

TLC BALANCE MOD V0.7 - CHANGE LOG

Quality of life changes, balance tweaks and some major changes to the base game. This mod focuses on areas of the base game I feel are flawed or poorly implemented at this time and tries to adjust them to values I find more suitable. Largest changes are an attempt to make bows and slings more valuable parts of Dominion 5 armies, and a solid look at how Land nations can interact with UW provinces and UW nations interact with Land provinces.

NOTE: Due to :illwinter: reasons, nation pretender screens do not update when units are given new terrain recruitment options. The changes stated in the doc are in effect, but some units that can now be recruited on land do not show as such in the pretender design screens.

Some Art Assets taken from DE with permission from Red_Rob, Gem-gens stolen with permission from Lucid's Thematic Gem-Generator, low level conjuration spell changes taken from the first draft of Ilamabeast's llamaSummons_v2.dm mod. Inspiration and spells taken from Burnsaber's UWGIM.

Special thanks to all these guys!

CHANGE LOG FROM 0.6

- National summoning spells have been added to the balance mod from the Nation mod.
- The effects of various scales have been tweaked
- Ancient Talus magic leadership lowered
- Mermage price discrepancy fixed
- Vengeful Waters nerfed, now 80 gems to cast
- Pillar of Fire back to Evo 7, and vanilla values, but gains +4 precision
- Earth Might moved to Enchantment with Strength of Giants
- Legions of Steel up to 60 fatigue
- Demon Merchant now Stealthy
- Golden Sandals now have the reinvig bonus same as the other arena items
- Level 9 unit construction summons are now X3 mages if divine named
- Soulless are no longer undisciplined
- Boiling water to the same research level as Fire storm
- Move Citadel of the closed realm to thaum 6 where it belongs.
- ghost circlet to 15S gems

General Balance Changes

A number of changes to the base game, less comprehensive and targeted then those that follow below.

In general; Evocations, and overpriced/useless globals have been buffed. Site searching spells have all been made castable by level 1 mages. While some more niche spells such as blink, frighten, and panic have been tweaked to be less likely to be cast by the AI. Some spells not mentioned below had their precision values tweaked. Non-spell changes are for things I notice as I go along and fairly random in both scope and focus.

Dominion Scale Changes

I debated just nerfing growth/magic scales, but instead decided to try and make the other scales better instead. This is the result for the moment. A work in progress.

- Turmoil/Order: Impact on event frequency increased to 5%, income % increased to 4 per point
- Cold/Heat: Income % per point changed to 6%
- Death/Growth: No longer impacts income %, pop change increased to 0.30% per scale
- Luck/Misfortune: Impact on event quality increased to 12% per point, impact on event frequency increased to 8% per point

Site Changes

- Farm of Plenty; Now grants 50 gold.

Spell Changes

While too many have been changed to neatly list here, most short ranged offensive combat spells had their range increased by 5 so that they can be more easily used. Some have received small precision boosts to compensate.

Fire Spells

- Fireball: now 18 damage base from 16
- Falling Fires: now 17 damage from 15
- Pillar of Fire: now Evocation 7 instead of Evocation 8, precision increased by 4
- Augury: now F1 to cast from F2, gem cost F3 from F2
- Bonds of Fire; now range 30, from 20, and aoe 1 instead of single target
- Prison of Fire; now range 35 from 30, fatigue cost 20, from 30 and base aoe 4
- The Kindly Ones: now F5N2 from F6N4, 25 gems from 40

- Inner Sun: Now costs no gems
- Flame Eruption: No longer has the potential to strike the caster
- Second Sun; now F7 to cast, from F8
- Rage; now research level 2 from 3, aoe1 and F1 to cast rather than F2
- Hydrophobia; now research level 6, from 8 and fatigue cost 60, rather than costing a gem

Air Spells

- Auspex: now A1 to cast from A2
- Summon Storm Power: Cast time now 125
- Chain Lightning: now range 35, A1 to cast from A3
- Shock Wave: Can no longer hit the caster
- Ghost Wolves: now A1 to cast from A3, research level 2, and 30 fatigue for 2 wolves
- Phantasmal Warriors: now A2 to cast from A1, research level 4, fatigue 20 for 2 phantasmal warriors
- False Horrors: now 20 fatigue for 2 horrors
- Mists of Deception: now A5 to cast, now in the Alteration School with other phantasmal spells
- Trade Winds: Now 3 gems to cast from 10
- Gift of Flight: Now range 5 from 10
- Fata Morgana: now 45 gems from 90
- Wind Ride: increased province range to 5 from 3
- Perpetual Storm: now 60 gems from 70
- Phantasmal Army; now A3, 30+5/lvl, research level 8

Water Spells

- Rain; now research level 4 from 2
- Ice Strike; now research level 6 from 7, range, precision and aoe increased, damage to 21, now inflicts slash/pierce instead of just slashing.
- Voice of Apsu: now W1 to cast from W2, gem cost now 3 from 2
- Niefel Flames: Now costs 1 gem from 2
- Bone Melter: Precision increased to 100
- Celestial Rainbow: now W6 to cast from W7, gem cost now 69 from 80
- Guardians of the Deep; Now 30 gems from 60
- Sailors Death; now precision 100
- Vengeful Waters; now 80 gems to cast, from 70
- Ghost Ship Armada: Gem cost now 35 from 60

Earth Spells

- Destruction: Affected armor is nearly always broken, rather than damaged. Made more effective against magic armors.
- Earth Might; moved to enchantment with Strength of Giants
- Legions of Steel: Fatigue increased to 60
- Earth Meld: now 50 fatigue from 60

- Curse of Stones; gem cost reduced to 2 from 3
- Armor of Achilles: as Destruction
- Gnome Lore: now E1 to cast from E2
- Farstrike: Precision increased to 20
- Mechanical Militia: now 30 gems from 80
- Lion Sentinels: now 5 gems from 30
- Iron Pigs; gem cost reduced to 3 from 9
- Magma eruption; now 30 fatigue from 30, now E2F1 from E2F2

Astral Spells

- Tweaked AI casting priorities, lowering paralyze and disabling blink, buffing SS and Enslave
- Magic Duel: Gem cost to 2S from 1S (S1 suicide duelists must now Pots or wait for LotNS before casting)
- Stellar Cascades: Undid the Illwinter Nerf (no MR check for half), decreased fatigue damage to 22 from 25
- Divine Name: gem cost now 15, from 25
- Healing Light; now AoE 3 from 1
- Unraveling; now S5 to cast and 5 gems, from S6 and 6 gems

Death Spells

- Frighten: Greatly lowered AI preference for this spell
- Bane Fire: Increased the AI's chance to cast this spell, increased precision, lowered fatigue
- Dust to Dust: Greatly increased the AI's preference for this spell. Lowered range to 15 from 30
- Control the Dead: Precision increased to 100
- Blast of Unlife: damage increased to 20, from 15, range increased from 30 to 35
- Enfeeble: range decreased to 20, from 25. Fatigue cost reduced to 99, from 100 (no longer costs a gem)
- Wailing Winds: increased to research level 8, from 6
- Fields of the Dead: lowered to research level 8, from 9, D path required lowered to 3, from 5
- Black Servant: Now only D1 to cast, from D2

Nature Spells

- Foul Vapors: Now costs 2N gems, rather than 1 to cast
- Haste: Now a battlefield wide buff for 2N, from AoE25 for 1N
- Haruspex: now N1 to cast from N2, gem cost now 4 gems from 2
- Panic: Greatly lowered AI preference for this spell
- Wild Hunt: gem cost now 30 from 50
- Haunted Forest: now 45 gems from 60
- Gift of Reason: gem cost now 10, from 20
- Vine Arrow: fatigue cost to 10 from 20, precision +5 from 0
- Healing Mists: now N2A1 to cast instead of N3A1
- Dragon Master; gem cost now 5, from 30
- Sleep Cloud; now will actually be cast by the AI, range, precision tweaked, now MRN easy
- Breath of the Dragon; damage increased

- Storm of Thorns; number of projectiles increased
- Gaia's Blessing; now N4E2 to cast, from N5E2
- Army of Rats; now N5 to cast, from N7

Blood Spells

- Hellfire: damage increased to 19+2/level from 9+1/level
- Bind Demon Knight: Now 10 slaves from 15
- Banish Demon: now cost 0 slaves and 99 fatigue

New Spells

Fire Spells

- Rain of Fire; 18 AoE 1, damage 22 fireballs fall from the sky, causing heat shock on impact. F4 to cast and 1 gem. (Evo 8)
- Heroism; F3 buff that grants AoE1 +4 attack and +4 AP (Thaum 4)
- Battle Lore; F4 buff that grants AoE25 +4 attack and +4 AP for 1 gem (Thaum 8)

Water Spells

- Rain of Ice; 35 AoE 1, damage 19 ice balls fall from the sky. W4 to cast and 1 gem. (Evo 8)

Nature Spells

- Cultivate Rebirth; N1 ritual restores around 500 population to a province for 3N gems. This spell fails in provinces with more than 1k pop. (Alt 3)
- New Spell; Call Fairy Scout; N/A spell that summons a sprite commander for 1 gem. (Conj 2)

Blood Spells

- Mercantile Contract: B1 ritual that summons a non-mage Demon Merchant with a retinue of 5 blood slaves. Costs 25 blood slaves and has a gold upkeep. Cannot be empowered and refuses to fight, but is somewhat difficult to kill. (Blood 6)

Holy Spells (all new H2 spells cost 20 fatigue unless stated otherwise)

- Heal: H2 spell that applies heal 4 in aoe 1, default spell
- Heat's Embrace: H2 spell that grants 5FR in aoe 1 for 20 fatigue, requires a Fire Pretender
- Healing Waters: H2 spell that applies heal 3 in aoe 6, requires a Water pretender
- Touch of the Earth: H2 spell that applies heal 5, relief 15 in aoe 1, requires an Earth pretender
- Winds of Change: H2 spell that applies heal 4 and mirror image in aoe 1, requires an Air pretender
- Celestial Purity: H2 spell that applies heal 15 in aoe 1, requires an Astral pretender
- Undying Vigor: H2 spell that applies heal 10 in aoe 5, undead only, requires a Death pretender
- Growing Health: H2 spell that applies heal 6 in aoe 4, requires a Nature pretender
- Demon Power: H2 spell that applies heal 10 and +4 strength in aoe 1, demons only, requires a Blood pretender

- Power of the Heavens: H4 spell that grants +1 to all non-holy magic paths for 99 fatigue. Does not stack with Power of the Spheres.

Item Changes

- Starshine Skullcap: Now a crown slot item
- The Black Heart: now costs 20 slaves
- Bottle of Living Water; Now costs 5W gems, but only summons a size 3 elemental
- Horn of Valor; now gives warning 5 and command +10
- Skull Talisman: Now provides a retinue of 3 longdead
- Handful of Acorns: Now gives Magic Leadership 20

Arena Item Changes

- All arena items now give reinvigoration 3
- Champions Trident and Gladius are now AP weapons
- There is now a Champion's Shield that grants Luck/Quickness/Damage Return/MR
- Champions Cuirass regeneration increased to 10%
- Champion's Helmet and Crown both give +2MR
- Champion's Medal gives +5 of every resist
- Golden Sandals give +12 mapmove instead of +6

New Items

- Added Lucid's Thematic Gem-Gens for all paths except Blood with his permission. Blood has a new summon to summon commanders with Blood Slave Retinues in the New Spell section instead. This prevents the use of Blood Slaves in assassination battles.

Mod Thread:

<https://steamcommunity.com/app/722060/discussions/2/1489992713708829397/>

Unit Changes

- All Mage Assassins now have patience 0
- Blood Slaves reduced to combat speed 3 (mostly for gem-gen reasons)
- Kraken: now has arm slots and is size 5
- Succubi now have full slots
- Siege Golems now have full slots minus hands
- Air Elementals: Attack and defense skills are set to 13, Storm Power to 5 at all sizes. (size 5 and 6 are weaker, size 4 and less are stronger in storms or stronger period)
- The Arch devils all gain Heat Power 1 and 15 nat prot, Ethanim is a better general
- All Minotaurs and Ichtytaurs of all types gain at least +1 Attack.
- Horned Serpent's Protection increased to 15, from 11
- Killer Mantis is now size 3, and gain a bite attack and increased damage
- Scorpion Beast is now prot 18, mr 9 and claw attack replaced by Claws attack
- Amphiptere now has higher prot and precision, and is no longer undisciplined
- Cave Cows are now larger, more powerful, with better weapons and not undisciplined
- Bog beasts are now tougher, and have lost their poison spit attack
- All Drakes are no longer undisciplined
- Draconians and Draconian chiefs gain a taloned kick
- Sea Serpent given a tail sweep and more Prot and HP
- Winter Wolves now have cold aura 3
- Crusher now has an AoE 1 slam attack that is negated by defense
- Siege Golem now has siege bonus 150, and is, if divine-named, an E3 mage
- Poison Golem is now a D3 mage, its banefire shield is stronger, and it casts Foul Vapors at start of combat
- Iron Dragon is now much tougher, possesses a heat aura, an AP bite attack, and if divine-named, is an F3 mage.
- Phantasmal Warriors now 2hp, gain phantasmal shields
- False Horrors now have 3hp
- Sprites now have leadership 10, lowered from 40
- Soulless are no longer undisciplined

New Units

- Elder Kraken; a size 6 Kraken with 120hp
- Lesser Horned Serpent; the vanilla horned Serpent, summoned by the Summon Animal spells

Ritual Summon Changes

Below are some changes to the more lackluster of ritual summon spells in the base game. Most of the spells from level 1 to 3 are courtesy of the fantastic Ilamabeast, changes outside this range are my ideas/decisions.

Conjuration 1

- Black Servant: Gem cost 4D from 5D
- Summon Sea Dogs; Gem cost 1N from 2N, now summons 6+1/lvl from 5+1/lvl
- Summon Crocodiles: Gem cost 3N from 4N
- Summon Animals: Gem cost now 5N from 10, now summons 15+5/lvl, from 15+2/lvl

Conjuration 2

- Summon Fire Ants: Gem cost now 6F from 10F
- Summon Ogres: Gem cost now 8E from 10E
- Summon Shades: Gem cost now 5D from 8D

Conjuration 3

- Call of the Winds: gem cost 8A from 10A
- Summon Amphiptere: gem cost 1A from 3A
- Summon Yetis: gem cost now 8W instead of 13W
- Summon Cave Cows: gem cost now 3W instead of 5W
- Summon Cave Crab: gem cost now 3E from 4E
- Revive Wights; gem cost now 15D from 20D
- Revive Bane: gem cost now 6D from 7D
- Call of the Wild: gem cost now 10N from 12N
- Awaken Vine Men: gem cost now 2N from 1N, but summons twice as many vinemen and Vine Lord has twice the effect
- Awaken Algae Men: gem cost now 2N from 1N, but summons twice as many Algae men and Vine Lord has twice the effect
- Summon Sea Lions; gem cost now 6N from 10N
- Summon Bog beasts; gem cost now 7N from 8N

Conjuration 4

- Summon Shade Beasts; gem cost 10D from 15D
- Summon Cave Drake; gem cost now 2E from 4E
- Summon Wyverns; number of effects increased to 3, from 2
- Summon Kithaironic Lion; now 1N from 5N

Conjuration 5

- Contact Draconians; gem cost now 17A from 30A
- Summon Manticore; gem cost now 3N from 5N

- Summon Summer Lion: Gem cost 15F from 20F, summons 5 Lions
- Summon Winter Wolves; Gem cost now 15W from 8W, summons 9 Wolves
- Summon Spring Hawks; gem cost now 15A from 20A, summons 9 Hawks
- Summon Fall bears; gem cost now 15E from 12E, summons 7 Bears

Conjuration 6

- Ether Gate: gem cost now 60 from 90

Enchantment 4

- Behemoth; gem cost 6D from 7D

Enchantment 5

- Enliven Gargoyles; now requires E2A1 from E3A1, gemcost now 7E from 10E

Enchantment 6

- Reanimate Archers; gem cost reduced to 2D from 5D
- Hidden in Snow; gem cost reduced to 55W from 75W
- Hidden in Sand; gem cost reduced to 55E from 75E
- Hidden Underneath; gem cost reduced to 55E from 75E

Enchantment 7

- Leviathan; gem cost reduced to 8D from 12D

Construction 3

- Construct Manikin; gem cost reduced to 3N from 9N

Construction 5

- Construct Mandragora; gem cost reduced to 3N from 10N
- Crusher Construction; gem cost reduced to 11E from 15E

National Summons

- Sloth of Bears; gem cost reduced to 5N from 8N
- Herd of Buffaloes; gem cost reduced to 6N from 10N
- Ambush of Tigers; gem cost reduced to 5N from 10N
- Herd of Elephants; gem cost reduced to 12N from 25N
- Pride of Lions; gem cost reduced to 5N from 10N

Greek Summons

- Awaken Hamadryad -> gem cost now 20, from 25
- Forge Brass Bull -> gem cost now 15, from 30
- Craft Keledone -> gem cost now 2, from 5
- Summon Hound of Twilight -> gem cost now 3, from 4
- Procession of the Underworld -> gem cost now 11, from 13
- Bind Keres -> Gem cost now 9, from 12

Middle Eastern Summons

- Contact Scorpion Man -> gem cost now 5E, from 12
- Call Celestial Yazad -> gem cost now 35, from 40
- Call Yata -> gem cost now 35, from 40
- Call Jahi -> gem cost now 12, from 15
- Summon Lilot -> gem cost reduced to 11, from 15, now has body slot
- Summon Mazzikim -> gem cost reduced to 2, from 3
- Summon Kusarikku -> gem cost reduced to 4E from 6E
- Summon Anzu -> gem cost reduced to 3A from 4A
- Summon Hinn -> gem cost now 4, from 6
- Summon Binn -> gem cost now 4, from 6
- Feast for Ghuls -> gem cost now 17, from 21
- Summon Ghulah -> gem cost now 36, from 31
- Banquet for the Dead -> gem cost reduced to 40, from 55
- Call Malakh -> gem cost reduced to 6, from 9
- Call Hashmal -> gem cost reduced to 16, from 21
- Call Ophan -> gem cost reduced to 26, from 49
- Call Merkavah -> gem cost reduced to 99, from 222

Norse Summons

- Awaken Draugar -> gem cost now 8, from 12

Rus Summons

- Contact Sirin; gem cost now 6, from 8
- Summon Rusalka; gem cost 13, from 16
- Summon Zmey; gem cost 2, from 5
- Contact Leshiy; gem cost 45, from 60
- Send Bukavac; Bukavac prot now 18, from 15

Indian Summons

- Summon Gandharvas -> gem cost reduced to 16, from 18
- Summon Devata -> gem cost reduced to 35, from 45
- Summon Devala -> gem cost reduced to 45, from 55
- Host of Ganas -> gem cost reduced to 10, from 12

Eastern Summons

- Summon Gozu Mezu -> gem cost reduced to 5, from 7
- Summon Kappa -> gem cost increased to 4, from 3, now summons 6 Kappa from 3
- Ghost General -> gem cost reduced to 8, from 10
- Araburu-Kami -> now possess F1D1B1 + 100% FDB if divine named
- Summon Ko-Oni -> gem cost reduced to 4, from 7
- Summon Ao-Oni -> gem cost reduced to 5, from 10
- Summon Aka-Oni -> gem cost reduced to 5, from 10
- Summon Oni -> gem cost reduced to 5, from 12
- Summon Kuro-Oni -> gem cost reduced to 5, from 10
- Summon Oni general -> gem cost reduced to 16, from 20
- Summon Omakude -> gem cost reduced to 4, from 6
- Contact Mujina -> gem cost reduced to 18, from 21
- Contact Tanuki -> gem cost reduced to 18, from 26
- Contact Mori-no-Kami -> now gains a magic bow in both forms
- Summon Ujigami -> gem cost reduced to 6, from 8
- Contact Tatsu -> gem cost reduced to 15, from 19
- Contact Yama-no-kami -> gem cost now 24, from 28
- Summon Kenzoku -> now dom immortal

European Summons

- Angelic Host -> gem cost now 40, from 50
- Heavenly Wrath -> gem cost now 13, from 35
- Heavenly Choir -> gem cost now 111, from 144

Bow & Sling Changes

In Dominions 5, ranged combat is generally an afterthought, especially in MP. While there are a few niche buffs that can make them worth casting (Fire Arrows/Wind Guide), the use cases for most non-crossbows are incredible niche. On top of that, even when used within those niches, there are a half a dozen or more ways to counter bow and sling fire to the point of making it entirely ineffective. From simple prot buffs and shields, to precision lowering effects with line formations and then the tailored counters of Storm and Arrow Fend. Any combination of the above will typically render archery and archers entirely worthless. Or, even more than they already were at least.

While massed battlefield archery as a rule **was** inaccurate, it was also effective, something that cannot be said of Dom5's archers. While individual elite archer units will probably be getting precision buffs in the TLC Nation mod at some point, the Balance mod will be focusing instead on damage for both bows and slings, and range for slings.

(Some sources for those who might doubt the effectiveness of ancient slings/slingers)

<https://www.chrisharrison.net/index.php/Research/Sling>

[https://en.wikipedia.org/wiki/Sling_\(weapon\)](https://en.wikipedia.org/wiki/Sling_(weapon))

Universal Bow Changes

- All bows now inflict 1/2 the wielder's strength as damage, instead of 1/3. This applies to both magical and mundane bows that do not inflict AP or AN damage.

Universal Sling Changes

- Slings base damage increased to 8, comparable to a composite bow (but less effective due to damage type differences and -3 precision), base sling range increased to 40. Slings also now inflict 1/2 the wielder's strength as damage in an identical fashion to bows.

- All human sling units cost a baseline of 12 recruitment points to recruit, with the rare elite slingers costing correspondingly more. Gold and resource costs have not been changed. Descriptions have been updated where appropriate.

Land & Water Changes

Vanilla Dom5 Land-Water interactions are fundamentally broken, and I will fight people over this fact. The game is designed like these are two entirely different arenas of gameplay, and in my opinion very little thought has been given to how these two realms are supposed to interact with each other.

Land nations without national water/air/death paths are functionally barred from accessing water provinces outside of finding lucky amphibious indy provinces or indy mages. Nations with those paths are still nearly entirely incapable of competing with a real water nation UW, barring catastrophically large mismatches in both skill and resources due to the overpowering nature of Water magic UW, and the inordinate gem costs required to get even small numbers of mages and troops to invade with. This leaves any Land nation with an UW neighbor forced to rely entirely on diplo to avoid being attacked by the UW nation, or suffer the indignity of being raided continuously without hope of retaliation. Potentially for the entire game.

Despite this disparity, UW nations are not OP. In fact, the vast majority of them are irrelevant to the course of the average MP game. Many are incapable of bringing their best troops above water at all, and suffer the same gem tax to bring their mages above water as the land nations do to go below it. Even once successfully above water, the UW nation is further penalized by often extremely limited recruitment out of coastal forts... and often no non-indy recruitment out of land forts at **ALL**. While technically the reverse is also true, on most maps, there are vastly more land provinces than water provinces, meaning an UW nation that begins actually winning will be further hampered by long and unwieldy lines of reinforcements.

While some things are impossible for modders to fix (the inability to create 'air' breathing items for aquatic troops for example), this is my attempt to smooth out the Land-Water interactions of Dom5 for both sides.

UW Independents Changes

- All Tritons except Amber clan now allow recruitment of 25g Triton Scouts with high map move.

UW Rebalance - Item Changes

Air Items

- Amulet of Breathing: A1 to forge from A2, 40% discount (gem cost 3A from 10A)
- Pills of Water Breathing: 50% discount (gem cost 5A from 10A, still needs A2 mage to forge)
- Barrel of Air: A3 to forge from A4 (now costs 15A instead of 25A)

Water Items

- Wave Breaker: 20% discount (gem cost 12W from 15W)
- Shambler Skin Armor: Prot increased to 11 from 9
- Robe of the Sea: Now start-battle casts Liquid Body on the wearer
- Ring of Water Breathing: 40% discount (gem cost 3W from 5W)
- Amulet of the Fish: W2 to forge instead of W1A1. 40% discount (gem cost 6W from 5W5A)
- Sea Kings Goblet: W5 to forge from W3. giftowater to 999 from 100. Grants the ability to cast a battlefield wide spell that gives +4 attack and +4 combat speed to their army.

Earth Items

- Marble Armor: Now grants waterbreathing

Astral Items

- New Item: Ghost Circlet: Construction 6, Crown item, grants Ethereal, Waterbreathing and Airbreathing to the wearer. S3 to forge, 12gems

Death Items

- New Item: Banner of Bones: Construction 6, D4 to forge, 15 gems. Grants giftowater 999 and start-battle casts Skeletal Legion.

Nature Items

- Manual of Waterbreathing: Now N2W2 instead of N3W1. Giftowater to 120 from 50
- New Item: Gillweed: Construction 2, N1 to forge, but costs only 3N gems. Grants Waterbreathing and -5 poisonres to the wielder
- New Item: Porpoise Altar: Construction 4, N5 to forge. Costs 20 gems. Giftowater 120 + battlewide Haste effect.

UW Rebalance - Spell Changes

Fire Spell Changes

- Summon Flame Jellies: now F1 base from F2
- Boil: now F3 instead of F3W1, AoE increased to 2
- Terracotta Army: number of effects now 18, from 10

Air Spell Changes

- Lightning Bolt: can no longer be cast UW
- Call of the Winds: can now be cast from UW. (still can't target sea provinces)
- Hurricane: can now be cast from UW. (still can't target sea provinces)
- Gale Gate: can now be cast from UW.

Water Spell Changes

- Cleansing Water: can now be cast UW
- Claymen: number of effects now $8+1/\text{level}$, from $5+1/2$
- Slime: can now be cast UW
- Cold Blast: can now be cast UW
- Sea of Ice: Now Research level 8 from 7
- Thetis' Blessing: now costs 25 gems, from 50
- Acid Storm: can now be cast UW

Earth Spell Changes

- Crusher Construction: can now be cast UW
- Siege Golem: can now be cast UW
- Flying Shield; can now be cast UW

Astral Spell Changes

- Baleful Star: can now be cast from UW

Death Spell Changes

- Darkness: can now be cast UW
- Cloud of Death: can now be cast UW
- Leeching Darkness: can now be cast UW
- Revive King: can now be cast UW
- Create Revenant: can now be cast UW
- Pale Riders: can now be cast UW
- Arouse Hunger: can now be cast UW (still can't target sea provinces)
- Summon Mound fiend: can now be cast UW
- Manifestation: can now be cast UW
- Legion of Wights: can now be cast UW
- Tartarian Gate: can now be cast UW
- Stygian Rain: can now be cast UW

Nature Spell Changes

- Creeping Doom: can now be cast UW
- Ravenous Swarm: can now be cast UW
- Construct Manikin: can now be cast UW

UW Rebalance - New Spells

New Fire Spells

- Heat Water: F1 version of Boil. Range 15, damage 1, aoe 1, fatiguecost 30
- Pressure Burst: F1 spell that scales potently with higher mage levels and deals non-magical, non-fire AP damage. Fatiguecost 60, range 25+5/lvl, aoe 1, damage 9+2/lvl, can be cast UW or on Land.
- Detonation: More powerful version and higher research version of Pressure Burst. F3, Fatigue cost 40, AoE 3, range 35+5/lvl, 19+3/lvl
- Boiling Waters: UW-only version of Fire Storm, requires 4 fire gems to cast

New Air Spells

- Seek Daoine Gorm: Site Creation Spell; 15 gems. Allows recruitment of Daoine Gorm (shock resistant humanoids with much better stats, regen and invuln when UW) and Gorm Seonaidh (A1 mages on land who start-battle cast rain, A2 mages UW)
- Electrify Currents: A1 evocation. Range 40, damage 4+4/lvl, aoe 2+1/lvl, fatiguecost 50
- Swarm of Eels: A2 conjuration. Battle summons 6+2/lvl Electric Eels. 1 Air gem

New Water Spells

- Water Mastery; This research level 0 ritual allows a W3 mage to permanently gain water breathing for 0 gems.
- Entice Mermen: Site Creation Spell; W3, 16 gems. Allows recruitment of various Mermen units, including scouts, priests and mages (W1 + AWN). Coasts and UW only.
- Crush: W2 evocation, range 30+5, single target, fatigue 30, 18 blunt AP damage (non-magic)
- Ocean Pressure: Improved Crush, AoE3, fatigue 40, damage 22+1/lvl
- Ride the Currents: W2 ritual spell, range 4 provinces; this UW to UW only spell allows the mage to travel from one friendly province to another.
- Traverse the Sea: W5 ritual spell, range 4 provinces; this UW only version of Gateway allows a mage to transport themselves and their army from one friendly lab to another within range.

New Earth Spells

- Awaken the Stones: Site Creation Spell; E4, 12 gems. Allows recruitment of Living Talus and Ancient Talus. Poor Amphibian, stone and magic beings with defense negates-slam attacks. Rec-limit 5 and 2cp respectively. Mountains/Highlands only.

- Muddy Waters: An UW-only version of mist. E3 to cast.
- Mudmen Attack: E3 Enchantment. Battle Summons 1 Mudman. 50 fatigue.
- Create Mudmen: E1W1 Enchantment Ritual. Summons 3+1/lvl Mudmen for 3 Earth gems.

New Death Spells

- Locate Ponaturi: Site Creation Spell; D2N1, 9 gems. Allows recruitment of Ponaturi warriors (darkpower amphibious fey humanoids with fire-vuln who cannot travel overland) and Chiefs (D1 + AWD mages). Coast only.

New Nature Spells

- Locate Grindybows: Site Creation Spell; N1, 5 gems. Allows recruitment of Grindybow units (stealthy amphibious undisciplined berserk humanoids with three attacks but 0 prot). Coast only.

Awaken Algae King: N4 Conjuraton. 30N gems. Summons a W2N2 Algae King who can call 3 Algae Men as an action.

New Blood Spells

- Create Breeding Pools: Site Creation Spell; B2N1, 21 slaves. Allows recruitment of Foul Hybrid units (amphibious, disciplined foul spawn). Coast only.

UW Rebalance - Unit Changes

Water Elementals: Now have 3/3/2/2/1/1 # of crush attacks at different sizes, instead of 4/4/3/2/1/1. UW regen reduced to 5%, attack and defense skill set to 12 at all sizes

Large Fish: Strength reduced to 2 from 3 (Due to UW creeping doom implementation)

Tartarians: Now are all pooramphibians

Most Ethereal poor amphibians are now fully amphibious (mostly ghosts and spectral units).

All land trolls are now poor amphibians

Most undead are now amphibians or poor amphibians, with the exception of ghoul, mummy and vampire-type undead.

UW Rebalance - EA Nation Changes

Land Nations

- All Land nations can now build UW forts

EA PANGAEA

- New Commander: Ichtysatyr Commander: Stealthy, 40 leadership, amphibious (UW recruit)
- New Commander: Ichtycentaur Commander; 80 leadership, amphibious (UW recruit)
- New Commander: Ichtycentaur Mage: Stealthy, 1x WN, amphibious (UW recruit)
- New UW recruits; Unarmored Ichtysatyr, Ichtycentaur, Ichtytaur

EA ATLANTIS

Note: Reef Dwellers and Coral priests are coast-recruits in vanilla, though not displayed

- Shambler Chief: Now coast recruits.
- New Commander: Water Shaman: (W1+50%SWNE)
- Shambler; now coast recruits.
- New Unit: Water Seeker: Human water cultist. High morale, poor armor.

EA R'LYEH

- New Commander: Puppet Mage: Human mage, 1 x FAWEN (+10% random), insane 5, slave. (Land Recruit)
- Slave Mage: now coast recruits.
- New Unit: Human slave; spear and leather armor, slave (inland recruit)

EA PELAGIA

- Pelagian Explorers: can now be recruited inland
- Itchtyid pearl mages: can now be recruited inland with temples.
- New Unit: Itchtyid Guard; bodyguard, turtle-shell equipment, requires temple (in-land recruit)

EA OCEANIA

- New Unit: Centaur Chief: Centaur mage/commander. 1 x EN, berserker (Land Recruit)
- New Unit: Centauride Chief; Centauride mage/commander. 1 x WN (Land Recruit)

- Aphroi Lord: gains hoof attack on land, +1 MR
- All Aphroi and Ichtycentaur; gains hoof attacks on land
- New Land Recruits: Unarmored Minotaur, Satyr, Centaur, Centauride

EA THERODOS

- Kabeiros: now an inland recruit
- All human troops and commanders are now inland recruits

UW Rebalance - MA Nation Changes

Land Nations

- All Land nations can now build UW forts

MA PANGAEA

- New Commander: Ichtysatyr Commander: Stealthy, 40 leadership, amphibious (UW recruit)
- New Commander: Ichtycentaur Commander; 80 leadership, amphibious (UW recruit)
- New Commander: Ichtycentaur Mage: Stealthy, 1x WN, amphibious (UW recruit)
- New UW recruits; Unarmored Ichtysatyr, Ichtycentaur, Ichtytaur

MA ATLANTIS

- New Commander: Guide to the Deeps: Human commander, 60 leadership, poor amphibian, 20% W1 (Land recruit)
- Initiate of the Deeps: now land recruit
- New Unit: Seeker of the Deeps: Human infantry. Poor amphibian. Bronze spear and Cuirass. (Land recruit)
- Soldier of the Deeps; Gains Turtle Shell Shield
- Shambler: Now coast recruit

MA R'LYEH

- New Commander: Puppet Mage: Human mage, 1 x FAWEN (+10% random), insane 5, slave. (Land Recruit)
- New Commander: Puppet General: Mounted Human commander, 80 leadership, slave, low morale (Land Recruit)
- New Unit: Slave Soldier: Medium infantry with javelin, slave. (Land recruit)
- New Unit: Slave Archer: Armored Archer with shortbow, slave. (Land Recruit)
- Hybrid: Now 9g from 12
- Hybrid Trooper: Now 10g from 13

MA PELAGIA

- Daduchos: Now land recruits
- Knight of the Deep; Lance + Bronze Spear replaced by Bronze Lance, gcost 80 from 70
- Apostate of the Closed Realm; Now land recruits
- New Spell: Citadel of the Closed Realm: S4W4 Thaum 6 spell, 50 pearls. Creates a Crystal Citadel in the province and grants recruitment of Conquerors and Champions of the Closed Realm.

MA OCEANIA

- New Unit: Centaur Chief: Centaur mage/commander. 1 x EN, berserker (Land Recruit)
- New Unit: Centauride Chief; Centauride mage/commander. 1 x WN (Land Recruit)
- Aphroi Lord: gains hoof attack on land, +1 MR
- All Aphroi and Ichtycentaur; gains hoof attacks on land
- New Land Recruits: Unarmored Minotaur, Satyr, Centaur, Centauride

MA YS

- All Kernou troops and commanders now Land Recruits (including Druids, but not swanherds)

UW Rebalance - LA Nation Changes

LA R'LYEH

- New Commander: Puppet Mage: Human mage, 1 x FAWEN (+10% random), insane 5, slave. (Land Recruit)
- New Commander: Puppet General: Mounted Human commander, 80 leadership, slave, low morale (Land Recruit)
- New Unit: Slave Soldier: Medium infantry with javelin, slave. (Land recruit)
- New Unit: Slave Archer: Armored Archer with shortbow, slave. (Land Recruit)
- Hybrid: Now 9g from 12
- Hybrid Trooper: Now 10g from 13