

22.02.16

General changes

- Nymphs and Nightshade Fairies deleted from reward set on Spring of Life (I hope completely - need volunteers for detailed testing). Blight Tusk Boar and Bleak Warg added to reward set instead.
- Max XP interactions for each tier were changed to 8/8/10/12 for tier 1, tier 2, tier 3, tier 4 accordingly (was 10/10/12/14).

Class changes

Archdruid

- Call Beast Horde – minimum and maximum amount of beasts was changed to 4-5 (was 2-3), time to life – to 4 rounds (was 7), new animals added to the animal set. Chances to summon unit of certain tier are: T1 – 43%, T2 – 30%, T3 – 20%, T4 – 7%.

Dreadnought

- Flash bang - Launches a mana-infused flash bang that bursts apart into a mixture of light, scraps, and flames. Deals 4 fire and 4 physical damage to target enemy unit and attempt to Blind (with strength 7) all units in 1 hex radius (was Single target) for 2 turns. If Blind was unsuccessful, affected units lose 25% of their movement points. Blinded units have a maximum attack range of 1 hex.
- Engineers gain +8 HP.
- Engineers can build Roads.
- Maintenance ability heals 5 HP per Machine unit in stack now (was 3).
- Juggernaut does not need Reload now.
- Ram of Flame/Frost Tank inflicts 20 dmg now (was 16).

Necromancer

- Stiffen Limbs now works only 3 turns (was To End of Combat) and costs 50 RP (was 60).
- Dead cities give more RG XP pts (40% now, was 35%).
- Dead cities now gain +5% to all types of income for every level of Necromancy skill.
- 5% bonus for every level of eco RG ups for Necro was deleted.
- Necromancer Heroes can gain one more copy of Life Steal on level 7.
- Necromancer Heroes can gain Devour Corpse on level 3 (was 5).
- Necromancer Heroes can gain Inflict Ghoul Curse on level 11 (was 9) for 10 pts (was 7).
- Necromancer Heroes can gain Inflict Curse on level 7 (was 9).

- Necromancer Heroes can gain Shadow Step on level 7 (was 9) for 3 pts (was 4).

Rogue

- Panic Attack and Mass Battlefield Panic – increased strength to 10 (was 9).

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Sorcerer

- School of Enchantment cannot appear in skill book before turn 10.

Theocrat

- Denounce City skill becomes cheaper – tier 3 spell (was tier 4), research cost 300 (was 400), mana cost 40 (was 60) and maintenance 15 mana/turn (was 20).

Warlord

- Warbreed lost his 'Infantry' tag.
- Training Regiment discount works on Warbreeds now

Racial changes

Humans

- New version of Eco RG2. Human outposts, villages generate an additional +2 Gold for every open Water Hex in their domain.

Orcs

- Orc Archer changed to 'vanilla' state and only his cost changed – 60 gold (was 70).

Specialization changes

Air

- Suffocate inflicts Choking status effect on unit after use.
- Wind Ward works only on enemies now. Enemy ranged attacks suffer a -6 strength penalty (was -8).
- Introducing new Air Master spell: Greater Seeker.
Target friendly unit's ranged abilities ignore ranged penalties and line of sight penalties and do +1 damage. The effect jumps a maximum of 4 times to other friendly units 3 or less Hexes away from the previous target.
- Haste cost was lowered from 400 to 300 RP, becomes tier 3, moved to Air Adept.
- Introducing new Air Master spell: Greater Haste.
Target friendly units are Hasted for 1 combat round. Hasted units have their movement radius doubled and are immune to attacks of opportunity. The effect jumps a maximum of 3 times to other friendly units 3 or less Hexes away from the previous target.

Creation

- Condemn killing takes away -10 HP from unit-killer now in addition to 'Cursed' status effect. Spell now costs 15 CP and mana.
- Bane of the Unnatural works on Machines and Monsters now.

Other Changes

- Fix for wrong description of Polearm bonus damage (IRL it's +4, on display was +5).
- Devour Corpse Ability leaves 1 action pts after use (was Single use), heals 20 HP (was 25).
- Immolating Touch is Free action ability now (was Single use), strength check increased to 18 (was 16).

25.01.16

Initial release

Class changes

Archdruid

- Poison Domain is Tier 3 now and costs 300 research. Maintain cost – 15 mana, Mana cost – 80. Poison damage – 10.

Dreadnought

- Reload of Cannon now needs 3 action pts.
- Fire Mortar on Juggernauts now needs Reload.

Necromancer

- Dead cities now gain +5% to all types of income for every level of RG.
- Greater Reanimate Undead – works only on YOUR undeads, restores 75% HP (was 100%).
- Inflict Despair – lowering strength to 9, Spirit Weakness inflicted by this ability will be lowered from 20% to 10%.

Rogue

- Urban Cover now works on Infantry and Support too (except Succubus).
- Frostling Scoundrels now have Arctic concealment and Projectile Resistance on Bronze (as other scoundrels have).
- Structural Insight now moved to Rogue Class.

Sorcerer

- Mass Stasis – spell strength changed from 13 to 11. On failure affected units lose 25% of move pts, not 50%.
- Mend Magical Being now has cooldown 2 turns and lost trait ‘Once per battle’
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Theocrat

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Warlord

- Warbreeds – get Infantry type and become immune to Fearsome and Fear Strike abilities.
- Pounce ability (Tigran Manticore exclusively) – starts with 1 turn cooldown, targets can retaliate.

- Draconian Monster Hunters now has 14 fire range damage (was 11).
Price increased +5 gold.

Racial changes

Draconians

- Draconian Raptor now has melee attack 10 physical + 3 fire (was 6 physical + 6 fire).

Dwarves

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Frostlings

- Last Rite Of Winter doesn't sacrifice Ice Queen now and cost 50 gold to cast.

Goblins

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Halflings

- Halfling Nightwatch costs 45 gold now (was 50).
- Halflings have 15% physical weakness (was 20%).
- Jesters cost 70 gold (was 75).

High Elves

- Class supports have only racial 20% blight weakness (was 40%).

Humans

- RG 1 Economic – settlers gain 20% discount (was 25%).

Orcs

- Orc Archers gain Sprint, War Cry deleted, -1 defense, -2 melee damage and -5 HP. (Making from Orc Archers mediocre melee warriors was bad idea, honestly...)

Tigrans

- RG 1 Economic – settlers gain 20% discount (was 25%).