all Flying enemy units (on the strategic map) and prevent them from Flying in tactical combat. It costs 800 RP and 150 CP, is tier V, its disjunction cost is 170 CP and its upkeep 60 mana/turn.	PBEM balance mod 1.21	Hiliadan, Jean de Metz, mauvebutterfly, marcuspers, xInt, gladis, Skuns453Lirik902, rrrrookie, Jonny Thunder	Hellbrick (too limited, prefer Ai07)	
Ai08	Zephir Bird has 40 HP (was 35 HP)	PBEM balance mod 1.31 (not yet implemented)	phirpo, El Lobo, gladis, Ezekiel, marcuspers, Sin Arcain, Refineus, Blad_ua, DrLight	Hiliadan (reduce CP cost)	

Fire

ID	Change	Status	For	Against	Comment
Fi01	Domain of the Sun costs 160 RP, 50 CP and 20 mana/turn (was 180 RP, 70CP, 30 mana/turn).	Dropped	Hiliadan, Lykus, marcuspers, Jean de Metz, Hellbrick, Tasslehoff, rrrrookie, Ezekiel, xInt, gladis, Skuns453Lirik902, Jonny Thunder, rickyroo, Zaskow	Tussell	Upkeep at 30 because boosts 2 climate, including one common in UG. CP also higher because of that. Fi01 or Fi02 (not both)

Fi01a	Domain of the Sun costs 160 RP and 50 CP (was 180 RP, 70CP)	PBEM balance mod 1.3	Hiliadan		
Fi02	Domain of the Sun gives +1 fire damage to allied units in the enchanted city's domain.	PBEM balance mod 1.21	Hiliadan, Lykus, marcuspers, Shakey, Jean de Metz, Tasslehoff, rrrrookie, Ezekiel, xInt, gladis, Skuns453Lirik902, Jonny Thunder	Tussell	Fi01 or Fi02 (not both)
Fi03	Tropical Empire costs 310 RP, 60 CP and 30 mana/turn (was 350 RP, 80CP, 40 mana/turn).	Dropped	Hiliadan, marcuspers, Jean de Metz, Hellbriek, Tasslehoff, rrrrookie, Ezekiel, xInt, Skuns453Lirik902, rickyroo	gladis (70-80 CP)	
Fi03a	Tropical Empire costs 310 RP and 60 CP (was 350 RP, 80CP)	PBEM balance mod 1.3	Hiliadan		
Fi04	Tropical Empire gives Inflict Immolation to allied units in your domain.	PBEM balance mod 1.22	marcuspers, Jean de Metz, Tasslehoff, rrrrookie, Ezekiel, xInt, Skuns453Lirik902, Azktor, Jonny Thunder (preferred to Fi04a), Tussell	Hiliadan (Inflict Scorched Heat instead), gladis (Inflict Sorched Heat instead), Lightform (Inflict Scorched Heat), El_Lobo	
Fi04a	Tropical Empire gives Inflict Scorching Heat to allied units in your domain (<i>was Inflict Immolation</i>)	PBEM balance mod 1.28	Hiliadan, gladis, Lightform, Azktor (prefer Fi04), Gilafron, Skuns453Lirik902, Tussell, El_Lobo,	Jonny Thunder, Zaskow, Ezekiel	

			rickyroo, phirpo, SleepingDog, xlnt, Retromancer		
Fi05	Summon Hell Hound costs 160 RP (was 180 RP)	PBEM balance mod 1.31 (not yet implemented)	phirpo, El Lobo, gladis, Ezekiel, marcuspers, keika, Sin Arcain, Refineus, Fluksen, DrLight	Hiliadan	

Creation

ID	Change	Status	For	Against	Comment
Cr01	Domain of Life costs 160 RP, 40 CP and 15 mana/turn <i>(was 180 RP, 60CP, 20 mana/turn)</i> .	Dropped	Hiliadan, Lykus, mareuspers, Jean de Metz, Hellbrick, Tasslehoff, rrrrookie, Ezekiel, xlnt, Jonny Thunder, rickyroo, Zaskow	Tussell, gladis (50-CP)	Cr01 or Cr02 (not both)
Cr01a	Domain of Life costs 160 RP and 40 CP (was 180 RP, 60CP).	PBEM balance mod 1.3	Hiliadan		
Cr02	Domain of Life gives Fast Healing (stackable) to allied units in the enchanted city's domain.	Dropped	Hiliadan, Lykus	mareuspers (not good enough, give +1 Spirit damage?), Jean de Metz	Cr01 or Cr02 (not both)

				(healing too strong), Tussell	
Cr02a	Domain of Life gives Fast Healing (stackable) and +20% Spirit protection to allied units in the enchanted city's domain.	PBEM balance mod 1.21	Hiliadan, Lykus, mauvebutterfly, marcuspers, Ezekiel, Gloweye, xlnt, gladis, Jonny Thunder (prefer to Cr02b)	Zaskow (2x or 3x Fast Healing, no +20%), rrrrookie	
Cr02b	Domain of Life gives +5 HP to allied units in the enchanted city's domain (<i>was Fast Healing (stackable) and +20% Spirit protection</i>).	Priority change	gladis (but 2 buffs among Cr02a, Cr02b, +75 morale), Zaskow (but +10 or +15 HP), Jean de Metz (but spell should be expensive), xlnt, Skuns453Lirik902, rrrrookie, Azktor (prefer to Cr02a), Tussell, El_Lobo, Gilafron (preferred to Cr02a), Jonny Thunder, rickyroo, phirpo, SleepingDog, Retromancer	mauvebutterfly, Lightform (good already, lower upkeep instead), Hiliadan (maybe combine Cr02a and Cr02b), Ezekiel, Fluksen, marcuspers (prefer Cr02a), Zaskow	
Cr03	Temperate Empire costs 310 RP, 60 CP and 30 mana/turn (<i>was 350 RP, 80CP, 40 mana/turn</i>).	Dropped	Hiliadan, marcuspers, Jean de Metz, Hellbrick, Tasslehoff, rrrrookie, Ezekiel, xlnt, Skuns453Lirik902, rickyroo	gladis (70-80 CP)	
Cr03a	Temperate Empire costs 310 RP and 60 CP (was 350 RP, 80CP).	PBEM balance mod 1.3	Hiliadan		

Cr04	Temperate Empire gives +1 defense and +1 resistance to allied units in your domain.	PBEM balance mod 1.22	Hiliadan, Jean de Metz, marcuspers (give only one or both randomly, like Meditate?), Ezekiel, xInt, Skuns453Lirik902, Azktor (only +1 res?), Lightform, Jonny Thunder	Tussell, gladis (ony one or +100 morale), El_Lobo	
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Destruction

ID	Change	Status	For	Against	Comment
De01	Domain of Corruption costs 160 RP, 40 CP and 15 mana/turn <i>(was 180 RP, 60CP, 20 mana/turn)</i> .	Dropped	Hiliadan, Lykus, marcuspers, Jean de Metz, Hellbriek, Tasslehoff, rrrrookie, Ezekiel, xInt, Jonny Thunder, rickyroo, Zaskow	Tussell, gladis (50 CP)	De01 or De02 (not both)
De01a	Domain of Corruption costs 160 RP and 40 CP (was 180 RP, 60CP).	PBEM balance mod 1.3	Hiliadan		
De02	Domain of Corruption gives +1 Blight damage to allied units in the enchanted city's domain.	PBEM balance mod 1.21	Hiliadan, Lykus, marcuspers, Shakey, Jean de Metz, Tasslehoff, rrrrookie, Ezekiel, xInt, gladis, Skuns453Lirik902, Jonny Thunder, rrrrookie	Tussell	De01 or De02 (not both)

De03	Blight Empire costs 310 RP, 60 CP and 30 mana/turn (was 350 RP, 80CP, 40 mana/turn).	Dropped	Hiliadan, marcuspers, Jean de Metz, Hellbrick, Tasslehoff, rrrrookie, Ezekiel, xInt, Skuns453Lirik902, rickyroo	gladis (70-80 CP)	
De03a	Blight Empire costs 310 RP and 60 CP (was 350 RP, 80CP).	PBEM balance mod 1.3	Hiliadan		
De04	Blight Empire gives Inflict Curse to allied units in your domain.	PBEM balance mod 1.21	Hiliadan, Zaskow, Jean de Metz (needs to be tested), marcuspers, Ezekiel, xInt, Skuns453Lirik902	Tussell, gladis (too strong, aybe 20% blight weakness)	
De05	Storm Magic is T5 (was T6).	PBEM balance mod 1.23	Hiliadan, Hellbrick, marcuspers, Lightform, Ezekiel, xInt, Gilafron, Skuns453Lirik902, El Lobo, Jonny Thunder	DarkRider, Tussell, rickyroo	
De06	Scorched Earth causes -50 race happiness with the race of the city on which it is cast	Priority change	Hiliadan, Skuns453Lirik902 (only -5 or -10), Jean de Metz (-50), gladis (-50 and -50 alignment to compensate for the nerf), blackwill357, rickyroo, El Lobo, xInt, Henrysix, phirpo, SleepingDog	marcuspers, Hellbrick, Fluksen, Ezekiel	Like most spells which affect cities negatively
De07	Scorched Earth: 30 CP to disjunct (was 40 CP to disjunct)	Priority change	Hiliadan, phirpo, Zaskow, marcuspers,	El Lobo (won't change whether you try to disjunct or	

			keika, gladis, Fluksen	not)	
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Water

ID	Change	Status	For	Against	Comment
Wt01	Water Master gets Hail Storm instead of Drench the Land. Hail Storm is a strategic spell and causes 5 physical damage and 5 frost damage to all units and gives Weaken for 1 strategic turn to all Machines or Undead up to 2 hexes away from its center. It costs 350 RP, is tier IV, costs 90 CP.	Dropped	BBB, Hiliadan, Jean de Metz, mauvebutterfly, marcuspers, Hellbrick, xInt, Skuns453Lirik902, Lightform, rickyroo, Jonny Thunder (maybe also add transform terrain to Wetland), Saunatonnttu	Zaskow (more damage and more debuffs needed), Tussell, gladis (frost+shock weakness and fire resistance like Thunderstorm), rrrrookie, Gilafron (check if the AI can use AoE strategic spells effectively), Ezekiel (as Zaskow)	Sunburst works on 1 hex and costs 80 CP
Wt01a	Water Master gets Hail Storm instead of Drench the Land. Hail Storm is a strategic spell which affects all enemy units up to 2 hexes away from its target hex. All units affected become Drenched for 1 strategic turn and suffer 5 physical damage and 5 frost damage. All Machines or Undeads affected receive Weaken for 1 strategic turn. If cast on a city, causes minor city happiness penalty and major happiness penalty with the race that owns the city. It costs 350 RP, is tier IV, costs 90 CP.	Priority change	BBB, Hiliadan, Jean de Metz, mauvebutterfly, marcuspers, Hellbrick, xInt, Skuns453Lirik902, Lightform, rickyroo, Jonny Thunder (maybe also add transform terrain to Wetland), Saunatonnttu, gladis, Ezekiel, chiveicrook, phirpo, SleepingDog	Zaskow (more damage and more debuffs needed), Tussell, rrrrookie, Gilafron (check if the AI can use AoE strategic spells effectively), Fluksen (buff Great Hail, don't touch Drench the Land), Henrysix	Sunburst works on 1 hex and costs 80 CP
Wt02	Water Adept gets Domain of Water instead of Freeze Water (<i>was All Water hexes in the target area freeze solid for 3 Turns, enabling units to walk over them</i>). Domain of Water gives Like Water terrain and Mariner to allied units in the enchanted city's domain and the enchanted city now likes Water terrain.	Under discussion	Gloweye, marcuspers	Hellbrick, gladis (except if equivalent can be obtained via Terraforming for Water Adepts; instead combine Rot and Vengeful Frost or get rid of one to add Domain of	

	Water Master's Mana Node bonus tech (which starts researched) improves Domain of Water and makes it give Fast Embark in addition to Like Water and Mariner.			Water)	
Wt03	Rot gives Weakened to Machine and Undead it affects (was Deteriorated in the balance mod and Weakened in vanilla).	PBEM balance mod 1.27	rickyroo, marcuspers, gladis, Hiliadan, phirpo, Fluksen	Ezekiel	
Wt04	Freeze Water: 25 CP to cast (<i>was 40 CP</i>)	PBEM balance mod 1.3	Hiliadan, phirpo, Zaskow, El Lobo, marcuspers, keika, gladis (30 CP), Fluksen, mauvebutterfly, Jean de Metz, Sin Arcain, Zytozid		
Wt04a	Drench the Land: 40 CP to cast (<i>was 60 CP</i>)	PBEM balance mod 1.3	Hiliadan, phirpo, Zaskow, marcuspers, keika, gladis, Fluksen, mauvebutterfly, Jean de Metz, Sin Arcain, Zytozid	El Lobo	
Wt05	Summon Baby Kraken costs 160 RP (<i>was 180 RP</i>)	PBEM balance mod 1.31 (not yet implemented)	phirpo, El Lobo, gladis, Ezekiel, marcuspers, Hiliadan, keika, Fluksen, Sin Arcain, Blad_ua, Refineus, DrLight		

Wild Magic

ID	Change	Status	For	Against	Comment
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Wi01	<p>Unstable Transformation attempts (blight strength 15) to transform target enemy unit into a unit of equal or lower tier and that unit dies after 3 rounds <i>(was Target unit is saturated with powerful magic and transforms into a new random unit of equal or great power. The new unit is inherently unstable and will die at the end of combat)</i>. If it fails, the units receives two random debuffs and will die at the end of the combat.</p> <p>Debuffs include Cursed, Weakened, Bleeding, Blinded, Broken Spirit, Choking, Crippled, Dazzled, Disgusted, Enfeebling Fever.</p>	Dropped	Hiliadan, Jean de Metz, mauvebutterfly (should not target hero and leader), marcuspers, Skuns453Lirik902, xInt, Gilafron, Olop, Jonny Thunder, rrrrookie, rickyroo	chiveicrook, Lightform (need boost but not to make it like Disintigrate), Ezekiel, Tussel	Disintigrate costs 20 CP (Unstable Transformation 25) and has a physical strength 15 and cause 25 damage if fails
Wi01a	<p>Unstable Transformation attempts (blight strength 15) to transform target non-hero and non-Leader enemy unit into a unit of equal or lower tier and that unit dies after 3 rounds <i>(was Target unit is saturated with powerful magic and transforms into a new random unit of equal or great power. The new unit is inherently unstable and will die at the end of combat)</i>. If it fails, the units receives two random debuffs and will die at the end of the combat.</p> <p>Debuffs include Cursed, Weakened, Bleeding, Blinded, Broken Spirit, Choking, Crippled, Dazzled, Disgusted, Enfeebling Fever.</p>	Priority change	Hiliadan, Jean de Metz, mauvebutterfly, marcuspers, Skuns453Lirik902, xInt, Gilafron, Olop, Jonny Thunder, rrrrookie, rickyroo, chiveicrook	Lightform (need boost but not to make it like Disintigrate), Ezekiel, Tussell, Fluksen (combo with Guerilla Tactics for 100% kill), Zytozid, phirpo	Disintigrate costs 20 CP (Unstable Transformation 25) and has a physical strength 15 and cause 25 damage if fails
Wi02	Pandemonium gives two 60% weakness to two random damage channels to hostile units <i>(was one 100% weakness) (other effects of Pandemonium are unchanged)</i>	PBEM balance mod 1.21	Zaskow, Hellbrick, marcuspers, Skuns453Lirik902, chiveicrook, xInt		
Wi03	Summon Lesser Elemental is tier 3 skill (was tier 4)	PBEM balance mod 1.28	phirpo, marcuspers, Hiliadan, El Lobo, Zaskow, Ezekiel, gladis, Fluksen, Henrysix		

Wi04	Warp Domain: 90 CP to cast (was 100 CP)	PBEM balance mod 1.3	Hiliadan, phirpo, Zaskow, marcuspers, keika, gladis, Fluksen, mauvebutterfly, Jean de Metz, Sin Arcain, Zytozid		
Wi05	Summon Lesser Elemental costs 110 CP (was 120 CP)	PBEM balance mod 1.31 (not yet implemented)	phirpo, marcuspers (even 80-90 CP), El Lobo (80-90 CP), gladis, Ezekiel, keika, Fluksen, Sin Arcain, Refineus, DrLight	Hiliadan	

Shadowborn

ID	Change	Status	For	Against	Comment
Sh01	Mab's Boon is tier II, cost 150 RP and gives Your newly migrated cities get +10 Production, +10 Gold and +50 Population (Undead Population for Necromancers) income for 5 Turns <i>(was tier IV, 350 RP, +20, +20 and +100)</i> .	Under discussion	Iguana-on-a-stick, Jean de Metz (but prefer tier I), mauvebutterfly, Hellbrick	Hiliadan (too easy to get Monoculture), marcuspers, blackwill357	
Sh02	Fallen Angel's damage are increased to 6/6/6/6, its cost is reduced to 250 CP <i>(was 5+5+5+5 = 20 damage and 280 CP)</i>	Priority change	Zaskow (22-24), Hellbrick, Jean de Metz, gladis (and make it Pikeman, i.e. gain First Strike), El Lobo, Fluksen, rrrrookie	Hiliadan, marcuspers, blackwill357 (5/6/6/6, no cost decrease), rickyroo (against boosting T4), phirpo, Ezekiel	
Sh03	Entwined by Shadows: 40 upkeep, 100 CP to cast, 100 CP to disjunct <i>(was 30 upkeep, 150 CP (to confirm since it's different from Shield of Dispassion at 100 CP), 150 CP to disjunct)</i>	PBEM balance mod 1.3	Hiliadan, Zaskow, El Lobo, marcuspers, gladis (50 upkeep like Shield of Dispassion),	phirpo, keika (30 upkeep)	

			Fluksen, Sin Arcain, xInt		
Sh03a	Seed of Distrust: 10 upkeep (<i>was 5 upkeep</i>)	PBEM balance mod 1.3	Hiliadan, Zaskow, marcuspers, gladis, Fluksen, Sin Arcain, xInt	El Lobo (double CP cost of Seed of Distrust), phirpo	
Sh03b	Embrace Darkness: 10 upkeep, 50 CP to cast, 50 CP to disjunct (<i>was 5 upkeep, 60 CP, 120 CP to disjunct</i>)	PBEM balance mod 1.3	Hiliadan, Zaskow, El Lobo, marcuspers, gladis, Fluksen, keika, xInt	phirpo (not cheaper, but upkeep → 10)	

Grey Guard

ID	Change	Status	For	Against	Comment
Gr01	Chtonic Guardian's damage are increased to 21, its cost is reduced to 250 CP (<i>was 18 damage and 280 CP</i>)	Priority change	Zaskow (22-24), Hellbrick, Jean de Metz, gladis, El Lobo, Fluksen, rrrrookie	Hiliadan, marcuspers, blackwill357 (no cost decrease), rickyroo (against boosting T4), phirpo, Ezekiel	No split channels so lower damage then other Angels
Gr02	Golden Balance (Grey Guard Master) gives +4 additional gold from cities (<i>was 5</i>)	Priority change	Hiliadan (3), marcuspers, Skuns453Lirik902, gladis, rickyroo, rrrrookie	blackwill357, El Lobo, xInt, phirpo, Ezekiel	

Gr03	Shield of Dispassion: 40 upkeep, 100 CP to disjunct (<i>was 20 upkeep, 150 CP to disjunct</i>)	PBEM balance mod 1.3	Hiliadan, Zaskow, El Lobo, marcuspers, gladis (50 upkeep as The Great Purge), Fluksen, Sin Arcain, xInt	phirpo, keika (20 upkeep)	
Gr03a	Scales of Fortune: 10 upkeep, 50 CP to cast, 50 CP to disjunct (<i>was 5 upkeep, 60 CP, 120 CP to disjunct</i>)	PBEM balance mod 1.3	Hiliadan, Zaskow, El Lobo, marcuspers, gladis, Fluksen, keika, Sin Arcain	phirpo (not cheaper, but upkeep → 10)	

Keeper of the Peace

ID	Change	Status	For	Against	Comment
Ke01	Arch Angel's damage are increased to 11 physical and 12 spirit, its cost is reduced to 250 CP (<i>was 10 physical and 10 spirit damage and 280 CP</i>)	Priority change	Zaskow (22-24), Hellbrick, Jean de Metz, gladis (+ Inflict Daze), El Lobo, Fluksen, rrrrookie	Hiliadan, marcuspers, blackwill357, rickyroo (against boosting T4), phirpo (only attack strength), Ezekiel	
Ke02	- Rally of the Populace: 80 CP to disjunct (<i>was 120 CP to disjunct</i>) - Keeper's Creed : 40 upkeep, 100 CP to disjunct (<i>was 30 upkeep, 150 CP to disjunct</i>)	PBEM balance mod 1.3	Hiliadan, Zaskow, El Lobo, marcuspers, gladis (50 upkeep as Shield of Dispassion), Fluksen, keika (but 30 upkeep for Creed), Sin Arcain	phirpo	
Ke02a	Spiritual Freedom: 10 upkeep, 50 CP to cast, 50 CP to disjunct (<i>was 5 upkeep, 60 CP, 30 CP to disjunct</i>)	PBEM balance mod 1.3 ange	Hiliadan, Zaskow, El Lobo, marcuspers, gladis, Fluksen, keika, Sin Arcain	phirpo (not cheaper, but upkeep → 10)	

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Artificial Intelligence (AI)

ID	Change	Status	For	Against	Comment
AI09b	AI will now cast the following spells in auto combat: Killing Spree, Dampening Field, Sadism, Gift Of Nekron, Rite Of Malediction, Smoke Screen, Bane of the Unnatural.	PBEM balance mod 1.28	Hiliadan, El Lobo, marcuspers, rickyroo, phirpo, gladis, Henrysix, Ezekiel, Zytozid, keika, Retromancer, mahimka		

Changelog

Please refer to this [other document](#) for the changelog.