
DIVINITY
UNLEASHED

# The most compatible overhaul on Steam

(or Nexus!)



Designed to be as lightweight as possible, **Divinity Unleashed** is a comprehensive, lore friendly overhaul for **Divinity - Original Sin 2** that addresses armour, character progression and core gameplay in a manner faithful to the base game's designs while being unafraid to change things for the better. Despite the changes this mod makes, it **remains fully compatible** with all of your favourite class and content mods for a customizable experience.

## This mod requires Norbyte's Osiris Extender,

which allowed the creation of incredible new features such as cooldown reduction, status extension and more. Simply grab the .zip file labelled "updater" under the most recent release's "assets" from the provided link, drop it into the /Divinity - Original Sin 2/DefEd/bin/ folder, and get ready to unleash.

# What does Unleashed offer?

- ★ **Armour Overhaul:** No longer acting as two separate HP bars, the armour you build now behaves as static damage reduction. Physical and magic hybrid characters are consequently much more viable.
- ★ **Status Simplicity:** No status, even from mods, is resisted by armour or any other kind of mechanic. Instead, statuses from the base game and other mods are rebalanced for immediate application.
- ★ **Turns Galore:** Turn-skipping status effects have been made scarce, allowing for more player participation in combat.
- ★ **Build Freedom:** Offering more build freedom than ever before, Divinity Unleashed puts hybrid parties, healers and tanks on more equal footing with a comprehensive overhaul of character progression.
- ★ **Attributes Upgraded:** Attributes behave similarly to the base game, but now grant less damage and sport extra effects, making them useful in any character build.
- ★ **Abilities Reworked:** With new and unique effects, ability selection is no longer a race to maximise damage. Why not stack cooldown reduction or boost your damage when surrounded by enemies?

- ★ **Not in the mood for cheese?:** The game's craziest exploits have been reined in for a tighter, more challenging experience. Telekinetic instant kills, infinite resurrection chains and sniping enemies miles away outside of combat have been scripted into oblivion. Get ready for a challenge!
- ★ **Greater Challenge:** While no longer as likely to oneshot you before you can get a turn, many enemies have new skills and tactics up their sleeves on Tactician difficulty.
- ★ **Superior Balance:** Thanks to an in-depth reworking of core game skills and mechanics, the Damage Meta is a thing of the past. With an even playing field, any sufficiently planned build is viable.
- ★ **No Nonsense:** Unlike its predecessor Divine War, ***Divinity Unleashed*** stays faithful to the base game with few unnecessary mechanics and no lore-breaking additions. Thanks to its compatibility with other mods, it acts as a foundation upon which players can build the perfect modded playthrough, or simply enjoy the Unleashed experience out of the box.
- ★ **Might and Magic:** Enemy resistances are squashed down to size and bosses no longer generate immunities on higher difficulties, gaining other buffs instead. Witches and wizards are more viable than ever, and nobody has to respec just to win one encounter.
- ★ **Movement Matters:** Self-teleportation has been rebalanced and you'll see a lot less of it from enemies. With surface damage having been nearly tripled too, positioning is critical.
- ★ **Full Save Compatibility:** On top of being compatible with your chosen class and skill mods, ***Divinity Unleashed*** can be inserted into any playthrough at any time.
- ★ **Take Your Pick:** Recruiting a Lone Wolf companion to a party with a Lone Wolf character will automatically swap out one of their talents for Lone Wolf.

# Special Thanks

Special thank you to Norbyte for your script extender, and to all my closed beta testers for your help: Amondin, DoctorBeetus, TheHail, SuicidalElectroz, AlienSnowman, Dirien1299, Demoiselle d'Ys, Disco, Mialune, LaughingLeader, Ty Lee, Joshua, Foofoo, Ecafocat, Feenex, Creeper, King Feraligatr, Kita, Lgnmcrules, lostsoul, Nagisa Shiota, Odinblade, Shrike, Wraithe - and, later - Witch, Mathrador, RzR332Guyver and MrBaitor.

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Shoutout to Larian Studios for not only delivering quite possibly the best RPG of our time, but for actually taking some time to discuss its design with me. Thanks for setting that up, Kevin! If you guys didn't exist, I wouldn't have a game to obsessively slave over.

Thanks to Ameranth for an idea I used in this mod: resurrection requiring 1 turn of recuperation to minimise turn cheese. His and Elric's Epic Encounters 2 mod is incredible.

This mod is also dedicated to all the "arguments" I've had over balance with Manithro, the man capable of deleting any encounter in 1 turn.

# Total Compatibility



Despite the changes ***Divinity Unleashed*** has made to the game's combat systems, it automatically makes all of your favourite class and skill-based mods compatible. There's no need to go hunting for compatibility patches or requesting your favourite authors put in extra work, because Divinity Unleashed is its own compatibility patch.

## Feature Changes

| | |
|---|---|
| **Physical Armour (Corrosive)** and **Magic Armour (Magic)** damage | Automatically converted to **Physical** and **Air** damage respectively on all skills, weapons and statuses |
| **Physical** and **Magic Armour restoration** | Converted to **Vitality** healing in statuses |
| Statuses resisted by **Armour** | No longer resisted by either type |
| Skills that scale damage with armour and thusly deal too little damage | The damage multiplier of the skills is automatically increased |
| Weapon/damage bonuses that are too small to be effective in this mod | Automatically boosted up to an acceptable level |
| Turn-skipping crowd control (except invulnerability like Feenex's Cyclone) | Automatically converted to non-turn skipping movement & accuracy loss |

# NEW! ARMOUR OVERHAUL




## Armour now behaves as static damage reduction.

Instead of an extra bar of temporary health, armour is a small value that reduces all damage received by the stated amount. For example: a 98 damage attack on an enemy with 38 physical armour will deal 60 damage. **The damage numbers shown above targets' heads correctly reflect this**: as you can see in the image above, exactly 60 vitality was removed from The Red Prince's 616, leaving him with 556.

The maximum amount of incoming damage armour can reduce is 62%. Attacks that hit multiple times in a row halve this maximum on each subsequent hit, becoming 31%, 16%, 8%, and so on.

No status is resisted by armour no matter what, even statuses from other mods: ***Divinity Unleashed*** uses careful scripting to automatically adapt your favourite class mods to this new system, replacing armour restoring effects and forcing statuses through armour. Many modded crowd-control effects are transformed into less severe variants automatically for optimal balance.

It should be noted that **Damage-over-time effects** (such as Poisoned and Burning), **surfaces**, and **reflected damage** bypass armour entirely.

But with a new armour system must come a new crowd control system:

# Freeform Crowd Control



**Divinity Unleashed** features no mechanic for resisting all crowd control, nor does it separate all statuses into tediously stacking increments. Instead, crowd control has been rebalanced: most forms of turn-skipping effects have either been reworked fully or require extra steps to apply. For example:



**Knocked Down**

Recently knocked down, struggling to regain footing.
Movement Speed: -35%
Start AP: -1
AP Recovery: -1
Dodging: -100%



**Stunned**

Impaired by electricity. Range and damage reduced.
Movement Speed: -25%
Skill Range: -4m
Damage: -20%
Start AP: -1
AP Recovery: -1
Dodging: -100%
Air Resistance: -30%



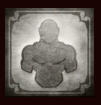
**Snap Frozen**

Frozen to the spot and unable to move.
If Chilled or Wet is applied again, becomes Frozen Solid, skipping the character's turn.
Movement Speed: -100%
Dodging: -90%
Fire Resistance: -20%
Water Resistance: -20%

You can find more information on which statuses have been changed in **Status Effects**.

# Attributes

Attributes have been overhauled so as to maintain the feeling of the core game, but to ensure every attribute offers something to any build.

| One point in... | Gives you... |
| --- | --- |
|  **Strength** | +2% damage with strength-based skills and attacks<br>+3% to both armour types<br>Increased max. lift and inventory weight |
|  **Finesse** | +2% damage with finesse-based skills and attacks<br>+0.15m movement<br>+1% dodge chance<br>(note that magic attacks can now be dodged) |
|  **Intelligence** | +2% damage with intelligence-based skills and attacks<br>+3.33% duration on all status effects you apply (of a base duration higher than 1)<br>+3.33% damage dealt with status effects |
|  **Constitution** | +5% vitality |
|  **Memory** | 1 skill slot |
|  **Wits** | +1% accuracy<br>+1% critical hit chance<br>+1 initiative |

# Abilities

In the base game, most abilities granted flat bonuses to damage that could apply in every situation. This tilted the game's options heavily in favour of damage-based builds and granted numerous ways to allow player damage to spiral out of control, pressuring players to do things like Warfare stacking.

Abilities in ***Divinity Unleashed*** fix this by no longer granting large amounts of direct damage, instead focusing on unique effects and bonuses that let you customise almost any build around your playstyle.

| One point in... | Gives you... |
|---|---|
|  **Aerotheurge** | +5% reduction of cooldowns on all of your skills (up to 50%)<br>+2% air damage<br>+2% other damage against targets Shocked, Stunned, Blinded, or in electrified surfaces |
|  **Geomancer** | +5% to all armour<br>+2% earth and poison damage<br>+2% other damage against targets Poisoned, Acid, Slowed, or in Poison/Oil surfaces |
|  **Huntsman** | +0.5m range with ranged weapons and skills<br>+0.25% damage on all attacks for every 1m distance to the target |
|  **Hydrosophist** | +5% healing potency<br>+3% water damage<br>+3% other damage dealt to enemies with wet or freezing statuses, or standing in water, steam or frozen surfaces. |
|  **Necromancer** | +4% of your damage dealt restored as vitality<br>+0.09% to damage you deal for every 1% vitality missing from the target |
|  **Polymorph** | +1 Attribute point<br>+4% to all elemental resistances |
|  **Pyrokinetic** | +2% damage against ignited targets, doubled while you are also ignited<br>*(Ignited includes standing in any fire surface, as well as Burning, Necrofire, Holy Fire and Odinblade's Scorched)* |



**Scoundrel**

+0.4m movement
+4% critical damage multiplier



**Summoning**

Your summons deal +5% damage and have +5% vitality and armour



**Warfare**

+2% damage for every enemy in 4m
+2% Vitality per point
*(Vitality applied after all other bonuses)*



**Leadership**

Grants allies within 13m +3% dodging, +3% accuracy and +2% damage
*(note that magic attacks can now be dodged too)*



**Perseverance**

Restores 1% of your maximum vitality every turn in combat. Reduces incoming damage by 0.04% per missing 1% Vitality.



**Retribution**

Returns 7% of all damage you take to the sender, bypassing armour.



**Dual-Wielding**

+2% weapon damage and +3% dodging against weapon attacks while holding a weapon in each hand



**Ranged**

+2% weapon damage and +3% critical hit chance with ranged weapons



**Single-Handed**

+2% weapon damage and +3% accuracy while having an empty off-hand or a shield equipped



**Two-Handed**

+2% weapon damage and +2% critical multiplier with two-handed weapons

# Talents

## *Divinity Unleashed* grants three talents for free: **Opportunist**, **Savage Sortilege** and **The Pawn**.

This makes positioning more important in combat for both players and enemies, puts magic and physical attackers on even footing, and allows for minor positional readjustments that don't require a full action point. Note that The Pawn now only grants 50% of its former free movement.

This means all characters perform attacks of opportunity, all spells can critically hit, and all player characters can move a short distance for free each turn.



Aside from this, many talents were seldom chosen by players in the base game because they didn't offer sufficient benefits or just weren't very interesting. As a result, these have been reworked. **Divinity Unleashed** offers the following talents:



**Ambidextrous**

Allows two free equipment changes per turn during combat, and reduces the cost of using grenades and scrolls by 1 AP when your offhand is free.



**Frugal**
(Formerly Arrow Recovery)

Gives you a 33% chance to recover a special arrow, potion, scroll or grenade after using it.



**Bigger and Better**

Immediately grants you **4** extra attribute points to spend.



**Demon**

Grants:
+15% Fire Resistance and -15% Water Resistance.
Reduces fire surface and status damage you receive by 50%.
+10% maximum Resistance.
Immunity to Burning and Necrofire.



**Duck Duck Goose**

No longer requires 1 Huntsman.
Still grants immunity to attacks of opportunity.



**Elemental Affinity**

No longer compatible with Glass Cannon.
Grants immunity to certain statuses while standing in the related surface (does not apply to cursed surface statuses).



**Elemental Warrior**

Your arrow **and weapon-based** attacks deal bonus elemental damage based on the surface your target is standing in.



**Escapist**

Grants you immunity to Slowed, Crippled and Entangled. The lower your Vitality in combat, the faster you move. You can no longer flee combat via waypoint travel.



**Executioner**

No longer requires 1 Warfare.



**Far Out Man**

Increases the range of spells and scrolls by **5m.** Does not affect melee and touch-ranged skills.



**Five-Star Diner**

No longer doubles consumable effects.

Refunds the AP cost for food or potions consumed during combat. Eating more than 2 items (or 1 potion) in 1 turn causes vomiting and subsequent turn loss.



**Glass Cannon**

You start every combat round with Maximum AP, but suffer -50% Vitality.



**Guerrilla**

Requires 1 Scoundrel. No longer reduces the cost of sneaking. You automatically attempt sneaking at the end of every turn.

Your skills and attacks from sneaking deal +5% damage per point in Scoundrel. You gain 1 point in Sneaking for every point invested in other Civil Abilities.



**Hothead**

While you are above half Vitality, you gain +10% Critical Hit Chance and +10% more Accuracy.



**Ice King**

Grants:
+15% Water Resistance and -15% Fire Resistance.
Immunity to Slipping, Chilled and Frozen.
+10% maximum Resistance.
Applies Chilled to enemies starting their turns in touch range



**Leech**

No longer absorbs blood surfaces you stand in to heal you. Grants a flat +15% lifesteal, and you heal 10% of all damage taken by other characters within 4m, provided you didn't inflict the damage.



**Living Armour**

Increases all Vitality healing you receive by 35%.



**Lone Wolf**

Remains unchanged aside from no longer granting +30% bonus armour.



**Mnemonic**

Now grants +5 points to Memory.



**Morning Person**

Resurrection Scrolls used on you refund 2 Action Points. You always resurrect at full Vitality and, after the resurrection process completes, you gain Hasted for 1 turn.



**Pet Pal**

Enables you to talk to animals. You may summon and control one additional creature (these cannot be identical), but your controlled summons suffer -30% Vitality and damage. You receive decreased stats when a controlled summon dies.



**Picture of Health**

Grants +3% extra Vitality and +3% Physical Armour for every point in Warfare.
Requires 1 Warfare.



**Slingshot**

Adds an extra 5m range to your grenade throws. Grenade throws also grant +5% Accuracy and +5% Damage for 1 turn, which may stack.



**Torturer**

You restore 10% of damage dealt through statuses as Vitality, and your damaging status effects last 1 turn longer.
Extension no longer affects Death Wish and Entangled.



**Unstable**

Generates a bloody burst when you're fully healed, dealing 10% of your Vitality as physical damage in a 3m radius. When you die, you explode and deal 50% of your Vitality instead.
Has new visual effects.



Walk It Off

Now additionally removes all temporary statuses when you use a rush or self-teleport skill.



**What A Rush**

Increases your recovered and maximum Action Points by 1 when your health is below 50%. This effect is doubled below 25% Vitality.



**Sophisticated**

Now grants 30% Fire and Poison Resistance.

All unlisted talents are unchanged from the base game.

# Status Effects

## Base Game Status Effects



**Various Elemental Status Effects**

Removed increases to opposing elemental resistances.
(This means that Chilled, for example, no longer grants Fire Resistance.)



**Damaging status effects**

Now deal significantly increased damage.
Damage bypasses armour.
Includes modded damage statuses, which are automatically adjusted via script to keep up with base game statuses.



**Acid**

Deals immense Physical damage each turn.
Reduces Physical Armour by 40%



**Blinded**

Increased range cap to 5m from 3m.



**Charmed**

Now applies “Succumbing to Charmed” for 1 turn. If the affectee is not attacked (either with skills or weapons) before the effect ends, they will become Charmed for the original duration.
Full Charmed is broken by friendly fire from allies of the one who cast the Charmed effect.



**Chicken Form**

Now adds +75% dodging.



**Chilled**

Now applies -10% Fire Resistance.
Applying **Wet** or **Chilled** now leads to **Snap Frozen**, a new intermediary between **Chilled** and **Frozen Solid**.



**Diseased**

Now reduces maximum vitality by 15% instead of lowering constitution



**Death Resist**

Now prevents death **once**, restoring vitality to 50%.



**Snap Frozen**
(NEW!)

Decreases movement 100%.
-20% Water Resistance and Fire Resistance.
Applying **Wet** or **Chilled** now leads to **Frozen Solid.**



**Frozen**

Now grants +50% to all resistances except Physical and Fire, which are -50%.
Dealing Physical or Fire damage to a Frozen character deals extra damage but breaks the ice, freeing them.



**Crippled**

Now applies -50% movement speed.
Applies -15% Physical Resistance.
Characters can still use movement skills.



**Guardian Angel Aura**

Radius increased to 8m from 4m.



**Invisible**

Now broken when an enemy comes within 2m distance, if it is not the invisible character's turn.



**Knocked Down**

No longer skips turn. Applies:
-35% movement
-100% dodging
-1 Action Point recovery
All knocked down statuses from other mods are automatically converted to this



**Muted**

Grants Source skill "Undo Mute", removing Muted for 1 Source point and granting temporary immunity to the effect.



**Petrifaction**
(NEW!)

Prerequisite to "Petrified".
Grants movement -75%, dodging -50% and accuracy -25%.
Grants +20% resistance to all damage types.
If not removed before expiry, becomes Petrified.



**Petrified**

Now requires “Petrifaction”.
Skips the target’s turn, but gives +50% resistance to all damage types.



**Rested**

Now grants immunity to Sleeping.



**Sleeping**

Now applies Rested for 1 turn upon removal, which grants immunity to Sleeping and boosts attributes.



**Slowed**

Now grants -30% movement (from -50%).
-30% dodging.



**Shocked**

No longer subtracts AP. Grants:
**-2m range**
**-10% damage**
-30% dodging
-15% Air Resistance



**Stunned**

No longer skips character turns. Grants:
**-1 AP recovery**
**-4m range**
**-20% damage**
-25% movement
-100% dodging
-30% Air Resistance



**Suffocating**

Deals heavy Air damage each turn.
Reduces Magic Armour by 40%.



**Taunted**

No longer causes players to lose control. Instead, forces all damage except damage dealt to the taunter to miss.



**Terrified**

No longer causes control loss.
Reduces all resistances, movement speed, accuracy and dodging by 20%.

# Modded Status Effects



**Transfixed**

**From: Odinblade's Combat Overhauls.**
No longer skips turns.
Now reduces movement and dodging to -100%, and both armour types to 0.
Now applied by Red Prince's *Demonic Stare*.

# Skills

To strengthen Divinity - Original Sin 2's gameplay foundation, a huge number of skills have been updated and rebalanced with three primary goals:

## Address damage:

In the core game, many skills exist that deal absurd levels of damage, including Explosive Trap and Grasp of the Starved. These have been adjusted to remain strong without trivialising the game and subsequently causing damage-based playstyles to reign.

## Address positioning:

One controversial aspect of Divinity - Original Sin 2's core gameplay was characters' frequent ability to teleport across the map by spending 1 action point (or less). This minimised the importance of surfaces and therefore of positioning. Teleportation skills, particularly self-teleportation, have been adjusted to address this issue - decreasing their range but giving them new effects.

## Address alternate playstyles:

The infeasibility of most tanking and support builds in Divinity - Original Sin 2 is legendary. To fix this, attributes and abilities have already been adjusted, but various underused skills have been suitably strengthened to facilitate build variety. Healing skills have received lower cooldowns to give healers and support-based characters a more active role in combat, and numerous situational skills have been granted more unique and useful effects.

Lastly, bear in mind that all status-applying skills are innately more reliable than before due to there being no means available to resist them. Read all skill changes on the page below with this key:



Skill is stronger than in base game



Skill weakened, but stronger overall due to system/ status changes



Skill is weaker than in base game



Skill is reworked: neither stronger or weaker

# All/Misc Skills



**Self-Teleportation**
(Tactical Retreat etc)

Range decreased to 8m from 13m: intended to make positioning more valuable, often with new effects to compensate.
This goes for enemy self-teleportation as well, which now always costs a minimum of 1AP.





**All In**

Damage multiplier increased to 165 from 125





**Flurry**

Damage multiplier increased to 52 from 41





**Shields Up**

Now grants additional armour of both types for 2 turns instead of restoring armour





**Staff of Magus**

Damage multiplier increased to 110 from 90





**Bless**

No longer costs a Source point
Causes living characters to bleed Blessed Blood for the duration
Cooldown raised to 4 (from 3)
Removes many additional status effects



# Racial and Origin Skills



**Encourage**

Increased scaling of attribute bonuses





**Flesh Sacrifice**

No longer boosts damage by 10%
No longer creates blood surface on use
Applies damage over time to the caster, generating blood on subsequent turns
(Still grants 1AP on use)





**Petrifying Touch**

AP cost increased to 2 from 1
Cooldown increased to 5 (from 4)
Now applies Petrifaction, which applies Petrified at the end of its duration unless removed





**Play Dead**

AP cost changed to 1 (from 0)
Cooldowns decrease while active
AP recovery reduced by 2 while active, and summons go Mad
**Now fails when leaving combat**





**Break the Shackles**

Now additionally cleanses Chilled, Knocked Down, Decaying, Snap Frozen, Shocked, Stunned, Petrifaction.
Instantly triggers if Maddened or Charmed and the character has the requisite Source.





**Demonic Stare**

Now deals Piercing damage and applies **Transfixed**, reducing target armour, dodging and movement by 100% for 1 turn.
Cooldown increased to 4 from 3
Damage multiplier increased to 110 from 90
Now deals direct damage instead of magic armour removal, due to system changes





**Dome of Protection**

Grants allies additional armour of both types instead of restoring armour





**Maddening Song**

Now costs 3AP (from 2AP)
Now affects friend and foe alike in a 3m radius
Listed as a buff because Madness is no longer resisted by armour, making this an extremely powerful trump card





**Summon Ifan's Soul Wolf**

Now costs 2AP (from 3AP)
Vicious Bite replaced with Maul, a 1 turn cooldown skill that applies Ruptured Tendons for 1 turn
Summons are now permanent



# Aerotheurge



**Electric Discharge**

Cooldown reduced to 2 (from 3)
Damage multiplier increased to 110 from 90





**Shocking Touch**

Damage multiplier increased to 130 from 110





**Favourable Wind**

Movement speed boost increased to 3m (from 1.5m)
Now grants +15% Dodge and Accuracy to all allies affected
Now grants +3 Initiative to all allies affected
Decreased duration to 3 (from 4)





**Uncanny Evasion**
(And Evasive Aura)

Dodging bonus reduced to 50% due to the changes to dodging





**Teleportation**

AP cost increased to 3 (from 2)





**Apportation**

Now confiscates weapons from all enemies in the area of effect, setting Atrophy for 1 turn
AP cost increased to 2 (from 1)





**Tornado**

Cooldown reduced to 3 (from 5)
Now cleanses Sneaking



# Geomancer



**Fossil Strike**

Cooldown reduced to 2 (from 3)
Increased damage to 90 (from 85)
Slowed now reduces movement speed 30% from 50%





**Fortify**

Now removes and is removed by Knocked Down
Now grants immunity to Shocked and Stunned





**Meld Metal**
(Formerly "Mend Metal")

Now grants physical armour in its area of effect instead of restoring armour





**Worm Tremor**

Duration decreased to 1 (from 2)
(Entanglement is now the only instantly applicable full movement preventing status effect, excluding Transfixed)





**Summon Hungry Flower**

Acid Spore ability reworked:

- 1 turn cooldown (from 2)
- Applies Acid for 2 turns
- Radius extended to 17m from 13m
- Deals lower base damage, but scales heavily with distance, making it an "artillery" summon





**Pyroclastic eruption**

Damage multiplier reduced to 200 from 300
Skill suffers damage falloff against the same enemy hit multiple times



# Huntsman



**First Aid**

Cooldown reduced to 2 (from 4)
Healing potency reduced 10%



**Pin Down**

AP cost reduced to 2 (from 3)
Cooldown reduced to 2 (from 3)
Damage multiplier reduced to 110 (from 120)



**Sky Shot**

Damage multiplier increased to 120 (from 100)



**Farsight**

Now costs 0 AP and 1 SP (from 1 AP and 1 SP)
Range bonus increased to 5m (from 4m)
Now increases critical hit chance and accuracy by 15%



**Glitter Dust**

Now applies to a 3m radius area, Marking all targets within for 2 turns (from 3 turns)



**Assassinate**

Damage multiplier increased to 150 (from 135)
Target radius increased to 23m (from 17m)

# Hydrosophist



**Hail Strike**

Damage multiplier increased to 45 (from 40)
Cooldown reduced to 2 (from 3)
Now costs 2AP (from 3AP)
Status system altered to prevent multiple status procs from one move



**Restoration**

Cooldown reduced to 2 (from 4)
Healing potency reduced 20%



**Soothing Cold**

Now grants additional magic armour in its radius instead of restoring armour



**Deep Freeze**

AP cost reduced to 3 (from 4)
Now applies Snap Frozen to all targets
Now kills Frozen Solid enemies under 20% Vitality (from 10%)



**Arcane Stitch**

Now fully restores target vitality instead of magic armour
Can only be used on allies
Action point cost reduced to 2 (from 3)
Cooldown reduced to 3 (from 4)

# Necromancer



**Decaying Touch**

Range increased to 3m (from 2m)
Cooldown reduced to 2 (from 3)
Damage multiplier increased to 115 from 100



**Mosquito Swarm**

Cooldown reduced to 1 (from 3)
Damage multiplier reduced to 85 (from 100)



**Blood Sucker**

Healing potency increased 50%
Surface absorption ratio improved
Cooldown reduced to 2 (from 3)



**Infect**

Diseased status now reduces maximum vitality by 15% instead of lowering constitution
Diseased status can no longer be resisted



**Shackles of Pain**

Duration decreased to 2 (from 3)
Now decreases all self-damage by 66% for the duration
Can no longer be resisted
Status cannot be extended



**Death Wish**

Now costs 1AP (from 2AP)
Cooldown reduced to 4 (from 5)
Damage boost effectiveness reduced by 50%
Affected characters cannot receive any healing, including from lifesteal - blocks application of Soul Bond



**Living on the Edge**

Cooldown reduced to 4 from 5
Now costs 2AP (from 3AP)
Now blocks death **once**, setting the character's vitality to 50% when triggered



**Silencing Stare**

Now deals piercing damage



**Black Shroud**

Cooldown reduced to 3 (from 5)
Cloud radius increased to 6 (from 4)
Suffocating is now more dangerous



**Grasp of the Starved**

Damage multiplier decreased to 210 (from 250)

# Polymorph



**Chicken Claw**

Duration decreased to 1 (from 2)
Cooldown decreased to 5 (from 6)
Chicken form now grants +75% dodge chance



**Chameleon Cloak**

AP cost increased to 2 (from 1)
Cooldown decreased to 5 (from 6)
Invisibility now revealed by enemies who get near (only during combat when it is not your turn)



**Heart of Steel**

Gives 30% physical resistance and immunity to poison, but also grants 30% vulnerability to most elements
Characters affected no longer create blood surfaces when wounded
Cooldown reduced to 4 (from 5)



**Flay Skin**

Now deals physical damage instead of magic damage



**Skin Graft**

AP cost increased to 2 (from 1)



**Forced Exchange**

Reworked entirely to be more consistent:
Now deals 230% piercing damage and steals vitality equal to damage dealt
Transfers all active status effects from the user to the target



**Apotheosis**

Reworked to be more consistent:
Source cost reduction decreased to -1 (from -3)
Now reduces all AP costs by 1



**Terrain Transmutation**

Cooldown reduced to 1 from 2

# Pyrokinetic



**Searing Daggers**

Damage multiplier increased to 30 (from 25)
Cooldown reduced to 2 (from 3)





**Peace of Mind**

Now removes Taunted





**Flaming Crescendo**

Increased status duration to 3 (from 1)
Greatly increased damage inflicted at status duration's end





**Flaming Tongues**

Radius increased to 4m from 3m
Applies a Burning aura
Total charges reduced from 999 to 666, purely because it is funny





**Summon Fire Slug**

Now reduces fire resistances of enemies in melee range by 25%
Now has 200% fire resistance from 120%
Now has 65% vitality from 50%
Slug Rush AP cost reduced to 1AP from 2AP, cooldown reduced to 3



# Scoundrel



**Adrenaline**

Reduces all Armour types to 0 on activation and following turn.





**Chloroform**

Now deals minor Water damage instead of Magic damage
Now costs 2AP (from 1AP)
Sleeping no longer blocked by armour





Cloak and Dagger

Now applies Invisible for 1 turn
Range reduced to 8m from 13m, as with all self-teleportation





**Gag Order**

Now deals Air damage instead of Magic damage
Silence is no longer blocked by armour



All other status-inflicting skills benefit from the removal of armour-based status prevention.

# Summoning



**Dimensional Bolt**

Damage multiplier increased to 110 (from 100)
Chaos damage is more effective with the new armour system



**Conjure Incarnate**

Incarnate Champion now deals 75% more damage than a regular Incarnate (from 50%)
Summons are now permanent



**Rallying Cry**

Cooldown reduced to 2 (from 3)
No longer restores magic armour



**Supercharger**

Increased cooldown to 3 (from 2)



**Dominate Mind**

Cooldown increased to 8 (from 5)
Charm is no longer resisted, but is a gradual and interruptible effect



**Cannibalise**

Cooldown increased to 5 from 2
AP cost increased to 2 from 1
Cannibalise now temporarily grants the summoner every status effect and infusion active on the summon, as well as all source points the summon had
(The +25% damage boosts from certain infusions will be changed to +10% damage boosts on non-summon characters)



**Door to Eternity**

Summons under the effects now resist instant death with 1HP remaining
Notably, this applies to **Cannibalise**

# Warfare



**Crippling Blow**

Damage multiplier increased to 125 (from 110)
Cooldown decreased to 2 (from 3)
Crippled no longer immobilises enemies





**Battering Ram**

Cooldown decreased to 3 (from 5)
Listed as a nerf due to Knocked Down no longer incapacitating foes





**Battle Stomp**

Cooldown decreased to 3 (from 5)
Listed as a nerf due to Knocked Down no longer incapacitating foes





**Provoke**

Radius increased to 8m from 5m





**Phoenix Dive**

Action Point cost increased to 2AP from 1AP
Now additionally deals fire damage
Now applies Taunted to all nearby enemies on impact
Range decreased to 8m from 13m, as with all self-teleportation





**Guardian Angel**

Radius of effect increased to 8m (from 4m)





**Overpower**

Damage multiplier increased to 175 (from 125)
Applied Knocked Down for 2 turns
Applies Overpowered for 2 turns (strips armour and reduces all resistances -20%)



# Hybrid/Crafted Skills



**Cryotherapy**

Now restores vitality instead of armour
This is vastly less situational in this mod, hence the buff marker



**Sparking Swings/ Master of Sparks**

Sparks now deal 25% less damage
More useful on physical attackers with the new armour system
This makes it stronger than before on most melee builds on average, but weaker than before on staff battlemage builds



**Throw Explosive Trap/Deploy Mass Traps**

No longer scales with AverageLevelDamage (caused crazy scaling)
Damage multiplier reduced to 105 (from 130)



**All Skin Skills**

Now permanent until toggled off with the same skill
Now cost 0AP to use
Now grant 200% resistance to their respective elements (from 100%) and 100% deficit to their opposing elements (from 30%)
Flaming Skin no longer grants immunity to Burning, Jellyfish Skin grants immunity to Suffocating, Icy Skin grants immunity to Wet



**All Elemental Infusions**

Elemental infusions are now **stackable** on summons
Unlearning a skill removes the infusion from the summon
Elemental weaknesses increased to 100% from 20%
Each elemental infusion (when cast by these skills only) grants an additional new skill on top of the default infusion skill:

- **Water:** Winter Blast
- **Electric:** Favourable Wind
- **Poison:** Contamination
- **Fire:** Flaming Tongues
- **Ice:** Chain Heal
- **Cursed Electric:** Dazing Bolt
- **Acid:** Poison Wave
- **Necrofire:** Flame Whip



**Breathing Bubble / Mass Breathing Bubble**

Cooldown decreased to 4 from 5
Now castable while Muted, which will remove the Muted effect
The Breathing Bubble status now grants a skill named “Deep Breath” which can be cast for 0AP to consume the status and reduce your last used skill’s cooldown by 2 turns



**Cleanse Wounds**

Now creates a blessed water surface below target
Now has 4m range (from 2m)
Cooldown reduced to 3 (from 5)



**Mass Cleanse Wounds**

Now creates a blessed water surface below targets
AP cost reduced to 1 from 2
Cooldown reduced to 4 from 6



**Healing Tears**

Cooldown reduced to 4 from 5

| | | |
|---|---|---|
|  **Oily Carapace** | Now heals vitality instead of restoring physical armour<br>Healing reduced to 200% from 400%<br>Generates a damage absorption barrier equal to the healing done for up to 3 turns<br>AP cost changed to 2 from 1 |  |
|  **Mass Oily Carapace** | Benefits from the same changes as Oily Carapace<br>AP cost changed to 3 from 2 |  |
|  **Corpse Explosion** (including Mass) | Damage multiplier decreased to 200 (from 250)<br>Enemy-only version specifically reduced to 150, meaning players are less likely to be burst to death |  |
|  **Raining Blood** | AP cost reduced to 1 (from 2) |  |
|  **Corrosive Touch** | Now deals physical damage instead of corrosive<br>Action point cost increased to 2 from 1<br>Acid is now much more dangerous |  |
|  **Corrosive Spray** | Now deals physical damage instead of corrosive<br>Acid is now much more dangerous |  |
|  **Vacuum Touch** | Now deals air damage instead of magic<br>Action point cost increased to 2 from 1<br>Suffocating is now much more dangerous |  |
|  **Vacuum Aura** | Cooldown increased to 8 (from 5)<br>Duration decreased to 2 (from 3)<br>Suffocating is now much more dangerous<br>Silenced is not resisted by armour |  |

# Not in the Mood for Cheese?

Cheese is great, but too much will give you a tummy ache. Having an instant win button in your back pocket makes it difficult to truly enjoy the challenge of most combat situations, and there are many ways to get through the base game by exploiting enemies into instant death or guaranteeing you'll never see a game over screen no matter how hard you're hit. **Divinity Unleashed** has tackled a large number of these methods to help keep the game suspenseful.

- Apotheosis and Skin Graft scrolls are no longer craftable.
- Resurrected characters are incapacitated on their first turn back, eliminating infinite turn resurrection chains.
- Characters rejoining combat they already left suffer a "latecomer" debuff, becoming incapacitated until their next turn. This eliminates infinite turn retreat exploits.
- Escapist's effect has been changed, eliminating consequence-free retreating.
- Resurrection idols work only once per combat instance, preventing players from recrafting them every time they come back for easy immortality. (This also means you can't leave and come back to combat repeatedly to reset it.)
- Temporary, player-applied status effects are cleansed from players when combat starts: pre-buffing is no longer necessary to remain optimal.
- Summons last infinitely, making pre-summoning a mechanic instead of a cheese tactic, while increasing the value of movement-based skills and traits.
- Objects carrying more than their own weight cannot be thrown, eliminating the use of instant-kill-barrels with telekinesis. Yes, that means barrelmancy. I'm so sorry, I found it funny too, but it's impossible to take any encounter seriously when you know you could just do this.
- If an enemy is attacked from too far away to enter combat, they immediately heal the damage back. This does not occur if the enemy enters combat with the attacking player. This prevents sniping enemies to death without combat.
- Enemies teleported during dialog leave dialog, often turning hostile.
- Summons in combat without their masters go mad, ensuring summoners can't infinitely summon their creatures from range to win.
    - This includes whenever an undead summoner is using Play Dead.
- Arx's tea no longer reduces AP costs: it instead grants AP recovery.
- Invisibility is now detectable by enemies who come within a 2m radius when it is not the invisible character's turn. This means ending your turn invisible next to an enemy is no longer viable.
- Shackles of Pain reduces self-inflicted damage by 66%.
- The extra percentage-based heal from potions does not deal damage to Soul Bonded/Shackled enemies.

# Miscellaneous Changes

## General Systems

- Dodging now evades spells as well as weapons
- Grenades now level up with their owners
- Many enemies, especially in Act 1 and 2, have additional skills in Tactician mode

## Numerical Adjustments

- Sneak cost reduced to 2ap from 4ap
- Reduced High Ground range multiplier to 1.5 from 2.5 (reducing “wtf how did he hit me?!?”)
- Reduced High Ground damage multiplier to 10% from 20%
- Flanking now reduces dodging by 30% per flanking character (from 10%)
- Surface absorb boost per tiles count changed to 5 (from 10)
- ArmorToVitalityRatio changed to 0.045 (from 0.55, and no, the additional 0 is not a typo)
- Reduced dual-wielding damage penalty to 35% from 50% to play better with the new armour system
- Reduced Thievery gold and weight limits by 25%

## Global Character Changes

- Enemies’ weapon damage capped to decrease instances of one-shotting players
- Enemy magic resistances removed or reduced all across the board (thanks KingFeraligatr)
- Average enemy damage increased by a further 10% in both Classic and Tactician, to “even out” with the decrease in instant kills and specific enemies with particularly high damage

## Item Changes

- Melee weapons deal increased damage, as positioning is more important
- Potions now heal less raw health, but also heal based on percentage of maximum Vitality, making them more useful at higher levels and less useful for suicide combos at lower levels.
- The extra percentage-healing from potions does not trigger on characters at full Vitality.
- Wand damage raised to 63 base damage from 55 (~15% increase)
- Spear range raised to 300 from 250, damage raised to 115 from 105

## Statuses and Surfaces

- Surface damage almost tripled, making positioning and surface control critical
- Damage statuses, surface damage and reflected damage bypass armour completely
- Surface explosion damage increased 25%
- Chilled, Shocked etc no longer grant positive resistances
- Enemies will not be chilled, shocked or petrified multiple times by attacks - even from mods
- Electrified surfaces no longer vanish upon applying Shocked (but cursed surfaces do upon applying Stunned)
- Electrified and Frozen surfaces last 3 turns by default (from 2)

## Items

Apotheosis Scroll

- No longer craftable or normally obtainable

Arx Tea

- No longer decreases AP costs, but increases AP regen instead (like Haste)

Invisibility Potions (and other invisibility-inducing items)

- Durations decreased to 1 turn (from 3-5, item depending)
- Medium and greater invis potions now last 2 and 3 turns respectively (from 10 and 15)

Love Grenade

- Now applies Succumbing to Charmed
- Now costs 3AP

Mind Maggot Grenade

- Now applies Madness for 2 turns instead of Charmed
- Now affects both allies and enemies
- Now costs 3AP (from 2AP)

Skin Graft Scroll

- No longer craftable or normally obtainable

Teleportation Scroll

- Now costs 3AP

## Quality-of-Life Features

- Companions recruited to Lone Wolf avatars swap one of their talents for Lone Wolf.
- Summons now teleport to their owners if they get too far.

## NPC Changes

- A certain Sourcerer in a certain notorious fight during Act 2 now has 65% fire resistance.

## Mod Compatibility Features

- All modded statuses are forced to ignore armour
- Physical Armour damage is automatically converted to Physical damage
- Magic Armour damage is automatically converted to Air damage
- Physical Armour/Magic Armour healing is automatically converted to Vitality healing and increased by 25% of its original value
- Knocked Down type statuses are automatically converted to Divinity Unleashed's "Knocked Down"
    - This includes things like "magic armour knockdown" from certain mods
- Skills based on shield armour for damage have their damage multiplied to compensate for lower armour values in DU
- Skills based on current or maximum armour for damage have their damage multiplied to compensate for lower armour values in DU
- Incapacitating (turn-skipping) statuses will never be extended by Intelligence, but other modded statuses will be

## Mod Specific Compatibility

- Odinblade's Transfixed is automatically replaced with Red Prince's equivalent, which reduces armour and roots characters to the spot
- Odinblade's Hex features trigger on characters at 50% vitality or below instead of characters with no magic armour
- Feenex's Encore mechanic triggers on characters at 50% vitality or below instead of characters with no magic armour
- Crafting Overhaul's Silver Arrow has manually configured damage, adapted to Divinity Unleashed's armour scaling

# MODDING API

## Whoa, there!

Are you worried about making your mod compatible with DU? You most likely don't have to.
DU does the following:

- Increases damage of any damage statuses that abide by vanilla power scaling (but leaves more powerful damage statuses mostly alone).
- Makes all modded statuses penetrate armour.
- Makes Living Armor apply to ALL healing statuses, modded or otherwise.

... And more that's somewhere else in this document.

But if you like this mod and want to avail of some of its features for your own, here's a list of some you can use!:

## Is DU active?

To query whether Divinity Unleashed is active, check the global flag "DivinityUnleashed". For example:

```
GlobalGetFlag("DivinityUnleashed",1)
```

## Status Replacement

If you want to ensure a given status is always replaced with another for the same duration, add to the following DB anywhere in your story script:

```
DB_KCE_StatusReplace("OLD_STATUS","NEW_STATUS","animation");
```

"Animation" is an optional animation you'd like to play on characters who receive the status. Leave this as "" if you don't want any particular animation to play.

## Non-DU-only Object Timers

If you want an object timer not to activate while Divinity Unleashed is an active mod, add to the following DB anywhere in your story script:

```
DB_KCE_CancelTimers("TIMERNAME");
```

# Prevent Status Extension

If you've a modded status you don't want players with high Intelligence to extend the duration of, add to the following DB anywhere in your story script:

```
DB_KCE_ExtenderBlacklist("STATUSNAME");
```

**Please note that statuses applied for 1 turn, 0 turn or -1 turn durations are NEVER extended by Intelligence, and don't need to be entered into this DB.**