SCBM v1.10

Dominions 6 Edition

Sloop's Comfy Balance Mod
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GENERAL

- Accounting for maps with clumps of small provinces or wastes and swamps, as well as provinces which roll population-nuking undead indie poptypes, all non-capital provinces with less than 6000 population at game start gain 1500-2500 pop and +5 gold/resources via a pregame event.
- Raised base morale for the minority of priests/mages with morale <10 to 10 (with the exception of units with cowardice modifiers for being enslaved, racial morale penalties or other lore reasons) as an indirect nerf to Wailing Winds/Blood Rain/seduction/corruption and as a general balance pass over inconsistent vanilla values.
- Al will never recruit national/independent militia or militia-tier units, such as naked slaves.
- Spears held with the other hand free become 2h, def $0 \to 1$, with the exception of specific multi-attack units for balance reasons (Revelers, Kusarikku, Cynocephalians) and most commanders.
- Non-sacred animal base MR 5 \rightarrow 7 (or otherwise +2 to animals/mundane monsters with low MR).

Sacred animal base MR 5-8 \rightarrow 9.

- All soulless gain Weak Bite attack (Stomp for giant variants (1 blunt, def -1, size resists, 50% chance to use, intrinsic)), +1 att, +3 MR, Fist \rightarrow Claw.
- Provinces with rare poptypes or hidden sites that grant recruitment of high RP cost units are guaranteed a minimum pop of 6000 (achieved via events adding +1000 pop per turn to applicable <5000 pop provs until turn 5).
- Everything wearing robes in the sprite gets them as armor (small buff for many fragile human mages).
- Bodyguard given to suitable size <5 generic summons (Clayman, Terracotta Soldier, Mechanical Man, Living Statue, Gargoyle, Iron Fly) and national summons (Cu Sidhe, Celestial Hound, Simargl, Black Dog, Kusarikku, Attentive Statue, Sentinel) (no undead, that's a can of worms).

Submods

Worthy Heroes

- Magicless or otherwise unimpressive heroes buffed or generate rare custom positive events independent of regular event generation.
- Reduced/removed minimum turn arrival values on a number of heroes who aren't OP in the early game.
- Improved map move and MR on many heroes.
- In the process of adding multiheroes to nations that don't have them, due to the lower maximum hero rate in Dom6 and as a matter of balance, since multiheroes are effectively a double hero roll.

Better Arena

- Removed powerful artifacts that are too strong in the early game. Many mediocre artifacts become better rewards due to <u>artifact buffs</u>.
- Treelord's Staff, Wraith Crown, Crown of the Magi, Scorpion Crown, Miraculous Cure All Elixir, Ring of Invisibility, The Admiral's Sword added as prizes.

Improved Casting Al

- Unaltered.

Rebirth

- Doesn't include Rebirth itself, but uses similar events for population regeneration at Growth 1+ that scale with friendly dominion strength, with pop caps of 4000 in wastes and 5500 in non-wastes and no permanent income increases. Slightly faster repopulation, no message or log of the event. Removes corpses when it procs in low pop provs to prevent corpse cheesing. Asphodel is excluded from these events for balance reasons.

Weapons

- Made numerous natural weapons and unique ranged weapons intrinsic.
- -1 def penalty removed from all **Bites**, **Fangs**, **Gores**, **Horns** and **Beaks** unless armed with a weapon (buff to squishy monsters and animals).

Melee

- All Spears, Long Spears, Light Lances att $0 \rightarrow 1$
- Club/Mace-types +2 damage
- Hammer +1 damage, def -1 \rightarrow 0, Hammer res cost 2 \rightarrow 1
- Maul +2 dmg, def -1 \rightarrow 0
- Great Club/other 2h blunt weapons +1 dmg

- Morningstar def -2 → -1
- Obsidian Club Sword 1h/2h dmg 4/7 \rightarrow 6/8, 1h att 0 \rightarrow 1
- Axe-types def -1 \rightarrow 0, res cost 1 \rightarrow 2
- Falchion res cost 4 → 3
- Pike-users gain Formation Fighter 2, Pike att 0 → 1
- Polearm-types (Halberd/Glaive/Naginata) att -1 → 0 (except Granite Glaive)
- 1h Tridents att -1 \rightarrow 0
- Bronze Sword res cost 3 → 2
- Bronze Scimitar cost 5 → 4
- Quarterstaff/Magic Staff (and variants) dmg +1/+2
- **Beak** dmg/att/def 0/-1/-1 → 1/0/0
- Tail Slap/Tail Flipper dmg $-5 \rightarrow -1$, att $-2 \rightarrow -1$
- Pitchfork att $-1 \rightarrow 0$

Ranged

- Sling damage $5 \rightarrow 7$
- Crossbow/Arbalest res cost +1
- Boulder (1h) ammo $5 \rightarrow 6$
- Boulder (2h) ammo $2 \rightarrow 3$
- Throwing Axe prec $-4 \rightarrow -3$
- Sticks and Stones dmg $-3 \rightarrow -2$

Armor

- Buckler parry 2 → 3
- Hide Shield parry $3 \rightarrow 4$, Hide Shield/Great Hide Shield prot $11 \rightarrow 12$
- Wicker Shield parry 3 → 4
- Plate/Bronze/Amber/Gleaming/Cyclope Hauberk, Meteorite/Golden Armor, Full Plate Mail -1 enc
- Plate Cuirass res cost 15 → 13
- Full/Hoplite/Gleaming/Ice/Cyclope/Orichalcum Helmet, Full Helmet of Ulm res cost -1
- Full Helmet-types (def -1) prot +2
- Half Helmet/Half Helmet of Ulm prot 18/19 → 19/20
- Reinforced Leather Cap prot 9 → 11
- Coral Hauberk/Barding prot 12/11 → 13/12
- **Jingasa/Kabuto** prot 13/17 → 15/18
- Leather Cuirass prot $5 \rightarrow 6$
- Leather Barding prot $5 \rightarrow 6$
- Robes/Imperial Robes res cost 1/3 → 0/1
- Turtle Shell Hauberk prot 9 → 11
- Turtle Cap/Shell Cap prot 10 → 14
- Sharkskin Cuirass/Armor/Cap prot 7/8/10 → 8/10/12, Cuirass/Armor res cost 2/3 → 3/5

- Full Ring Mail def -2 \rightarrow -1, res cost 7 \rightarrow 8
- Crested Helmet prot $14 \rightarrow 15$, res cost $3 \rightarrow 2$
- Magic Robes prot 3 → 4
- Amber Shield res cost 8 → 6

Mercs

- Added two new amphibious mercenaries, River Runners and The Giants Below.
- Generic mercenaries (Spearman, Maceman, Swordsman) Ring Mail Hauberk → Full Ring Mail (+2 prot), affects 8 lackluster mercs.
- **Pike**-using mercs **Pikeneer/Soldier of the Faith** given Formation Fighter 2 as per **Pike** buffs.
- Black Bone's Pirates Pirate/Captain gain Buckler, Hand Crossbow (8 AP pierce, no strength, prec 2, range 15, ammo 1), Ring Mail Cuirass \rightarrow Plate Cuirass, Captain leadership $75 \rightarrow 100$
- Melkorka's Green Men Merrow naked → Sharkskin Cuirass (+8 prot)
- Eternal Knights att/def/enc 12/12/3 → 13/13/2, gain Recuperation, extra misc slot

Misc

- Adventurers buffed.
- Many supernatural beings gain Spirit Sight.
- Hound, Swarm bugs, Werewolf, Wyvern, Fire/Ice/Swamp Drake, all spiders gain Darkvision 50, Cave Drake gains Darkvision 100
- All **Doom Horrors** without gain fire/shock/cold res 5, poison res 15, Spirit Sight (**Kurgi** keeps fire weakness)
- Most animals gain appropriate stat buffs to stop underperforming so badly.

Animal Buffs

- General precision buff to animals/monsters to buff ranged attacks, patrol strength and improve Transformation results
- See animal-only Nature MR buffs
- Horses and other equines gain Darkvision 50
- **Deer** prot 2 → 4, def 8 → 11, gains Hoof attack, Darkvision 50
- Moose prot $6 \rightarrow 8$, mor $9 \rightarrow 11$, str $16 \rightarrow 18$, Darkvision 50
- Boar gains Trample, prot 4 → 5, mor/att/def 8/8/8 → 9/9/10, gains Darkvision 50
- Goat prot 2 → 3, def 9 → 11, gains Darkvision 50
- Giant Spider/Cave Spider size $6 \to 4$, prot $8 \to 11$, str/def $9/10 \to 12/11$, Giant Spider gains Web attack, Forest Survival
- Great Spider, mor $10 \rightarrow 12$, str $11 \rightarrow 14$
- Jaguar/Tiger/Great Lion/War Lion/Lioness/Lion of Strange Colors prot +2, def 11
- All Bears att/def 10/8 minimum, gain Darkvision 50

- Dogs/Wolves def 11 → 12, gain Darkvision 50
- All **Serpents** +1-3 prot, +2 str, +2-3 def, gain Darkvision 50
- **Hippocampus** def 10 → 11, loses Undisciplined, gains Darkvision 50
- Sea Stag prot $3 \rightarrow 4$, str/def $13/10 \rightarrow 14/11$, gains Darkvision 50
- Shark prot $6 \rightarrow 9$, att $10 \rightarrow 11$, gains Darkvision 50
- Large Lobster size 3 → 2, gains Undisciplined, Darkvision 100
- Giant Lobster (Transformation) Pincer becomes AP, gains Darkvision 100

SCALES

- Luck/Misfortune scale influence on event quality 10% → 13%, to account for the relative nerfs to Luck in Dom6 (Luck scales' effectiveness compounds and events with a Luck 3 requirement are more rewarding, however now only a few pretenders and nations can take L3, a significant nerf; no event gold gain values were scaled up to match Dom6's +40% gold abundance; hero rate reduced from +1% per Luck scale to +0.5% per Luck scale, rounding down).
- Order/Turmoil scale influence on event frequency $2\% \rightarrow 1\%$ (mild bad events requiring Order/Misfortune added to avoid this being an O/Misf nerf).
- Luck/Misfortune scale influence on event frequency 5% → 6%.
- Ultimately T3/L3 remains +21% events as in vanilla, O3/L3 +9% events \rightarrow +15%.
- 4 common, 2 uncommon generic mild bad events added to Misfortune 1+ pool, to prevent the above changes being a nerf to taking Misfortune.
- Additional changes making **Order/Luck** and **Order/Misfortune** more viable listed in **EVENTS**.

BLESSES

FIRE

- **Death Explosion** F5 → F3B2 (non-incarnate)
- Flaming Weapons F7 → F5

AIR

- Swiftness A4 → A3
- Storm Flight A4 → A3
- Weightlessness A5E1 → A4E2 (non-incarnate)
- Air Shield $A6 \rightarrow A5$
- Thunder Weapons A7 → A6
- Charged Bodies A8 → A7
- Flight $A9 \rightarrow A7$

WATER

- Vitriol Weapons W6F2 → W5F1
- Water Breathing W6 → W4A1 (non-incarnate)
- Ice Mist Weapons W7 → W6

EARTH

- Unbreakable E4 → E3
- Hard Skin E6 → E5

ASTRAL

- Twist Fate S6 → S4G1 (non-incarnate)
- Fateweaving $S7 \rightarrow S6$

DEATH

- Reanimators D7 → D3 (non-incarnate)
- Death Weapons $D8 \rightarrow D6$

NATURE

- Forest Survival N2 → N1
- Poison Weapons N4 \rightarrow N3D1, removed Death 1 scale requirement
- Recuperation N5 → N4B1 (non-incarnate)
- Barkskin $N6 \rightarrow N5$

GLAMOUR

- Luck G8L2 → G7L2

BLOOD

- Unholy Weapons $B6 \rightarrow B5$
- Vampiric Weapons B8D4 → B6D3

VANILLA SPELLS

General

- All buff spells given 100 precision.
- Bolt/Arrow-type evocations minimum range 35.
- AoE 20+1 buff spells → AoE 20+5.
- Most scaling ritual summons scale slightly better.
- Spells that can be self-sabotaging if cast off-script (not including hostile battlefield spells since it would stop the Al from ever casting them) can no longer be cast off-script (**Skeletal Legion**, **Plague**, **Growing Fury**).
- Healing spells only affect friendlies.

Fire

CONJ (F)

- Summon Fire Ants F2N1 \rightarrow F1N1, cost 9 \rightarrow 8, Fire Ant gains Formation Fighter 2, Siege Bonus 1, Darkvision 100, Forest Survival
- Scorpion Beast MR $5 \rightarrow 9$, gains Forest Survival
- Summon Fire Drake Fire Drake prot $10 \rightarrow 12$, att/def $10/8 \rightarrow 11/9$
- Will o' the Wisp fire res $15 \rightarrow 30$, poison res $15 \rightarrow 25$

- Fire Snake prot 9 → 11, str/def 13/8 → 14/11, gains Darkvision 50
- Flame Spirit map move 16 → 20
- King of Elemental Fire Rhuax summons Magma Children x2 → x3
- The Kindly Ones Conj $8 \to 7$, F6N4 \to F5N2, Erinyes gain Blood Vengeance +4, Torch of Strife Maddening Rage on-damage \to on-hit, AoE 1

ALT (F)

- Blindness range 20 → 25
- Boil F3W1 → F3

EVO (F)

- Fire Flies effects $6 \rightarrow 7+$, range $30+5 \rightarrow 35+5$
- Fire Darts range $30+5 \rightarrow 35+5$
- Flame Bolt prec $2 \rightarrow 4$, damage $15+2 \rightarrow 18+2$
- Flare prec 1 → 2, fatigue 50 → 30, Al cast preference -25
- Fireball dmg 16++ \rightarrow 18++, prec 1 \rightarrow 3
- Fires from Afar F4 \rightarrow F3, cost 10 \rightarrow 8
- Fire Cloud F3A1 → F3
- Breath of the Desert F3A1 → F3
- Falling Fires Al cast priority +20
- Pillar of Fire Evo $8 \rightarrow 7$, prec $0 \rightarrow 4$
- Second Sun F8 \rightarrow F7, occasionally spawns fiery beings within the owner's dominion, EA/MA/LA Abysia gain 10% tax boost while enchantment is active (can be owned by anyone)

ENCH (F)

- Ignite Arrows F2 → F1, fatigue 20 → 30
- Terracotta Warrior gains Formation Fighter 2, Bodyguard 2
- Flaming Arrows Ench $5 \rightarrow 4$, $F3 \rightarrow F2$
- Vafur Flames F5 → F4
- Hail of Burning Embers Ench $7 \rightarrow 6$, fatigue $200 \rightarrow 100$
- Dome of Flaming Death Ench $7 \rightarrow 5$, cost $8 \rightarrow 6$

THAUM (F)

- Bonds of Fire prec $3 \rightarrow 5$, range $20 \rightarrow 25$
- Prison of Fire AoE 3+1 \rightarrow 5+1, fatigue 30 \rightarrow 40
- Pyre of Catharsis Thaum 5 → 4
- **Hydrophobia** Thaum 8 → 7, fatigue 100 → 80, loses poison attribute

Air

CONJ (A)

- Summon Hawk never cast off-script by A3+ mages
- Call of the Winds Great Hawk can summon x2 Black Hawks per turn
- Summon Amphiptere A2N1 \rightarrow N1A1, Amphiptere loses Undisciplined, prot 11 \rightarrow 12, str/def/prec 17/10/10 \rightarrow 18/12/12, gains **Wing Buff** attack, Darkvision 50, Mountain Survival
 - Summon Wyverns quantity $2 \rightarrow 3$, Wyvern size $6 \rightarrow 5$, str $15 \rightarrow 16$, gains Darkvision 50
- Storm Drake gains Storm Immunity, Darkvision 50

- Raven Feast A4 → A3
- Messenger Crows $A4 \rightarrow A3$
- Great Eagle gains Dive Attack
- Queen of Elemental Air Nephele summons Sylph x1 → x2

EVO (A)

- Orb Lightning range $20 \rightarrow 25$

CONST (A)

- Corpse Man Construction Corpse Construct MR 4 \rightarrow 7, Fist \rightarrow Claw, gains Weak Bite attack as per <u>soulless buffs</u>

ENCH (A)

- Trueshot range 5+5 → 10
- Wind Guide Ench $6 \rightarrow 5$
- Greater Farflight A4 → A3
- Dome of Solid Air $A5 \rightarrow A4$

THAUM (A)

- Winds of Arcane Drought Thaum $9 \rightarrow 7$, A7S6 \rightarrow A6S3, cost $90 \rightarrow 60$

Water

CONJ (W)

- Water Elementals size 2-4 gain second Crush attack
- Ice Elementals size 2-6 gain second Ice Fist attack
- Kraken MR/str/def $5/16/7 \rightarrow 11/17/11$, mapmove $8 \rightarrow 14$, gains crown slot
- Summon Yetis cost $8 \rightarrow 6$, Yeti prot/prec $8 \rightarrow 9$, map move $14 \rightarrow 18$, Rock dmg $0 \rightarrow 2$
- Summon Cave Cows W2E2 \rightarrow W2E1, Cave Cow size $6 \rightarrow 5$, prot $4 \rightarrow 6$
- School of Sharks Small Shark HP $2 \rightarrow 3$, prot $0 \rightarrow 4$, str $1 \rightarrow 3$, gains Darkvision 50
- Summon Ice Drake Ice Drake att/def 10/8 → 11/9
- Summon Sea Serpent Sea Serpent loses Undisciplined, prot 10 \rightarrow 14, MR/str/enc 8/18/4 \rightarrow 12/20/3, map move 14 \rightarrow 20, gains Regeneration 5%, Recuperation, Darkvision 50, crown slot
- Sea Troll att/def $9/10 \rightarrow 10/9$, gold cost (upkeep) $50 \rightarrow 40$
- Naiad Warriors quantity 25 → 20, Kydnid Bronze Sword → Golden Sword (+3 dmg, magic), Bronze Cuirass/Hoplite Helmet/Hoplon → Gleaming Cuirass/Gleaming Helmet/Gleaming Hoplon (-1 prot, -2 enc, magic/+2 prot, magic/+3 prot, +1 parry, magic), gain poison res 5
- Sea King's Court cost $55 \rightarrow 50$, +1 Sea Troll/+½ Troll Guard per level, Sea Troll/Troll Guard att/def $9/10 \rightarrow 10/9$, gold cost (upkeep) for Sea Troll $50 \rightarrow 40$
- Summon Asp Turtle W3 \rightarrow N3, Conj 7 \rightarrow 6, cost 10 \rightarrow 8, affected by **Dragon Mastery**, Asp Turtle att 9 \rightarrow 12, map move 14 \rightarrow 18, gains Darkvision 50
- Summon Catoblepas W3D2 \rightarrow W3D1, cost 12 \rightarrow 10, Catoblepas prot 8 \rightarrow 14, MR 15 \rightarrow 16, att/def/prec 8/7/5 \rightarrow 12/9/9, AP/mapmove 6/14 \rightarrow 8/16, gains crown slot
- Guardians of the Deep Conj $8 \rightarrow 6$, W6 \rightarrow W5, cost $60 \rightarrow 50$, 2% chance per candle to spawn friendly sea creatures as units
- Ancient Presence gains Recuperation, Poor Amphibian, Spirit Sight, hand and crown slot

ALT (W)

- Encase in Ice/Prison of Sedna gain sizeresist spec (so they don't shut down awake gods and large summoned monsters indefinitely)
- Bone Melter range 25 → 30
- Crawl Alt $7 \rightarrow 6$, W3 \rightarrow W2
- Quickening Alt 8 → 7, W2 → W3

EVO (W)

- Slime prec $2 \rightarrow 4$, range $30+5 \rightarrow 35+5$
- Water Strike dmg 13++ \rightarrow 16++, prec 2 \rightarrow 4, Al spell priority -50
- **Geyser** range 20+5 → 35+5
- Cleansing Water AoE 5+1 \rightarrow 6+1, prec 0 \rightarrow 2, range 30+5 \rightarrow 35+5
- Ice Strike dmg $18 \rightarrow 18+$, prec $1 \rightarrow 2$, range $30 \rightarrow 35+5$

ENCH (W)

- Claymen gain Bodyguard 2, fire res 15, MR 10 → 12 matching other man-constructs
- Vile Water castable underwater, Gelatinous Cube str 16 \rightarrow 18, combat speed 2 \rightarrow 4, Acid Touch attack dmg 10 \rightarrow 12, gains disease immunity, Swamp Survival
- Frost Dome Ench $6 \rightarrow 5$, W5 \rightarrow W4, cost 15 \rightarrow 10
- **Hidden in Snow** Unfrozen Mage loses one 50% D and 50% W random, base magic D1 → D2W1, Unfrozen gain Poor Amphibian, Mountain Survival
- **Ghost Ship Armada** Ench $7 \rightarrow 6$, cost $60 \rightarrow 50$, Damned Buccaneers/Boatswains/Captains gain Buckler, Admiral Torgrin MR 15 \rightarrow 17, str 12 \rightarrow 14, Bronze Scale Cuirass \rightarrow Golden Cuirass, Crown \rightarrow Magic Crown, The Admiral's Sword hits twice
- Thetis' Blessing Ench 7 → 5

THAUM (W)

- Calm Emotions single target \rightarrow AoE 1, range 10 \rightarrow 25, Al cast priority 0 \rightarrow -50
- Scrying Pool W1G1 → W2
- Sailors' Death prec 1 → 3
- Serenity AoE 3+1 \rightarrow 5+1, range 15 \rightarrow 30

Earth

CONJ (E)

- Earth Elementals size 2-6 gain second Crystal Fist attack
- Cave Grub prot 6 → 9
- Summon Ogres cost $7 \rightarrow 6$, quantity $5+1 \rightarrow 8+\frac{1}{2}$, Ogre size $5 \rightarrow 4$
- Summon Cave Crab cost $4 \rightarrow 3$, Cave Crab MR $4 \rightarrow 8$, map move $14 \rightarrow 16$, gains Recuperation, Swamp Survival
- Summon Cave Drake cost $4 \rightarrow 2$, Cave Drake loses Undisciplined, Darkvision $50 \rightarrow 100$
- Contact Trolls 5+½ → 5+1, Troll gold cost (upkeep) 60 → 45
- Troll King's Court cost $65 \rightarrow 50$, +1 Troll/+½ War Troll per level, gold costs (upkeep) for Troll/War Troll $60/80 \rightarrow 45/65$, War Troll att/def $10/9 \rightarrow 11/10$
- Contact Hill Giant \rightarrow Contact Hill Giants, quantity $1 \rightarrow 2+\frac{1}{2}$, cost $3 \rightarrow 5$, Hill Giant prot $8 \rightarrow 11$, MR $9 \rightarrow 11$

- King of Elemental Earth Oreigenes' summoned Earth Gnomes buffed, both Fist $x1 \rightarrow$ Stone Fist $x2 \pmod{+4}$

ALT (E)

- Earth Grip range 20 → 25
- Armor of Achilles prec $3 \rightarrow 5$, range $15 \rightarrow 30$, fatigue $40 \rightarrow 15$
- **Destruction** E3 \rightarrow E2, AoE 6 \rightarrow 6+
- Curse of Stones cost 3 → 1
- Maws of the Earth AoE 7+1 \rightarrow 9+1
- **Shatter** range 15 → 15+5
- Iron Pigs Alt $6 \rightarrow 5$, E3N1 \rightarrow E2N1, Iron Pig mor/att/def/enc $8/8/8/5 \rightarrow 9/9/10/4$, Darkvision 50
- Iron Bane Alt $6 \rightarrow 5$

EVO(E)

- Flying Shards effects $4+2 \rightarrow 7+2$, dmg $7+1 \rightarrow 11+1$, range $30+5 \rightarrow 35+5$, fatigue $30 \rightarrow 20$
- Rust Mist fatigue 30 → 20, Al cast priority -95
- Magma Bolts range 30+5 → 35+5
- Blade Wind effects 50+3 \rightarrow 50+5, fatigue 80 \rightarrow 50, Al cast preference -20 (ICAI) \rightarrow -50

CONST (E)

- Crusher Construction castable underwater, Crusher MR 12 \to 14, gains second Stone Fist attack, Stone Fist dmg 0 \to 2, Siege Bonus 25
- Mechanical Men Const $6 \rightarrow 4$, quantity 15+1 \rightarrow 15+2, Mechanical Man HP $8 \rightarrow 9$, gains Bodyguard 2
- Forge of the Ancients cost $80 \rightarrow 60$
- Siege Golem Const $8 \rightarrow 6$, MR $12 \rightarrow 15$, Shatterfist dmg $0 \rightarrow 3$
- Iron Dragon E4F2 \rightarrow F3E3, MR 12 \rightarrow 16, Heat Aura 8 (base), gains Claw attack, crown slot, Siege Bonus 50, Death Explosion AoE 15 \rightarrow 25
- **Mechanical Militia** Const $8 \rightarrow 6$, cost $80 \rightarrow 50$, gains 20% chance per turn to raise Production scale by 1 in friendly provinces, corrected vanilla spell details (+1 Mechanical Men per point of PD is actually +2)

ENCH (E)

- Shroud of Flying Shards Ench $4 \rightarrow 1$, E2A1 \rightarrow E1A1, fatigue $20 \rightarrow 10$
- Enliven Gargoyles E3A1 \rightarrow E2A1, Gargoyle att 10 \rightarrow 11, gains Spirit Sight, Castle Defense 2, Bodyguard 2
- Enliven Statues cost 20 → 15, Living Statue gains Bodyguard 2
- Hidden in Sand E3D1 \rightarrow F3D1, Dust Walkers gain Poor Amphibian, Kopesh dmg 5 \rightarrow 6, gains +2 attack bonus vs shields
- Hidden Underneath Released Sage gains 50% S random, castable underwater
- Lion Sentinels E5 → E4, cost 30 → 15

THAUM (E)

- Farstrike E2S1 \rightarrow E1S1, Thaum 1 \rightarrow 2

Astral

CONJ (S)

- Ether Gate cost $90 \rightarrow 75$, Ether Warrior/Lord gain magical and non-rusting armor, Void returning 10%/20%, Ether Lord Void Sanity $10 \rightarrow 15$
- Call the Eater of the Dead S4D4 \rightarrow S4D3, summoned as commander, castable underwater, Eater of the Dead/Unfettered MR 18 \rightarrow 20, become mindless, gain Affliction Resistance 99, extra misc slot
- Call Abomination Abomination gains Recuperation, prot $5 \rightarrow 8$, prec $8 \rightarrow 13$, misc slots $2 \rightarrow 3$

ALT (S)

- Gift of Cheated Fate AoE 1 → 2+1, range 10 → 15
- Rewrite Fate $S4 \rightarrow S3$

EVO(S)

- Healing Light range 30+5 → 50+5
- Nether Bolt prec $2 \rightarrow 3$
- Astral Geyser prec 0 → 3
- Nether Darts range 30+5 → 35+5

ENCH (S)

- Astral Healing heal amount 2 → 3
- **Opposition** Ench $6 \rightarrow 5$, range $25+5 \rightarrow 30+5$
- Dome of Arcane Warding Ench $6 \rightarrow 5$
- Antimagic Ench $7 \rightarrow 6$

THAUM (S)

- Horror Mark AI cast preference -50 (ICAI) → -75
- Divine Name Thaum $7 \rightarrow 6$, S5 \rightarrow S4, cost 25 \rightarrow 16
- Master Enslave S8 → S9

Death

CONJ (D)

- Spirit Curse single target → AoE 1
- Black Servant cost 5 → 4
- Revive Wights Conj $3 \rightarrow 4$, quantity $5 \rightarrow 5+\frac{1}{2}$, cost $20 \rightarrow 13$
- Revive Bane cost 7 → 5
- Shade Beast att/def 11/9 → 12/11, prec 0 → 9, Poor Amphibian → Amphibian
- **Ghost Grip** effects $5 \rightarrow 7$, range $25 \rightarrow 35$
- Corpse Candle gains fire res 25, poison res 15 → 25
- Bane Lord gains Fear 5, combat speed 10 → 12
- Summon Mound Fiend castable underwater
- Call Wraith Lord Conj 8 → 7
- Manifestation castable underwater
- King of Banefires Antrax fire res $25 \rightarrow 35$

- Legion of Wights Conj 9 → 8, quantity 17+3 → 17+2, castable underwater
- Tartarian Gate castable underwater, Tartarian Monstrum's attacks become magical, Tartarian Monstra Fist $x2 \rightarrow Claw$ (magic), Tail Sweep

ALT (D)

- Skeletal Body fatigue $20 \rightarrow 10$
- Weakness MR negates AN weaken $3 \rightarrow$ MR negates AN 3 internal damage + MR negates weaken 3, prec $3 \rightarrow$ 100, AI cast preference +50
- Arouse Hunger Ghoul MR 8 \rightarrow 11, att/def 10/10 \rightarrow 11/9, gains second Poisoned Claw attack
- Stygian Skin Alt $4 \rightarrow 2$, fatigue $20 \rightarrow 10$
- Skeletal Legion's disease friendlies changed from MR negates to MR negates easily
- Enfeeble AoE 6+2 \rightarrow 9+2, MR negates AN weaken 2 \rightarrow MR negates AN 2 internal damage + MR negates weaken 2, range 25 \rightarrow 30

EVO (D)

- Bolt of Unlife prec $1 \rightarrow 3$, range $30+1 \rightarrow 35+5$
- Bane Fire Dart prec $4 \rightarrow 5$, range $30+5 \rightarrow 35+5$, gains AoE1 8 AP Bane Flame effect (smaller version of Bane Fire's Bane Flame Area)
- Blast of Unlife prec $0 \rightarrow 2$, range $30+1 \rightarrow 35+5$
- Cloud of Death D4A1 → D4
- Vortex of Unlife D5 \rightarrow D4, range 30+2 \rightarrow 35+5

CONST (D)

- **Poison Golem** cost $35 \rightarrow 25$, Poison Golem Reaper $10 \rightarrow 5$, gains Poison Cloud 8, Fear 5, Fist \rightarrow x2 Dark Iron Fist (same as Fist but dmg $-2 \rightarrow 3$, magic, MR negates decay on hit)

ENCH (D)

- Animate Skeleton/Animate Dead Al cast preference -75/-97
- Reanimation quantity 10+1 → 12+1
- Revive King castable underwater
- Create Revenant castable underwater
- Twiceborn doesn't work on unique summons
- Behemoth cost $7 \rightarrow 5$, castable underwater, Behemoth prot $7 \rightarrow 9$, att $7 \rightarrow 8$
- Pale Riders castable underwater
- Reanimate Archers Ench 6 → 5, quantity 10 → 10+1, castable underwater, Longdead Archer MR 9 → 11, Fist → Dagger, Banefire Bow statted as Composite Bow (dmg/prec 6/0 → 8/1, range 35 → 40), on-damage MR negates Decay → on-hit 8 AP Banefire with additional on-damage MR negates Decay
- **Ziz** D3A2 \rightarrow D2A1, castable underwater, Ziz prot 5 \rightarrow 6, MR 13 \rightarrow 15, gains Dive Attack, Poor Amphibian
- Carrion Reanimation Ench 7 → 6, benefits from soulless buffs
- Life after Death fatigue 400 → 300 (now that the effect it was primarily used for is gone)
- Leviathan Ench 7 \rightarrow 6, cost 10 \rightarrow 6, Leviathan MR 13 \rightarrow 15, att 6/5 \rightarrow 10/9, land AP 4 \rightarrow 6
- Fields of the Dead D5E2 \rightarrow D4E1

THAUM (D)

- **Decay** range $25 \rightarrow 30$

- Leeching Darkness AoE $3+ \rightarrow 4+$
- Plague range $25 \rightarrow 30$, prec $0 \rightarrow 3$
- Remnants in the Depths Thaum $9 \rightarrow 8$, D6W4 \rightarrow D6W3

Nature

CONJ (N)

- Tangle Vines/Tangle Thicket/Wild Growth range 20 \rightarrow 25, Vines/Thicket prec 2 \rightarrow 3
- Sea Dog str/def/AP 10/11/12 \rightarrow 11/12/16, mapmove 14 \rightarrow 18, gains Darkvision 50, Swamp Survival
- Crocodile prot/str/att 12/14/10 \rightarrow 13/16/11, mapmove 8 \rightarrow 10, gains Darkvision 50, Tail Slap attack
- Summon Animals benefits from animal buffs
- Horned Serpent prot 11 → 13, str/def 13/8 → 15/11, gains Darkvision 50, Mountain Survival
- Killer Mantis gains Darkvision 50, Forest Survival
- Call of the Wild N4 \rightarrow N3, Werewolf summons Wolf x3 \rightarrow x4
- Leocampus prot 5 → 8, def 11 → 12, gains Darkvision 50
- Summon Bog Beasts N2W2 → N2W1, Bog Beast size 6 → 5, gains Darkvision 50
- Summon Spine Frog \rightarrow Summon Spine Frogs, cost 1 \rightarrow 3, quantity 1 \rightarrow 3+½, prot 7 \rightarrow 10, prec 8 \rightarrow 9, gains Darkvision 50
- **Leogryph** prot $5 \rightarrow 7$, def $11 \rightarrow 12$, gains Darkvision 50, Mountain Survival
- **Swamp Drake** att/def 10/8 → 11/9, Drake Gas attack usable underwater
- Summon Kithaironic Lion N3E1 → N2E1, cost 5 → 4, loses Undisciplined
- Woodland Spirit HP 10 → 13, gains Patrol Bonus 2
- Manticore prot 11 \rightarrow 14, att/def 13/11 \rightarrow 14/12, gains Darkvision 50, Flick Barbs prec -4 \rightarrow -3
- Vermin Feast N4 \rightarrow N3, prov range 4 \rightarrow 5, initial cost 6 \rightarrow 4
- Forest Troll gold cost (upkeep) 45 → 35
- Winged Monkeys N3S2 → N3S1
- Forest Troll Tribe Conj $6 \to 5$, cost $37 \to 30$, +1 Forest Troll per level, gold cost (upkeep) for Forest Troll $45 \to 35$
- Contact Forest Giant \rightarrow Contact Forest Giants, quantity $1 \rightarrow 3+\frac{1}{2}$, cost $2 \rightarrow 5$, Forest Giant prot $6 \rightarrow 9$, MR $9 \rightarrow 12$, att $11 \rightarrow 12$, gains Stomp attack (1 blunt, def -1, size resists, 50% chance to use, intrinsic)
- Lamia def 9 \rightarrow 12, Black Serpent prot 8 \rightarrow 10, str/def 12/8 \rightarrow 14/11, gains crown slot, both forms gain Darkvision 50
- Contact Lamia Queen N5D2 → N4D2, buffed similarly to Lamias
- Animal Horde Conj 7 → 6, N4 → N3, benefits from animal buffs
- Summon Calydonian Boar N5 → N4
- Summon Asp Turtle W3 \rightarrow N3, Conj 7 \rightarrow 6, cost 10 \rightarrow 5, Asp Turtle att 9 \rightarrow 12, map move 14 \rightarrow 18, gains Darkvision 50
- Wild Growth Conj 8 → 7, range 20 → 25
- Faerie Court cost 60 → 50

- Tarrasque prot 19 \rightarrow 20, MR 18 \rightarrow 20, str 27 \rightarrow 30, att 13 \rightarrow 15, gains Affliction Resistance
- 3, Darkvision 50, third misc and crown slot, Dragon Gas attack usable underwater
- Enchanted Forests cost 90 → 60

ALT (N)

- **Swarm** quantity 20+2 → 25+2
- Shrink prec $0 \rightarrow 5$, range $20+2 \rightarrow 30+5$
- Blood Poisoning AI casting priority 0 → +20
- Cat-eyed Warriors N3 → N2
- Eagle-eyed Warriors Alt $6 \rightarrow 4$, N3 \rightarrow N2
- **Transformation** doesn't work on unique summons, added additional **Transformation** results to the pool, applicable results gain crown slots, benefit from animal/monster precision buff, unrest on Monster Boar transformation removed (event/ritual Monster Boar remains unchanged)
- Curse of the Frog Prince range $25 \rightarrow 30$
- Giant Warriors AoE 10 → 15
- Creeping Doom castable underwater
- Oaken Army fatigue 300 → 200
- Awaken Forest Alt 9 → 8

EVO(N)

- Vine Arrow prec $0 \rightarrow 5$, range $30+5 \rightarrow 35+5$
- Poison Darts range 30+5 → 35+5
- Breath of the Dragon prec -1 \rightarrow 0, range 20+5 \rightarrow 25+5
- Poison Cloud N3A1 → N3W1
- Poison Arrows effects 4+1 → 6+1
- Storm of Thorns Evo $7 \rightarrow 6$
- Stream of Life prec 2 → 5

CONST (N)

- Construct Manikin cost $7 \rightarrow 6$, castable underwater, Sleep Vines fatigue damage becomes AP
- Wooden Construction castable underwater, Lumber Construct MR 12 \rightarrow 13, Fist x1 \rightarrow Wooden Fist x2 (dmg -2 \rightarrow 1)
 - Construct Mandragora castable underwater, Sleep Vines fatigue damage becomes AP ENCH (N)
- Gift of the Hare AoE 1+1 → 2+1
- Heal prec $5 \rightarrow 10$, range $15 \rightarrow 30$
- Serpent Fang Arrows N3 → N2
- Hail of Serpent Fangs N4 → N3
- Forest Dome Ench $6 \rightarrow 5$, N5 \rightarrow N4
- Awaken Treelord's Treelord (young)/Treelord (blood)/Dying Treelord str 14/15/12 → 18/19/18, gain battle summons 5d6 Boars/5d6 Wolves/0-5 swarm bugs per round

THAUM (N)

- Seven Year Fever prec 2 → 5, range 25 → 30, AI cast priority -95
- Cure Disease N4 → N3
- Wildness N3 \rightarrow N2, prec 3 \rightarrow 10

- The Ravenous Swarm cast time 200 → 125, castable underwater
- Gift of Reason N4 → N3, cost 20 → 13
- Call the Worm That Walks's Worm Mage Fist → Swarm Fist (gains secondary AoE1 defence negates Swarm Stings (2 AP pierce + on-damage 5 AN poison) on land, Swarm Bites (5 slash) underwater)
- Beast Mastery N6 → N7, fatigue 400 → 500

Glamour

CONJ (G)

- Summon Fay Folk archer Short Bow → Elf Shot, Bronze Spear becomes 2h, def 0 → 1
- Summon Water Kobold castable underwater
- Conjure Phantasmal Beast's Phantasmal Beast prot 6 → 9, gains Unsurroundable 2
- Awaken Sleeper G4 → G3
- Fixed various **Phantasms**' incorrect weapons or lack of natprot

EVO (G)

- **Bewitching Lights** prec 1 → 5, fatigue 20 → 10, Al cast priority -50
- False Fire prec 1 \rightarrow 3, range 30+5 \rightarrow 35+5
- Elf Shot prec $4 \rightarrow 5$, range $30+5 \rightarrow 35+5$
- Dance of Ephemeral Swords $G2 \rightarrow G1$
- Celestial Rainbow Evo 9 → 8, G7W5 → G6W4

ENCH (G)

- False Fetters range 15 → 25
- Steal Sight range 20 → 25
- Dome of Misdirection G5 → G4
- Warriors of the Dawn G4F1 → G3F1
- Dragon Master Ench 8 → 6, cost 30 → 20, versions added to F, A, W, E, N
- Void Pattern Labyrinth Ench 8 → 7
- Fata Morgana Ench $8\to 7$, $G7\to G6$, cost $90\to 60$, gains 3% chance per point of dominion to raise Magic scale in the province by 1
- Mists of Deception Ench 8 → 6, G5A1 → G4A1

THAUM (G)

- Fascination range $15 \rightarrow 30$, fatigue $20 \rightarrow 10$
- Sleep fatigue 20 → 10, AI cast priority -50
- Curse AI cast priority -75%
- Confusion prec $3 \rightarrow 5$
- Battle Fortune fatigue 200 → 100

Blood

- Illearths size 2-5 gain second Crystal Fist attack
- **Bleed** precision $0 \rightarrow 5$
- Bone Fiend MR 13 → 14, gains Poor Amphibian

- Bind Devil B2F2 → B2F1
- Cross Breeding quantity 30+1 → 30+3, crossbreeds buffed (see below)
- Serpent Fiend prot $8 \rightarrow 11$, str/att $12/12 \rightarrow 15/13$
- **Hellfire** dmg 9+1 → 11+1, range 25+5 → 30+5, cast time 150% → 125%
- Dark Vines trades one Tentacle attack for life drain version, gains extra misc slot
- Bind Ice Devil all Ice Devils gain Tight Rein, Cimejes summons Frost Fiend x1 → x2
- Ritual of Five Gates B5 → B4
- Bind Arch Devil all Arch Devils gain Tight Rein, Buriol summons Devil x1 → x2
- Father Illearth Pedoseion summons Illearth size 6 → 7, Fist x1 → Stone Fist x2 (dmg +4)
- Blood Rite quantity/cost $1/11 \rightarrow 2/22$, Vampire hp $12 \rightarrow 13$, att/def $11 \rightarrow 12$
- Improved Cross Breeding B8 \rightarrow B7, quantity 40+3 \rightarrow 45+5, two guaranteed good crossbreeds, crossbreeds buffed (see below)
- Three Red Seconds cost 120 → 140
- Bind Heliophagus all Heliophagii gain Tight Rein, Mastema summons Fiend of Darkness x1
 → x2, Gorilon summons Bone Fiends x2 → x5
- The Looming HeII Blood $9 \rightarrow$ Blood 8, $8 \rightarrow$ B7, gains 2% chance per point of dominion in enemy provinces to trigger an attack
- **Bind Demon Lord** all Demon Lords' natural weapons become magical, all Demon Lords gain Tight Rein

Belphegor gains Tail Sweep attack

Pazuzu prot $10 \rightarrow 12$, gains poison res 15, third misc slot

Buer prot $9 \rightarrow 13$, Hoof $x2 \rightarrow$ Burning Hoof x3 (magic, 16AP fire on hit), gains crown slot, third misc slot

Ashmedai str/att/def 23/14/13 \rightarrow 25/15/15, gains additional x2 **Succubus** battle summons **Geryons** gain third misc slot

(vanilla bug) Fixed Belial's missing Flail of Misfortune, Belial gains body slot

Cross Breeding Results Stat Buffs

- Size 3 **Foul Spawn** gain Leather Cuirass, three more gain Amphibian (4/9 amphibious)
 - Foul Spawn (Poison Spit) prec 5 → 9
 - Foul Spawn (Touch of Leprosy) gains Bite attack
 - Foul Spawn (spider) renamed Man-Spider for battle report clarity, gains Spider Claw, Web Spit attacks, prot $10 \rightarrow 13$, mor/stratt//prec $8/9/8/5 \rightarrow 10/14/11/9$
 - Foul Spawn (size 7 humanoid) renamed Miscreation for battle report clarity, prot 5
 - \rightarrow 8, MR/def 12/10 \rightarrow 14/11, mapmove 14 \rightarrow 18, gains Unsurroundable 2, body slot
 - Foul Beast prot 3 \rightarrow 10, str 15 \rightarrow 16, mapmove 14 \rightarrow 16, gains head and extra misc slot
 - Cockatrice size $6 \rightarrow 5$, prot $4 \rightarrow 11$, gains crown slot, Petrifying Gas attack usable underwater
 - Basilisk prot 6 → 10, gains crown slot
 - Ettin prot $6 \rightarrow 10$, def $7 \rightarrow 9$, gains Stomp attack (1 blunt, def -1, size resists, 50% chance to use, intrinsic), Affliction Resistance 2

- Chimera prot 8 \rightarrow 12, MR/str/att/def 13/18/11/7 \rightarrow 14/20/13/10, gains Darkvision 50, two crown slots
- **Draco Lion** loses Undisciplined, gains Tail Slap attack, prot $12 \rightarrow 14$, MR/att/def $12/10/7 \rightarrow 14/13/11$, gains poison res 10, Darkvision 50, crown slot, Dragon Gas attack usable underwater
- **Grotesque** prot $8 \rightarrow 10$, att/def/AP 12/6/6 \rightarrow 14/8/9, mapmove 14 \rightarrow 18, gains crown slot, Fire Breath attack usable in melee, Claw/Fire Breath become intrinsic

Holy

- Final Rest AoE 2+ → 3++
- Smite Demon damage 15+5 → 20+5
- Syllable of Death's secondary effect Exhaustion MRN → MR hard to negate
- Divine Channeling H5 → H4

Widespread National Animal Summons

- Herd of Elephants cost 20 → 16
- Pride of Lions/Ambush of Tigers Great Lion/Tiger prot $4 \rightarrow 6$, def $11 \rightarrow 12$
- Sloth of Bears Great Bear att/def 9/7 → 10/8, gains cold res 5, Darkvision 50
- Herd of Buffalos cost $8 \rightarrow 7$, Buffalo prot $5 \rightarrow 8$, gains Darkvision 50

NEW SPELLS

General

- <u>Low research X1X1 combat crosspath spells added</u> to every non-S/B crosspath that lacked them. *Except A/N and G crosspaths. Dom6 WIP
- Added spells to enhance terrestrials' ability to fight underwater.
- Versions of **Dragon Master** added for all other drake-summoning paths (Fire, Air, Water, Earth, Nature) with the same buffs as the original spell.

Combat Crosspaths

FIRE

- **Stream of Smoke**, Evo 3, F1A1. AoE 2 MR negates heat desiccation. Range 35, prec 2, fatigue 20.

AIR

- **Necrotic Bolt**, Evo 4, A1D1. 9++ AN single target reanimating shock damage + MR negates decay. Range 40+5, prec 4, fatigue 20. Can be cast underwater.

WATER

- Ice Darts, Evo 3, W1A1. Four 22+2 pierce damage missiles + 10 AN chill fatigue on damage. Range 35+5, prec 2, fatigue 20.

- Morass, Alt 4, W1E1. AoE 2 earth grip + MR negates slime. Range 25, prec 4, fatigue 40.
- Chill of the Grave, Thaum 3, W1D1. AoE 2 12 AN cold fatigue + fear 4. Range 35+5, prec 4, fatigue 20. Can be cast underwater.

EARTH

- **Blast of Sand**, Alt 3, E1A1. AoE 3 MR negates stun + MR negates easily confusion. Range 35+5, prec 2, fatigue 20.

DEATH

- Free the Dead, Ench 3, D1E1. 2+½ individual earth grips that each summon a longdead on hit. Range 25+5, prec 3, fatigue 30. Can be cast underwater.

NATURE

- **Hail of Stings**, Evo 4, N1F1. 6+1 10 pierce damage missiles + 5 AN poison on damage. Range 35+5, prec 1, fatigue 20.
- **Gaia's Due**, Alt 3, N1E1. 6+½ missiles that ignore shields, damage armor and entangle on hit. Range 35+5, prec 2, fatigue 30.
- **Vine Reanimation**, Ench 3, N1D1. Summons 2+½ small Carrion Beasts or basic Manikins. Fatigue 50. Can be cast underwater. Never cast off-script by N2+ mages.

UW Combat Spells

FIRE

- Form Flame Jellies, Conj 5, F2. Summons 3+1 Flame Jellies. Fatigue 100.

WATER

- **Triton's Grace**, Ench 6, W3. Grants +4 att, +4 combat speed to all pure terrestrials (poor amphibians not affected) battlefield-wide. Fatigue 100.
- Acidify Water, Alt 5, W3F1. AoE 5+1 12 AP acid. Range 30, prec 0, fatigue 30. BLOOD
- **Compel Lesser Sharks**, Blood 2, B1. Summons 3 Small Sharks at edge of battlefield. Fatigue 30.
- Compel Shark, Blood 4, B3. Summons 1 Shark at edge of battlefield. Fatigue 50.

Other Combat Spells

FIRE

- Flame of Limos, Evo 6, F3. AoE 1 25+2 AP blunt damage, defense negates AoE10 6+1 AP blunt damage + size/str resist stun. Range 35+5, prec 3, fatigue 40. Fire evo that isn't stopped by fire res.
- Summer Heat, Ench 2, F1. Grants Heat Aura 4 and +10 fire res to caster. Fatigue 10.
- Inferno Warriors, Ench 5, F3. Grants AoE 5 Fire Shield and +5 cold res to friendlies. Range 15, prec 100, fatigue 100.
- **Pyre of Renewal**, Thaum 3, F2. Removes 200 fatigue and inflicts 15 AN Fire damage to the caster. Fatigue 100.

WATER

- **Invigorating Rain**, Ench 4, W2. Grants AoE 15 Reinvigoration 2 + 10 fatigue reduction to friendlies. Range 20, prec 100, fatigue 40.

EARTH

- Iron-Willed Warriors, Thaum 5, E3. Grants AoE 20+5 version of Iron Will (+4 MR). Fatigue 100.

NATURE

- Awaken Trees, Alt 5, N2. AoE10 version of Animate Tree. Range 15, prec 100, fatigue 40.

Ritual Summons

FIRE

- Bed of Scorpion Beasts, Conj 6, F2E2, cost 8. Summons 5+1 Scorpion Beasts.
- Terracotta Legion, Ench 7, F3E1, cost 12. Summons 32+4 Terracotta Soldiers. Can be cast underwater.

WATER

- Yeti Tribe, Conj 6, W3A1, cost 32. Summons Yeti Shaman (A2W2), 12+1 Yetis.
- Army of Clay, Ench 7, W3E1, cost 10. Summons 25+3 Claymen. Can be cast underwater. **EARTH**
- Call the Caverns, Conj 6, E2W2, cost 8. Summons 3+½ Cave Crabs, 8+1 Cave Cows. Cave-only.
- Hill Giant Tribe, Conj 7, E4, cost 36. Summons 1 Giant Sorcerer (E2 + 100% WEN), 7+1 Hill Giants.
- Iron Sounder, Alt 7, E3N2, cost 13. Summons 20 Iron Pigs (Iron Boars for Marverni).
- Clockwork Legion, Const 6, E3, cost 15. Summons 30+3 Clockwork Soldiers, 18+2 Clockwork Horrors.
- Mechanical Army, Const 8, E5, cost 50. Summons 1 Mechanical Captain (100 magic leadership), 50+5 Mechanical Men, 12+2 Iron Flies, 1 Siege Golem.
- Enliven Host, Ench 8, E4, cost 25. Summons 12+2 Living Statues, 10+1 Gargoyles, 1 Stone Monstra. Can be cast underwater.

DEATH

- Raise Army, Ench 7, D4, cost 25. Summons 1 Barrow Lord (better Mound King with 150 undead leadership), 75+5 Longdead, 25+2 Longdead Archers, 20+2 Longdead Horsemen. Can be cast underwater.

NATURE

- Flight of Amphipteres, Conj 6, N3A1, cost 9. Summons 4+1 Amphipteres.
- Kithaironic Pride, Conj 6, N3E1, cost 18. Summons 2 Kithaironic Lions, 5+1 Kithaironic Lionesses.
- Forest Giant Tribe, Conj 7, N4, cost 33. Summons 1 Giant Shaman (N2 + 100% WEN), 10+1 Forest Giants.
- Construct Vine Puppets, Const 6, N3D1, cost 15. Summons 40+4 Manikins, 15+2 Mandragora. Can be cast underwater.

BLOOD

- Bind Spine Devils, Blood 6, B3, cost 8. Summons 3+1/2 Spine Devils.

Other Rituals

NATURE

- **Break Curse**, Thaum 4, N2D1, cost 5. Removes a curse from a target in the same province. Can be cast underwater.

SITES

Regular Sites

- Sites with substandard benefits buffed to match their rarity with additional income, recruits, summons, events and other bonuses.
- **Well of Pestilence** trades rarity with **Gallows** to become rarer (same prevalence of D income, less disease).
- **Brigand Lairs**, hidden or revealed, will eventually be removed upon the province's PD reaching 30+ (even higher PD will remove it more consistently).
- Level 4+ sites reduced to level 3.
- Sites with recruitable armored units provide resources based on the units' tech level.
- Decreased cost of certain overpriced site recruit commanders.
- Nerfed Alteration ritual cost reduction sites' bonuses from 20% to 10% to reduce **Wish** engine scaling, replaced with additional gem income
- Some unique site recruits (Horse Brothers, Blood Lord/Guard, Strategis/Saos) buffed.

Remote Site Searching

- Non-Blood remote site search spells standardized to research level 3, minimum prov range 4, gem cost 3/2 for ritual level 1/2.
- Acashic Knowledge Conj 6 → 5, cost 25 → 18

Thrones

General

- Level one thrones given additional defenders and increased bonuses where lacking.
- Watcher str $20 \rightarrow 12$ to make Monolith thrones less obnoxious to deal with. Does not apply to ritual summon Watcher.

Level One

- The Throne of Night income 0 → S1G1

- The Throne of Beasts gains HP +1 to bless
- The Throne of Bones income $0 \rightarrow D2$
- The Throne of the Second Age income $0 \rightarrow S1$
- The Throne of War income 0 → F1D1
- The Throne of Might income 0 → E1B1
- The Throne of the Stars gains Scry (range 7), S ritual range $+1 \rightarrow +3$
- The Throne of Stability income $0 \rightarrow E1S1$
- The Throne of the Deeps income $0 \rightarrow W2$, enter to summon Kraken $x1 \rightarrow x3$
- The High Throne income $0 \rightarrow A1$
- The Throne of Pestilence income D3 → A1D3
- The Mirror Throne G ritual range +1 → +3
- The Throne of Lies gains recruitable Spy, domspread $1 \rightarrow 2$
- The Throne of Vitality income N1 → E1N1, +0.20% pop growth in local province
- The Throne of the Fool income G3 \rightarrow G2, morale -1 \rightarrow +1
- The Black Throne disease spread 10% → 5%
- The White Throne healing $20\% \rightarrow 25\%$
- Seasonal thrones no longer modify dominion scales, recruitable mages gain 10% random in their paths, no longer start old, RP 4 \rightarrow 3

Level Two

- The Throne of the First Age income $0 \rightarrow S2$
- The Throne of Law gains Unrest Reduction 5, local PD gradually increases to 30, income $0 \rightarrow S1$
- The Throne of Gaia income $N2 \rightarrow E1N1$
- The Crystal Throne's Crystal Mage gains 10% EG random, no longer starts old
- The Iron Throne income 0 → E1, gains +50 income (counts as a mine)
- The Throne of Bureaucracy income $0 \rightarrow S1$
- The Throne of Knowledge income $0 \rightarrow S1$
- The Throne of Death gains D ritual range +3
- The Throne of Fortune gains gold +100
- The Throne of Misfortune gains recruitable Fortune Teller (S1 10% SDGB, 75g, Fortune Teller 15), income S4 \rightarrow S3G1
- The Throne of Chains +1 Misfortune to pretender dominion → raises Misfortune scales locally
- The Inner Throne income E1B3 → E1B4
- The Outer Throne income S3 → S2G1
- The Throne of the Moon gains Scry (range 6)
- The Throne of Gates and Conjunctions income $2S \rightarrow 3S$
- The Throne of Fire/Air/Water/Earth ritual range +1 → +3

Level Three

- The Throne of Splendour income 0 → F1G1

- The Throne of Abundance gains res +200, supply +300, +0.6% pop growth in local province
- The Throne of Eternal Suffering income $0 \rightarrow F2S1$
- The Throne of Sorcery gains recruitable Seithmathr
- The Throne of Elements gains recruitable Wizard of High Magics
- The Shattered Throne blood bonus 30% \rightarrow 20%, gains dominion Magic +1, spreads dominion 3 \rightarrow 4, income S2B4 \rightarrow S2D1B6
- The Throne of Destiny gains morale +2 to bless, spreads dominion $3 \rightarrow 4$

ITEMS

- New item: Moon Token. Const 3, S2, cost 6, misc slot, Void Sanity 5, MR +2.
- Skull of Fire, Water Bracelet Const 7 → 5 (turning a nerf to two of the weaker paths into a buff).
- **Slave Collar** made unforgeable to prevent it being equipped to independents and event commanders.
- **Dwarven Hammer** given sprite used by 2h hammers to differentiate it from **Smasher**.
- Buffs to supply items to facilitate fat doomstacks and reducing popkill turtling ability, two important causes. **Enormous Cauldron of Broth** N3 \rightarrow N2, **Endless Bag of Wine** cost 5 \rightarrow 4, **Cornucopia** supply bonus 50 \rightarrow 75, **Summer Sword** cost 10/5 \rightarrow 7/4, **Neverending Keg of Mead** cost 5/5 \rightarrow 4/3.

Const 1

WEAPONS

- ** Const 1 → 5: Ice Sword (Shiver Blade)
- ** Const 3 \rightarrow 1: Bane Blade (1h), Bane Blade (2h), Hunter's Knife, Thorn Spear, Thorn Staff
- Fire Sword, Enchanted Sword, Bane Blade (1h) att $1 \rightarrow 2$, cost $5 \rightarrow 2$
- Hardwood Club dmg $5 \rightarrow 12$, def $1 \rightarrow 2$, cost $5 \rightarrow 2$
- Sling of Accuracy prec $5 \rightarrow 10$, cost $5 \rightarrow 3$
- Blacksteel Sword cost 5 → 2
- Ice Lance able to be wielded by anyone, dmg $3 \rightarrow 6$, att $1 \rightarrow 2$, cost $5 \rightarrow 3$
- Enchanted Spear, Hunter's Knife, Silent Boots cost $5 \rightarrow 3$
- Thorn Spear, Thorn Staff cost 5 → 4, gain Poison Res 5, Thorn Staff Blunt → Blunt/Pierce
- Enchanted Pike cost $5 \rightarrow 4$
- Bane Blade (2h) dmg $10 \rightarrow 12$, att $2 \rightarrow 3$, def $3 \rightarrow 4$, cost $5 \rightarrow 4$

SHIELDS

- ** Const 3 → 1: Weightless Kite Shield, Weightless Tower Shield
- Raw Hide Shield parry $4 \rightarrow 5$, prot $13 \rightarrow 15$, cost $5 \rightarrow 2$
- Enchanted Shield cost $5 \rightarrow 3$

- Blacksteel Kite Shield, Blacksteel Tower Shield cost 5 → 4
- Weightless Kite Shield, Weightless Tower Shield A2 \rightarrow A1, Tower prot 16 \rightarrow 18, cost 10 \rightarrow 5

ARMOR

- ** Const 3 → 1: Dire Wolf Pelt, Lightweight Scale Mail, Robe of Missile Protection, Shambler Skin Armor
- Dire Wolf Pelt prot $8 \rightarrow 9$, cost $5 \rightarrow 4$
- Berserker Pelt Berserk +1 \rightarrow +2, cost 5 \rightarrow 3
- Robe of Missile Protection Magic Robes \rightarrow Heavy Magic Robes (prot $4 \rightarrow 6$), cost $5 \rightarrow 4$
- Blacksteel Plate, Enchanted Ring Mail Armor, Lightweight Scale Mail, Shambler Skin Armor cost $5 \rightarrow 4$
- Blacksteel Full Plate cost 10 → 8

HEAD

- ** Const 3 → 1: Ice Helmet
- Enchanted Helmet cost $5 \rightarrow 2$, prot $15 \rightarrow 20$
- Blacksteel Helmet, Ice Helmet cost $5 \rightarrow 2$

BOOTS

- ** Const 3 → 1: Birch Boots
- Fish Scale Boots cost 5 → 3, gains Swamp Survival
- Birch Boots cost 5 → 3
- Boots of Long Strides cost $5 \rightarrow 4$

MISC

- ** Const 3 → 1: Barkskin Amulet, Amulet of Missile Protection, Ring of Water Breathing
- Bear Claw Talisman cost $5/5 \rightarrow 3/2$
- Rabbit Foot Charm cost 5 → 2
- Ring of Water Breathing cost $5 \rightarrow 3$
- Barkskin Amulet, Pendant of Courage, Snake Ring, Ring of Fire/Frost/Tamed Lightning, cost $5 \rightarrow 4$
- Amulet of Missile Protection A2 \rightarrow A1, cost 10 \rightarrow 5
- Skull Talisman Longdead retinue x1 \rightarrow x2, undead leadership +5 \rightarrow +10

BARDING

- ****** Const 3 → 1: Enchanted Saddle, Enchanted Barding
- Enchanted Saddle prot $0 \rightarrow 3$, gains invuln 10, cost $5 \rightarrow 3$
- Enchanted Barding prot body/head $8/10 \rightarrow 11/15$, cost $5 \rightarrow 3$

Const 3

WEAPONS

- ** Const 3 \rightarrow 1: Bane Blade (1h), Bane Blade (2h), Hunter's Knife, Thorn Spear, Thorn Staff
- ** Const 1 → 5: Ice Sword (Shiver Blade)
- ** Const 5 → 3: Vine Bow, Fire Bola

- Main Gauche of Parrying cost $5 \rightarrow 3$
- Axe of Sharpness dmg 11 \rightarrow 12, att 2 \rightarrow 3, cost 5 \rightarrow 4
- Stinger def $1 \rightarrow 2$, cost $5 \rightarrow 4$
- Sword of Sharpness, Burning Blade, Hammer of the Mountains, Rod of the Leper

King, Trueshot Longbow, Vine Bow, Fire Bola, Mirage Bola cost $5 \rightarrow 4$

- Knife of the Damned cost $5/5 \rightarrow 2/2$
- **Doom Glaive** att $2 \rightarrow 3$, cost $5/5 \rightarrow 3/2$
- Faithful dmg 7 \rightarrow 9, Affliction Resistance 1 \rightarrow 3, gains MR +1, cost 5/5 \rightarrow 3/2
- Blade of Grass cost 5/5 → 3/3
- Piercer range $35 \rightarrow 40$, cost $5/5 \rightarrow 4/4$
- Ice Mist Scimitar, Eyecatcher cost $5/5 \rightarrow 4/3$
- Star of Heroes def -2 \rightarrow -1, armor break effect on-damage \rightarrow on-hit, cost 10 \rightarrow 6
- Gloves of the Gladiator dmg $3 \rightarrow 4$, cost $10 \rightarrow 6$
- Vine Whip dmg $0 \rightarrow 2$ (still capped at 1), cost $10 \rightarrow 6$
- Mace of Eruption dmg $8 \rightarrow 13$, att/def $1/0 \rightarrow 3/1$
- Smasher cost $10 \rightarrow 8$
- Halberd of Might gains morale +2

SHIELDS

- ** Const 3 → 1: Weightless Kite Shield, Weightless Tower Shield
- ** Const 5 → 3: Golden Hoplon, Totem Shield
- Totem Shield parry 4 \rightarrow 5, prot 13 \rightarrow 15, gains Fateweaving (13 vs MR), MR +1, cost 5/5 \rightarrow 3/3
- Shield of Valor cost $5/5 \rightarrow 3/3$
- Weightless Kite Shield, Weightless Tower Shield A2 → A1, Tower prot 16 → 17, cost 10
 → 4
- Lead Shield parry $6 \rightarrow 7$, cost $10 \rightarrow 4$
- Ice Aegis gains Cold Aura 3, cold res 5 → 10, cost 10 → 6
- Golden Hoplon gains Heat 3, cost 10 → 6
- Eye Shield gains Unsurroundable 1, cost 10 → 7
- Shield of Meteoritic Iron parry $7 \rightarrow 8$, cost $15/10 \rightarrow 12/8$

ARMOR

** Const 3 \rightarrow 1: Dire Wolf Pelt, Lightweight Scale Mail, Robe of Missile Protection,

Shambler Skin Armor

- ** Const 5 → 3: Brightmail Haubergeon, Copper Plate
- Ranger's Cloak cost $5 \rightarrow 3$
- Fire Plate cost $5 \rightarrow 4$
- Mirror Armor cost $5/5 \rightarrow 3/2$
- Brightmail Haubergeon cost 5/5 → 4/3
- Copper Plate prot 13 → 15
- Gossamer Gown prot $4 \rightarrow 8$, Awe $1 \rightarrow 2$
- Kithaironic Lion Pelt prot 6 → 7

HEAD

** Const 3 → 1: Ice Helmet

- Crown of Lead MR +1 \rightarrow +2. cost 5 \rightarrow 4
- Horned Helmet, Dragon Helmet cost 5 → 4
- Horror Helmet cost 10 → 7

BOOTS

- ** Const 3 → 1: Birch Boots
- ** Const 5 → 3: Brimstone Boots
- Boots of Giant Strength cost $5 \rightarrow 4$
- Chi Shoes dmg $0 \rightarrow 2$, cost $5 \rightarrow 4$
- Ranger's Boots cost 5 → 4, gains Mountain Survival
- Brimstone Boots cost 5/5 → 2/2

MISC

- ** Const 3 → 1: Barkskin Amulet, Amulet of Missile Protection, Ring of Water Breathing
- ** Const 5 ightarrow 3: Sanguine Dowsing Rod, Skull Mentor, Homunculus, Amulet of Giants
- Pebble Pouch gains Siege Bonus 5, cost 5 → 4
- Burning Pearl, Champion's Skull, Lodestone Amulet, Pendant of Luck, Clockwork Bird cost $5 \to 3$
- Bracers of Protection def +2 \rightarrow +3, cost 5 \rightarrow 4
- Handful of Acorns, Ring of Levitation, Eye of Aiming, Cat's Eye Amulet, Amulet of Clarity cost $5 \rightarrow 4$
- Ring of Warning extra bodyguards $+5 \rightarrow +7$, cost $5 \rightarrow 4$
- Wound Fend Amulet Affliction Resistance 2 → 4, gains HP +5, cost 5/5 → 2/2
- Stone Bird, Effigy of War cost $5/5 \rightarrow 3/3$
- Gossamer Cloth G2N1 \rightarrow G1N1, cost 10/5 \rightarrow 4/4
- Cat Charm cost 10 → 4
- Amulet of Breathing cost 10 → 4
- Amulet of Resilience cost 10 → 7
- Homunculus cost 10 → 9
- Tablecloth of Marvelous Feasts cost $15 \rightarrow 12$
- Soul Contract cost $75/5 \rightarrow 60/5$

BARDING

- ** Const 3 \rightarrow 1: Enchanted Saddle, Enchanted Barding
- ** Const 5 → 3: Lightweight Cataphract Barding, Gossamer Barding
- Gossamer Barding prot body/head $10/13 \rightarrow 12/17$, cost $5 \rightarrow 4$
- Lightweight Cataphract Barding A2 → A1, cost 10 → 4
- Blacksteel Barding cost 10 → 6

Const 5

WEAPONS

- ** Const 5 → 3: Vine Bow, Fire Bola
- ** Const 7 \rightarrow 5: Fire Brand, Evening Star, Star of Thraldom, Bow of War, Demon Whip
- Frost Brand Frozen Flames damage reverted 8 → 12

- Ice Sword \rightarrow Shiver Blade dmg 6 \rightarrow 8, att/def 1/3 \rightarrow 2/2, gains on-damage 10 AN cold damage
- Lightning Spear cost 5 → 4
- Star of Thraldom dmg 10 \rightarrow 12, def -2 \rightarrow -1, cost 5 \rightarrow 4
- Evening Star dmg 10 \rightarrow 12, def -2 \rightarrow -1, cost 5/5 \rightarrow 3/3
- Elf Bane gains MR +2, att $3 \rightarrow 4$, cost $5/5 \rightarrow 3/3$
- Sling of Crystal Shards cost $5/5 \rightarrow 4/3$
- Fire Brand cost $5/5 \rightarrow 4/4$
- Demon Whip, Golden Arbalest, Vision's Foe cost $5/5 \rightarrow 4/4$
- Sword of Swiftness cost 10 → 6
- Wraith Sword dmg 11 \rightarrow 13, att 2 \rightarrow 3, def 3 \rightarrow 4, cost 10 \rightarrow 8
- Twilight Glaive, Thunder Bow, Starfire Staff cost $10 \rightarrow 8$
- Herald Lance att/def $1 \rightarrow 2$, cost $10 \rightarrow 8$
- Skull Standard cost 10/5 → 5/5
- Staff of Corrosion cost 10/5 → 8/4
- Wand of Wild Fire F3 \rightarrow F2, cost 15 \rightarrow 10
- Flambeau def $2 \rightarrow 3$, cost $15 \rightarrow 12$
- Star of Darkness dmg 10 \rightarrow 12, att 2 \rightarrow 3
- Implementor Axe dmg $10 \rightarrow 13$, att $2 \rightarrow 3$
- Moon Blade gains MR +1

SHIELDS

- ** Const 5 → 3: Golden Hoplon, Totem Shield
- Lucky Coin casts Twist Fate at the start of battle, parry $4 \rightarrow 6$, cost $10 \rightarrow 6$
- Mirror of Long Lost Battles gains MR +2, cost 10 → 7
- Golden Hoplon gains Heat 3, cost 10 → 6
- Vine Shield prot 13 \rightarrow 14, gains additional 100 precision, range 1, AoE1, MR negates Tangle Vines effect per round, cost 10 \rightarrow 8
- Charcoal Shield parry $5 \rightarrow 6$, cost $10/5 \rightarrow 6/4$
- Shield of the Accursed cost 10/5 → 6/4

ARMOR

- ** Const 5 \rightarrow 3: Brightmail Haubergeon, Copper Plate
- ** Const 7 \rightarrow 5: Hydra Skin Armor, Weightless Scale Mail, Marble Armor
- Armor of Meteoric Iron cost 5/5 → 4/4
- Dragon Scale Mails, Marble Armor cost $10 \rightarrow 6$
- Chainmail of Displacement cost 10 → 6
- Silver Hauberk A2E1 → A1E1, cost 10/5 → 4/3
- Elemental Armor cost 10/5 → 7/4
- Brightmail Hauberk cost 10/5 → 8/4
- Weightless Scale Mail prot 12 → 14
- Robe of Shadows prot 4 → 6
- Hydra Skin Armor gains Swamp Survival

HEAD

- Mistletoe Garland cost $5 \rightarrow 3$, poison res $5 \rightarrow 10$

- Crown of Bones cost 10 → 6
- Crown of Command gains MR +1, cost 10 → 7
- Helmet of Heroes cost 5/5 → 4/4
- Spirit Mask D2N1 \rightarrow D1N1, prot 10 \rightarrow 14, MR +1 \rightarrow +2, cost 10/5 \rightarrow 3/3
- Flame Helmet F4 \rightarrow F3, Exhaustion 3 \rightarrow 1, cost 25 \rightarrow 15

BOOTS

- ** Const 5 → 3: Brimstone Boots
- ** Const 7 \rightarrow 5: Boots of the Spider
- Pixie Shoes cost 5/5 → 3/2
- Boots of Stone cost 10 → 6
- Winged Shoes cost 10 → 8
- Boots of the Spider def +3

MISC

- ** Const 5 ightarrow 3: Sanguine Dowsing Rod, Skull Mentor, Homunculus, Amulet of Giants
- ** Const 7 \rightarrow 5: Skull of Fire, Water Bracelet, The Copper Arm, Mirror of False Impressions
- Girdle of Might, Amulet of the Dead cost $5 \rightarrow 4$
- Amulet of the Fish W1A1 \rightarrow W1, cost 5/5 \rightarrow 5
- Acorn Necklace cost 5/5 → 3/2
- Slave Matrix, Dancing Shield, Astral Serpent cost $5/5 \rightarrow 3/3$
- Neverending Keg of Mead cost $5/5 \rightarrow 4/3$
- Pills of Water Breathing A2 \rightarrow A1, GoW size 75 \rightarrow 150, cost 10 \rightarrow 5
- Lychantropos' Amulet grants Berserk +2, HP bonus +6, can't be picked up, cost 10 → 6
- Enchanted Mirror cost 10 → 8
- Cauldron of the Elven Halls $G3 \rightarrow G2$, cost $15 \rightarrow 10$
- Wall Shaker Siege Bonus 50 → 75, cost 15 → 12
- Manual of Water Breathing N3W1 → N2W1, GoW size 150 → 375, cost 15/5 → 7/3
- The Copper Arm E3F1 \rightarrow E2F1, gains Ambidextrous 1, can't be picked up, cost 15/5 \rightarrow 8/4
- Slave's Heart cost 15/5 → 12/4
- Mirror of False Impressions $G4 \rightarrow G3$, cost $25 \rightarrow 10$
- Miraculous Cure All Elixir N5 \rightarrow N4, Disease Healer 1 \rightarrow 5, cost 40 \rightarrow 25
- Medallion of Vengeance explosion AoE 10 → 20
- Dancing Trident gains Unsurroundable 1
- Eye of the Void gains Void Sanity 5
- Bane Venom Charm can't be picked up

BARDING

- ** Const 5 → 3: Lightweight Cataphract Barding, Gossamer Barding
- Boar Leather Barding prot body/head 11/15 \rightarrow 13/20, enc 0 \rightarrow 1, HP +6 \rightarrow +10, gains str +2, cost 5 \rightarrow 4
- Golden Barding cost 5/5 → 3/3

Const 7

WEAPONS

- ** Const 7 \rightarrow 5: Fire Brand, Evening Star, Star of Thraldom, Bow of War, Demon Whip
- ** Const 9 \rightarrow 7 (Artifacts): Dawn Fang, Hammer of the Forge Lord, O'al Kan's Sceptre, Winter Bringer, Rod of Death, Sceptre of Corruption
- Singing Sword cost 10 → 8
- Rime Hammer W2A1 \rightarrow W1A1, cost 10/5 \rightarrow 5/3
- Carmine Cleaver cost 10/5 → 6/3
- Shadow Brand cost 10/5 → 7/3
- Hell Sword def 1 \rightarrow 2, cost 10/10 \rightarrow 6/6
- Wave Breaker def $3 \rightarrow 4$, cost $15 \rightarrow 12$
- Gate Cleaver cost 15 → 12
- Ivory Bow D3A1 \rightarrow D1A1, cost 15/5 \rightarrow 4/4
- Rod of the Phoenix F4 \rightarrow F3, cost 25 \rightarrow 15
- Standard of the Damned cost $25 \rightarrow 20$
- Ethereal Crossbow prec $5 \rightarrow 10$
- Demon Bane $def 2 \rightarrow 4$
- Treelord's Staff Ivylord 1 → 2

Artifacts (Weapons):

- **Dawn Fang** becomes AP, att/def 3/3 \rightarrow 4/5, MR +1 \rightarrow +2, Affliction Resistance 1 \rightarrow 3, gains fire res 5. cost 10/5 \rightarrow 8/4
- Hammer of the Forge Lord E5F3 \rightarrow E3F3, cost 40/15 \rightarrow 12/12
- O'al Kan's Sceptre casts Flare → x3 Fireballs
- Winter Bringer casts Falling Frost → Frostfall (AoE 10 → 15), boosts water ritual range by one, gains cold res 10
- Sceptre of Corruption Bane Fire \to x7 Bane Fire Darts, range 35+5 \to 45, horror mark 10% \to 4%

SHIELDS

- ** Const 9 \rightarrow 7 (Artifacts): Shield of the Dawn
- Shield of Gleaming Gold reverted from F/G to F/E, Awe 1 \rightarrow 3, gains Darkvision 50, cost $5/5 \rightarrow 4/4$
- Lantern Shield D2F1 \rightarrow D1F1, parry 6 \rightarrow 8, gains fire res 5, cost 10/5 \rightarrow 4/3
- Scutata Volturnus cost $5/5 \rightarrow 4/4$, shock res $5 \rightarrow 10$

Artifacts (Shields):

- Shield of the Dawn enc 2 \rightarrow 1, MR +1 \rightarrow +2, Affliction Resistance 1 \rightarrow 3, gains shock res 5, cost $10/5 \rightarrow 8/4$

ARMOR

- ** Const 7 \rightarrow 5: Hydra Skin Armor, Weightless Scale Mail, Marble Armor
- ** Const 9 → 7 (Artifacts): Armor of the Dawn, Robe of Calius the Druid
- Armor of Knights reverted nerf prot/def/enc 20/-2/3 → 23/-1/2
- Rainbow Armor cost 5/5 → 3/3
- Rime Hauberk prot $16 \rightarrow 17$, cost $10 \rightarrow 8$

- Jade Armor enc $4 \rightarrow 3$. cost $10/5 \rightarrow 7/3$
- Stymphalian Wings E4 \rightarrow E3, att -4 \rightarrow -2, cost 25 \rightarrow 15
- Bone Armor cost $25 \rightarrow 20$
- Cloak of Invisibility prot 4 → 6

Artifacts (Armor):

- Armor of the Dawn prot 20 \rightarrow 23, MR +1 \rightarrow +2, Affliction Resistance 2 \rightarrow 4, cost 10/5 \rightarrow 8/4
- Robe of Calius the Druid prot $4 \rightarrow 10$, HP bonus $+2 \rightarrow +8$

HEAD

- ** Const 9 \rightarrow 7 (Artifacts): Crown of the Ivy King, Helmet of the Dawn
- Crown of the Titans cost $10/5 \rightarrow 6/4$
- Iron Face cost $15 \rightarrow 12$
- Spirit Helmet prot 20 → 22, gains shock res 5, cost 15 → 12
- **Scorpion Crown** F3D2 → F2D2, cost 15/10 → 10/10
- Wraith Crown D5 \rightarrow D4, cost 40 \rightarrow 20
- Headband of Woven Dreams, Crown of the Magi gain MR +1
 Artifacts (Head):
- Crown of the Ivy King casts Awaken Vine Men \rightarrow Levy Vine Men (quantity 4(+3) \rightarrow 10(+5)), battle summons Vine Men x5
- Helmet of the Dawn prot 23 \rightarrow 25, Awe 1 \rightarrow 2, Affliction Resistance 1 \rightarrow 3, gains shock res 5, cost 10/5 \rightarrow 8/4

BOOTS

- ** Const 7 → 5: Boots of the Spider
- ** Const 9 → 7 (Artifacts): Sandals of the Crane
- Boots of Grasping Earth cost 10 → 6
- Boots of Seven Mile Strides cost $10 \rightarrow 6$
- Boots of Quickness cost 10 → 7

Artifacts (Boots):

- Sandals of the Crane gains def +3

MISC

- ** Const 7 \rightarrow 5: Skull of Fire, Water Bracelet, The Copper Arm, Mirror of False Impressions
- ** Const 9 \rightarrow 7 (Artifacts): Krupp's Bracers, Holger the Head, Percival the Pocket Knight, Nethgul, Carcator the Pocket Lich, Wondrous Box of Monsters, Fountain of Youth, Midget's Revenge, The Manual of Crossbreeding, Ardmon's Soul Trap
- Sea King's Goblet GoW size 300 → 750, cost 15 → 10
- Crystal Heart cost 10/10 → 5/5
- Elixir of Life cost $10/10 \rightarrow 6/6$
- Pocket Ship N3A2 \rightarrow N3A1, cost 15/10 \rightarrow 15/5
- Barrel of Air A4 \rightarrow A3, GoW size 450 \rightarrow 750, cost 25 \rightarrow 12
- Abominable Arms B4N2 \rightarrow B3N2, att/def -3 \rightarrow -1, can't be picked up, cost 25/10 \rightarrow 15/10
- Ring of Invisibility G5 \rightarrow G4, cost 40 \rightarrow 25
- Eye Pendant Disease Healer 1 \rightarrow 3, Patrol Bonus 10 \rightarrow 30, extra bodyguards +5 \rightarrow +7

- Blood Pendant str 2 → 3, gains HP +4
 Artifacts (Misc):
- Holger the Head Plate Hauberk \rightarrow Armor of Knights, Enchanted Shield \rightarrow Shield of Valor (+80% Air Shield), HP 8 \rightarrow 11, combat speed 8 \rightarrow 10, enc 4 \rightarrow 3
- **Percival the Pocket Knight** str/att $11/11 \rightarrow 14/13$, attacks become magical, gains slash/blunt/pierce res, 15 shock res, Poor Amphibian, Hoof dmg $13 \rightarrow 15$, can use his lance even though "not mounted"
- Nethgul gains MR +2, Void returning 4% → 10%
- Carcator the Pocket Lich research bonus 4 → 22
- Wondrous Box of Monsters monster summon quantity $1 \rightarrow 2$, cost $25 \rightarrow 20$
- Fountain of Youth gains Unrest Reduction 8
- Midget's Revenge Invulnerable 20 \rightarrow 25, str 2 \rightarrow 3, gains mor +5
- The Manual of Cross Breeding bonus $+20 \rightarrow +25$
- **Ardmon's Soul Trap** works underwater, gains cold res 5 to partially protect the wielder from his summons' Cold Aura

BARDING

- ** Const 9 \rightarrow 7 (Artifacts): Sunrise Barding
- Knight's Barding cost 5/5 → 3/2
- Fay Steed Barding cost 5/5 → 4/3
- Sunrise Barding gains Affliction Resistance 2

Const 9

WEAPONS

- ** Const 9 \rightarrow 7 (Artifacts): Dawn Fang, Hammer of the Forge Lord, O'al Kan's Sceptre, Winter Bringer, Rod of Death, Sceptre of Corruption
- Unquenched Sword Berserk +1 → +3, cost 40 → 25
- Ember becomes AP, cost $10/10 \rightarrow 6/6$
- Sword of Justice becomes AP, att 3 \rightarrow 4, Holy Fire secondary effect AoE 3 \rightarrow 5, cost 15/15 \rightarrow 10/10
- Bow of the Titans ammo $10 \rightarrow 30$, cost $15/10 \rightarrow 12/8$
- Tempest gains Overcharged 1, Storm Immunity, Storm Power 3, x2 temporary air gems, cost $40 \rightarrow 25$
- Trident from Beyond att $2 \rightarrow 3$, number of attacks $1 \rightarrow 2$, gains MR +2, Void Sanity 5, Void Returning 10, cost $15/10 \rightarrow 10/10$
- The Summit cost $25 \rightarrow 15$
- The Stone Sword cost $40 \rightarrow 20$
- Mage Bane E6 \rightarrow E4, dmg 10 \rightarrow 12, gains Void Sanity 5, cost 60 \rightarrow 15
- The Tartarian Chains E4F2 → E3F2, att/def 3/-2 → 4/-1, cost 8/4
- The Sword of Many Colors cost $25/15 \rightarrow 15/15$
- The Sword of Aurgelmer cost $60 \rightarrow 45$
- Twin Spears att/def 2 \rightarrow 3, S/D spear raises two longdead every round of combat and undead command 5 \rightarrow 100
- The Oath Rod of Kurgi spell Horror Mark → Mark for Kurgi (single target → AoE 5)

- The Flailing Hands len 2 → 3, gains x3 temporary death gems
- The Sickle whose Crop is Pain D6 \rightarrow D5, cost 60 \rightarrow 25
- Sceptre of Dark Regency cost 60 → 30
- Sword of Injustice dmg $6 \to 10$, att/def $3/2 \to 4/3$, casts Protection of the Sepulchre at start of battle \to every round, cost $25 \to 20$
- Woundflame dmg $8 \rightarrow 10$, cost $25 \rightarrow 15$
- Sun Slayer cost dmg $13 \rightarrow 18$, cost $60 \rightarrow 30$
- Picus's Axe of Rulership becomes AP, def -2 \rightarrow 0, reanimates on kill, cost 10/5 \rightarrow 6/4
- The Sharpest Tooth dmg $3 \rightarrow 8$, att $2 \rightarrow 5$, Patience $2 \rightarrow 4$, cost $10/5 \rightarrow 6/4$
- Procas's Axe of Rulership becomes AP, att/def 3/-2 → 4/-1, gains partial life drain
- Harvest Blade Berserk +2 → +5
- Infernal Sword dmg 14 → 18, fire res 5 → 15, Inferno return 100%
- The Staff from the Sun temp fire gems $1 \rightarrow 3$, cost $40/5 \rightarrow 20/5$

SHIELDS

- ** Const 9 \rightarrow 7 (Artifacts): Shield of the Dawn
- Immaculate Shield Awe 2 → 5, gains fire/shock res 5
- Barrier gains HP +10, Reinvigoration 3, Affliction Resistance 3, cost 25 → 15
- The Aegis cost $40 \rightarrow 20$

ARMOR

- ** Const 9 \rightarrow 7 (Artifacts): Armor of the Dawn, Robe of Calius the Druid
- **Pebble Skin Suit** HP +10 \rightarrow +15, str 2 \rightarrow 4, gains cold res 5 (counteracts stoneskin weakness)
- Aseftik's Armor cost 25 → 15
- Monolith Armor def -8 \rightarrow -6, enc 10 \rightarrow 7, cost 25 \rightarrow 20
- Fenris' Pelt HP bonus +10 \rightarrow +15, Berserk +4 \rightarrow +5, gains Animal Awe 3, Darkvision 50, Forest Survival, battle summons 2d6 **Wolves**, 1d5 **Dire Wolves**, x2 **Jotun Wolves**, cost 25 \rightarrow 20

HEAD

- ** Const 9 → 7 (Artifacts): Crown of the Ivy King
- Crown of Overmight gains Tight Rein, cost 40/15 → 20/10
- Amon Hotep F5S4 \rightarrow F4S4, prot 9 \rightarrow 13, gains 100 undead leadership, Mummification ritual gains 25% chance to summon a **Giant Mummy** commander in place of a regular **Mummy** commander, cost $40/25 \rightarrow 15/15$
- Helmet of Perfection prot 25 → 30, gains MR +2, cost 15/15 → 10/10
- Crown of the Fire King prot $9 \to 13$, Heat Aura $3 \to 6$, Exhaustion $1 \to 0$, battle summons 0-1 size 2 Fire Elementals every round, cost $25 \to 15$
- Crown of the Frost King prot $9 \rightarrow 13$, Ice Elemental start battle summon size $6 \rightarrow 7$, battle summons 0-1 size 3 Ice Elementals every round, cost $25 \rightarrow 15$
- The First Crown cost $25/25 \rightarrow 15/15$
- The Crown of Pure Blood cost 25/10 → 20/5
- The Crown of the Elements cost 25/25 → 15/15

BOOTS

** Const 9 → 7 (Artifacts): Sandals of the Crane

- Boots of Antaeus cost 25/5 → 10/5, gains Forest/Mountain Survival
- Boots of the Planes cost $40 \rightarrow 25$
- The Boots of Calius the Druid gains Mountain Survival, Swamp Survival, cost $25 \rightarrow 15$ MISC
- ** Const 9 \rightarrow 7 (Artifacts): Krupp's Bracers, Holger the Head, Percival the Pocket Knight, Nethgul, Carcator the Pocket Lich, Wondrous Box of Monsters, Fountain of Youth, Midget's Revenge, The Manual of Crossbreeding, Ardmon's Soul Trap
- Eye of the Oracle Fortune Teller 40 \rightarrow 90, casts Twist Fate every round, cost 25 \rightarrow 15
- The Flying Ship cost 40 → 20
- The Ark cost 40/40 → 30/30
- Igor Konhelm's Tome Corpse Lord 20 → 30, gains Overcharged 1, shock res 10
- The Magic Lamp's spell usable underwater, cost $40/25 \rightarrow 25/15$
- Draupnir cost $40 \rightarrow 20$
- The First Anvil cost 60 → 30
- Alchemist's Stone Alchemy 50 → 100, gains Recuperation, poison res 15
- **Gate Stone** E7S7 → E6S6, cost 80/80 → 45/45
- Atlas of Creation cost 40/40 → 20/10
- **Bell of Cleansing** AoE $1 \rightarrow 5$, fire res $5 \rightarrow 10$, gains poison res 10
- Orb of Atlantis GoW size $200 \rightarrow 999$, autocasts Triton's Grace (battlefield +4 att/ap to friendly terrestrials) instead of Friendly Currents, summons size 4 Water Elemental x1 \rightarrow x2, cost $25/5 \rightarrow 15/5$
- The Astral Harpoon cost 40/5 → 20/5
- The Forbidden Light cost 40/40 → 25/25
- The Horror Harmonica cost 40/25 → 30/20
- The Green Eye penetration bonus +2 → +3
- The Ankh shock res $5 \rightarrow 10$, cost $40 \rightarrow 20$
- Disease Grinder grinds 1 → 2 diseases per turn, cost 15/5 → 10/5
- Soulstone of the Wolves N6E1 → N5E1, cost 60/5 → 25/5
- The Chalice Healer $5 \rightarrow 10$, cost $40/15 \rightarrow 20/10$
- Tome of the Forgotten Masons E5B1 \rightarrow E4B1, cost $40/5 \rightarrow 20/5$
- The Silver Arms gains Ambidextrous 8, can't be picked up, cost 15/15 → 12/10
- Tome of Legends cost $40 \rightarrow 25$
- The Trapped Dreams of Hruvur cost 25/25 → 15/15
- Orb of Elemental X cost 25 → 15
- The Void Sphere cost $60/5 \rightarrow 30/5$

BARDING

** Const 9 → 7 (Artifacts): Sunrise Barding

EVENTS

- Many bugged vanilla events fixed, many bad good events buffed, many flavorful national events buffed or made more common, some story events buffed (for example, more of a chance to stop the Horror Cult chain), some smaller scale level 3 events made more available in Dom6

by lowering the level required (the many events locked behind level 3 scales, which have become harder to get than in Dom5, were not changed to reflect Dom6's scale changes, effectively shrinking the event pool).

- Changes to event frequency resulting in buffs to **Order** events listed in <u>SCALES</u> section.
- Intentionally mild generic bad events added to **Order** 1-2+ to dilute indie attacks and make both **Order/Misfortune** and **Order/Luck** more viable (3 common, 3 uncommon).
- Intentionally mild generic bad events (5 common, 7 uncommon) added requiring **Luck** 1 (helps with common complaint of suffering bad events even with **Luck** scales).
- Positive events added to scales with lackluster events (Order 2+, Prod 2+).
- Added copy of common good **Luck** 3 event "A treasure has been found!" to Luck 4 and Luck 5, somewhat offsetting Luck 4/5's 5%/10% penalty to gold and resources

INDIES

- Lightest indie crossbow re-equipped to match medium indie crossbow (+7 res cost) as indirect nerf to LA crossbow spam.
- Lowered the inflated gold cost of many indie poptype mages.
- Most cave poptype PD increased, **Caveman** $20g \rightarrow 18g$, **Lava-born** $30g \rightarrow 20g$, RP $19 \rightarrow 15$, HP/str $14/12 \rightarrow 15/13$ to match Abysian lava-born.
- Troglodyte indie poptype PD 4 Cavemen → 4 Troglodytes.
- Improved PD of militia/tribal/other undermanned indie poptypes (30, 35, 37, 38, 39, 58, 59, 60, 63, 75, 76, 77, 78, 79, 80, 87, 89, 97).
- Certain underwater/EA land poptypes and indie recruit sites gain appropriate recruitable scouts (57, 72 / 74, 101).
- Indy generic Archers 10g → 9g
- Indy Cynocephalian Hunter/Warrior Dom6 price hike mostly reverted (from $12g/15g \rightarrow 22g/25g$ to 14g/17g).
- Lion Tribe Warrior/Archer 10g → 9g/8g
- Wolf/Deer Tribe Archer 10g → 9g
- **Amazon** infantry 12g/16g → 11g/13g
- Jade Maiden mapmove 14 → 20
- Pegasus Rider 60g → 50g, Pegasus gains Leather Barding
- Nightmare Rider enc 15 → 10, Nightmare gains Light Chain Barding, MR 10 → 12, str 10
- → 16, same as Flame Barrel Nightmare (vanilla bug)
- **Gryphon Rider** 120g → 95g
- **Knight** 45g → 40g
- Woodsmen poptype's Woodhenge Druid leadership $10 \to 50$ to lead Woodsmen, gains 10% B random, $180g \to 155g$, Woodsman/Woodsman Blowpipe -1g, Woodsman Blowpipe Dagger \to Hatchet
- **Hoburg** RP reduced by 15%, gold cost by 10%, EA Hoburg poptype gains **Hoburg Spearman**, **Hoburg Pikeman** as recruits, indie defenders and PD.
- Ichtyid base MR $8 \rightarrow 9$, Ichtyids with Shaman poptype gained Ichtyid Lord recruitable commander so Ichtyid recruits have an amphibious leader available.

- Naked indie Merrow gain Sharkskin Cuirass, armored Merrow renamed Merrow Guard and gain Sharkskin Armor/Cap, +1 HP/mor/str/att/def, Merrow Militia/Merrow/Merrow Guard cost 8/12/12 → 7/10/13.
- Merman/Merman Captain indies gain Sharkskin Cuirass
- Indie **Triton** HP/prot/str 10/0/10 → 12/1/11
- Triton Guard indies gain Turtle Shell Hauberk/Turtle Cap
- **Triton** indie poptype gains **Triton Guard** as indie defenders (4d6) and PD, **Triton (knife)** gains Turtle Shell Shield.
- Shambler indie poptype gains Shambler Guard as recruits, indie defenders (2d6) and PD, Atlantian Militia gains Sharkskin Cuirass, Shambler (naked) $20g \rightarrow 18g$
- Kulullu indie poptype gains Kulullu Shaman, W1 10% AWN, sacred, 110g.
- Raptor poptype given missing helmet/shield and correct armor.
- Kappa poptype gains recruitable Kappa Mage (W2 20% N, 165g).
- Triton Knights Coral Hauberk/Spear → Bronze Hauberk/Spear, matching sprite,

Hippocampus → **Armored Hippocampus**, 50g → 45g

GENERIC PRETENDERS

- All pretenders gain Recuperation (except autowounded pretenders) and full disease resistance; monstrous/titanic pretenders who already had Recuperation or who are autowounded gain Affliction Resistance 3.
- Default titan pathcost 60 → 50 (helps monopaths and less useful path combos).
- Titans with natural protection 3 → 5.
- Most weapons and some armor used by titans become magical variant.

Default

- **Crone** cost 90 → 80
- Freak Lord Adept Cross Breeder 10 → 12
- Master Lich cost 260 → 170
- Ghost King D1 → D2, str 14 → 15, rarely domsummons Ghost Champions, cost 190 → 140
- **Dragons** pathcost $80 \rightarrow 60$, gain Darkvision 50 (Black Dragon gains 100), Green Dragon Dragon Gas attack usable underwater, cost $260 \rightarrow 200$
- Solar Eagle prot 11 \rightarrow 15, str/def 23/12 \rightarrow 24/13, gains Dive Attack, Heat Aura 8 (base), Affliction Resistance 3, Talons/Beak \rightarrow Burning Claw/Burning Beak (additional 14 AP fire dmg on hit, Claw dmg 0 \rightarrow 2), cost 240 \rightarrow 160
- Raven of the Underworld D2 \rightarrow A1D1, HP 77 \rightarrow 92, prot 10 \rightarrow 14, gains invuln 20, Fortune Teller 25 \rightarrow 33, 50% chance to raise soulless on kill, cost 120 \rightarrow 140
- Earth Serpent gains Affliction Resistance 3, Tail Sweep attack, cost 240 → 200
- Oracle Luck Scale Limit +1, Fortune Teller 33 → 75

North

- Bitch Queen N1 → N1S1, werewolf form gains Darkvision 50, Mountain Survival, prec 5 → 10, can summon x3 Werewolves per turn, cost 170 \rightarrow 130
- Eldest Dwarf gains Forge Bonus 1 + 10%
- Svartalf Mastersmith Linnormr form gains Darkvision 100, Dragon Gas attack usable underwater, cost $260 \rightarrow 240$
 - Wyrm prot 15 → 16, def 10 → 12, gains Darkvision 50
- Son of Fenrer prot 13 \rightarrow 15, att 13 \rightarrow 14, gains Claw attack, Darkvision 50, Mountain Survival, crown slot, battle summons 1d6 Jotun Wolves \rightarrow 1d6+2
- Ormr prot 15 → 16, gains Darkvision 50
- Linnormr gains Darkvision 100, Dragon Gas attack usable underwater, cost 230 → 210
- **Great Moose** prot $12 \rightarrow 15$, gains Awe 1, Affliction Resistance 3, Darkvision 50, crown slot, national pretender discount for EA Ulm
- **Ghost Moose** prot 12 \rightarrow 14, gains Trample, Affliction Resistance 3, Spirit Sight, crown slot, cost 130 \rightarrow 150
- Allfather Lost an Eye → equivalent stat penalties, only has one eye (fully blinded if he loses one), Quarterstaff → Magic Staff, cost 320 → 300
- Asynja (fighter) Broad Sword → Enchanted Sword, Shield → Enchanted Shield, cost 260
 → 220
- Keeper of the Bridge HP/str 80/20 → 82/21, Broad Sword → Enchanted Sword, Chain Mail Cuirass → Enchanted Chain Mail, gains Gjallarhorn weapon (intrinsic AoE 1 MR negates stun, 50% chance to use, length 5, cannot repel, magic), cost 230 → 200
- Father of Winters def 12 \rightarrow 13, Great Sword \rightarrow Rime Sword (dmg 13 slash, 2h, att 3, def 5, magic, AoE5 freezing mist), Furs \rightarrow Jotun Wolf Pelt, cost 240 \rightarrow 200
- Asynja (stroller) HP 65 \rightarrow 72, att 10 \rightarrow 12, Disease Healer 1 \rightarrow 5, gains Forest Survival, cost 230 \rightarrow 190
- Deives of the Sun gains Awe 3, +15% local tax boost
- Irminsul str 14 \rightarrow 18, battle summoned **Great Bears** become sacred, The Grove of Irminsul start site can be entered by any N mage to summon x2 sacred Great Bears
- Idol of Men Luck Scale Limit +1
- Idol of Beasts rarely domsummons Jotun Wolves, gains Animal Awe 3, Beastmaster 3, cost $170 \rightarrow 160$
- Idol of Sorcery gains Fateweaving

Celtic

- Arch Druid N1 → N1S1, cost 100 → 120
- Rams-Headed Serpent N2 \rightarrow W1N1, prot 14 \rightarrow 17, str 24 \rightarrow 26, att 13 \rightarrow 14, loses +1 Sloth scale limit modifier, gains Affliction Resistance 3, Darkvision 50, Tail Sweep attack, gains battle summon 1d6 Moose, cost 140 \rightarrow 160
- Thrice Horned Boar gains Affliction Resistance 3, Darkvision 50, crown slot

- **Dog of the Underworld** size $10 \rightarrow 9$, prot $13 \rightarrow 15$, att $13 \rightarrow 14$, gains Claw attack, invuln 20, Spirit Sight, crown slot, battle summons 1d6 Barghests and 3d6 Black Dogs, cost $130 \rightarrow 160$
- Great Stag HP 99 \rightarrow 114, prot 11 \rightarrow 14, gains Awe 1, Trample, Affliction Resistance 3, Darkvision 50, crown slot, battle summons 2d6 Sacred Stag \rightarrow 2d6+5, cost 150 \rightarrow 140
- Great White Stag HP 99 → 114, prot 11 → 14, gains Awe 1, Trample, Affliction Resistance 3, Darkvision 50, crown slot, battle summons 2d6+5 Sacred Stag, cost 110 → 140
- Serpent of Heavenly Fires map move 20 → 28, gains Fear 5, Spirit Sight, Burning Tail Slap attack (magical blunt damage + AoE 14 AP fire), Venomous Fangs → Burning Fangs (additional 16 AP fire)
- Hooded Spirit pathcost $80 \rightarrow 60$, size $5 \rightarrow 6$, prot $1 \rightarrow 3$, gains Heavy Magic Robes, cost $280 \rightarrow 200$
- Great Mother gains Poor Amphibian, cost 270 → 260
- Lord of the Forest N2G1 \rightarrow E1N1G1, HP/str 80/20 \rightarrow 82/21, gains Animal Awe 3, Beastmaster 3, Spear \rightarrow Enchanted Spear, Iron Cap/Scale Mail Cuirass \rightarrow Enchanted Helmet/Weightless Scale
- Horned One N3 \rightarrow N2G1, gains battle summon x2 Horned Serpents, fixed non-magical Antlers, cost 220 \rightarrow 230
- Son of the Sea Undead Leadership $0 \to 100$, Javelin \to Javelin of Flight, Bronze Scale Hauberk \to Weightless Scale, cost $330 \to 240$
- Morrigna Morrigna #2 Fortune Teller 15 → 50, cost 380 → 320
- **Duiu of Thunder** prec 13 \rightarrow 14, gains Ambidextrous 2, Stormpower 1, Power of the Turning Year 1 \rightarrow 2, Lightning \rightarrow Thunder Bolt (AoE 1 + AoE 10 capped shock, ammo 10), 7% chance per candle to summon a seasonal animal corresponding to the season, cost 260 \rightarrow 210
- **Duiu of Farming** gains Defence Organizer 5, gains Forest Survival, battle summons x3 Great Cattle, Maul → Enchanted Mallet, +15% local tax boost, cost 220 → 190
- **Duiu of War** domsummons Barbarians, gains Tight Rein, Axe \rightarrow Axe of Hate, cost 260 \rightarrow 200
- Matrona of the Healing Spring Healer 1 \rightarrow 5, battle summons 1d6 Hounds \rightarrow 1d6+2, The Healing Spring start site 5% healing \rightarrow 25%, cost 270 \rightarrow 220
- Mother of Storms gains Stormpower 2, start site gains 25% chance per turn to spawn an Aatxe, Lightning \rightarrow Thunder Bolt (AoE 1 + AoE 10 capped shock, ammo 10), cost 260 \rightarrow 220
- Father of the Sea pathcost $80 \rightarrow 60$, att $5 \rightarrow 6$, gains Water Breath attack, poison res 15

Mediterranean

- Gorgon pathcost $80 \rightarrow 60$, gains Affliction Resistance 3, Darkvision 50, Snake Hair len $0 \rightarrow$ 1 (less vulnerable to magic shield effects), cost $240 \rightarrow 190$
- Immortal Gorgon pathcost $80 \rightarrow 60$, gains Affliction Resistance 3, Darkvision 50, Snake Hair len $0 \rightarrow 1$ (less vulnerable to magic shield effects), cost $310 \rightarrow 230$
- **Prince of Death** pathcost $80 \rightarrow 60$, gains Poor Amphibian, Fist \rightarrow Life Drain, domsummons Shadows and more rarely Shades, cost $240 \rightarrow 190$
- Ferryman pathcost $80 \rightarrow 60$, gains Poor Amphibian, summons one Shade per turn and rarely domsummons more, cost $250 \rightarrow 210$

- Great Black Bull prot 12 → 14, gains Affliction Resistance 3, Darkvision 50, cost 200 → 210
- Great White Bull prot 12 → 14, gains Affliction Resistance 3, Darkvision 50, cost 200 → 210
- **Drakon** gains Darkvision 50, Dragon Gas attack usable underwater
- Hound of Hades HP 118 \rightarrow 132, prot 14 \rightarrow 15, att 13 \rightarrow 14, Serpent Tail att/def/len 0/-1/0 \rightarrow 1/0/2, Serpent Mane length 0 \rightarrow 2, cannot repel (less vulnerable to magic shield effects)
- **Demiurge** prot 14 → 15, str 24 → 26, gains Darkvision 50, Tail Sweep attack
- **Eldest Cyclops** pathcost $60 \to 50$, resource bonus $30 \to 50$, Maul \to Hammer of the Mountains, cost $250 \to 190$
- Mother of Monsters combat speed $8 \to 12$, Adept Cross Breeder $10 \to 12$, gains Tail Sweep attack, rare domsummon of either Hound of Twilight, Hydra or Kithaironic Lion, cost 240 $\to 230$
- Titan of War and Wisdom gains Tight Rein, Bronze Cuirass → Gleaming Cuirass (prot -1, enc -2, magic), Hoplite Helmet → Enchanted Helmet (prot -3, def +1, magic), Hoplon → Gleaming Hoplon (prot +3, parry +1, magic), cost 270 → 240
- Titan of Heaven str $26 \rightarrow 28$, prec $12 \rightarrow 15$, gains Stormpower 2, Storm Immunity, Lightning \rightarrow Thunder Bolt (AoE 1 + AoE 10 capped shock, ammo 10), while incarnate gains additional 3% chance per turn for one of his divine offspring to arrive at the capital like a pseudo-hero, cost $230 \rightarrow 200$
 - Lord of the Wild HP 90 → 98, gains Affliction Resistance 3, Darkvision 50, cost 250 → 240
- Titan of the Sea HP 88 \rightarrow 92, att 12 \rightarrow 13, gains Siege Bonus 50, poison res 15, autocasts Friendly Currents, Bronze Trident \rightarrow Wave Breaker, gains Magic Crown, cost 270 \rightarrow 190
- Titan of the Forge pathcost $60 \rightarrow 40$, Limp → equivalent stat penalties, Forge Forge Bonus $20\% \rightarrow 25\%$, gains Affliction Resistance 3, provides 75 resources, Maul → Hammer of the Forge Lord (12 blunt, att 2, def 0, len 1, magic, on-hit 8 AP fire AoE1 Flame Eruption), gains Leather Apron (prot 7), cost $240 \rightarrow 190$
- Titan of Rivers gains +1 Growth scale limit modifier, poison res 15, Poor Amphibian \rightarrow Amphibian, battle summons x1 size 7 Water Elemental, gains Pitcher of Pure Water weapon (intrinsic anti-undead/demon weapon), +15% local tax boost, cost 240 \rightarrow 190
 - Titan of Love gains Beguile attack (AoE 1 MR negates confusion), cost 270 → 230
- Titan of Serpents and Medicine HP 75 \rightarrow 85, gains Ambidextrous 2, Disease Healer 3 \rightarrow Healer 5, gains Lamia Lord 3, cost 250 \rightarrow 210
- Titan of Death and Rebirth gains Carcass Collector 7, produces one Nature gem per turn, +15% local tax boost, Quarterstaff → Magic Staff, cost 240 → 200
 - Titan of the Underworld cost $230 \rightarrow 220$
- Titan of Winds and Waves def 12 \rightarrow 13, gains Ambidextrous 2, Storm Immunity, autocasts Wind Guide, fixed bugged missing Sistrum weapon, Rudder/Sistrum become magical, provides 20% local income boost while in a coastal prov, cost 270 \rightarrow 190
- Titan of Forethought Disease Healer 1 \rightarrow 3, Fortune Teller 15 \rightarrow 50, gains Unrest Reduction 5, cost 270 \rightarrow 210
- Titan of the Hunt N3 \rightarrow N2G1, gains Patrol Bonus 50, Darkvision 50, Enchanted Bow dmg/prec/range/ammo 9/2/40/12 \rightarrow 12/25/50/20, becomes AP, ignores shields and air shield, Bronze Dagger \rightarrow Hunter's Knife, cost 260 \rightarrow 200
- **Titan of Crossroads** cost 350 \rightarrow 280, Bronze Daggers \rightarrow Enchanted Daggers, Key to Every Entrance becomes AP, summons Hounds 1d6 \rightarrow 1d6+5, domsummons Lampades

- Titan of the Spring D2N1 → W1D1N1, gains Supply Bonus 50, +15% local tax boost
- Titan of Growth entangles attackers, gains Ivylord 2, Forest Survival, +15% local tax boost, cost $190 \rightarrow 220$
- **Great Archon** gains Unsurroundable 2, Bronze Cuirass → Gleaming Cuirass (prot -1, enc -2), cost 300 → 230
- **Statue of War** (Western) domsummons Cynocephalian Warriors in addition to Barbarians on land, domsummons Shark Tribe Brigands and more rarely Shark Knights underwater
- Statue of Order gains Unrest Reduction 10
- Statue of Fertility +15% local tax boost
- Statue of the Underworld D3 \rightarrow D2E1, rarely domsummons Ghosts and even more rarely Ghost Champions, cost 150 \rightarrow 170
- Bronze Colossus gains Blind Fighter, Spirit Sight, cost 380 → 350
- Sacred Geyser gains Disease Healer 5, cost 160 → 150

Far East

- Bodhisattva of Mercy pathcost $80 \rightarrow 40$, size $5 \rightarrow 6$, def $13 \rightarrow 14$, Healer $1 \rightarrow 3$, gains poison res 15, Throw Sutra \rightarrow Throw Sutras (projectiles $1 \rightarrow 7$), fixed Dragon Girl starting near old age, cost $250 \rightarrow 190$
- **Dragon King** HP 77 \rightarrow 105, str/att 20/12 \rightarrow 22/13, gains Awe 1, autocasts Water Shield, Dragon Gas attack usable underwater
- Celestial Dragon HP 77 \rightarrow 105, str/att 20/12 \rightarrow 22/13, gains Awe 1, loses Astral boost on Dragon Pearl but gains innate +1 Astral boost in both forms (item boosts don't protect from Magic Duel, innate boosts do), Dragon Gas attack usable underwater
- Azure Dragon of the East HP 77 \rightarrow 105, str/att 20/12 \rightarrow 22/13, gains Awe 1, Dragon Gas attack usable underwater
- Dragon Pearls can no longer be picked up
- Black Tortoise of the North combat speed $6 \rightarrow 8$, gains Trample, crown slot, cost 220 \rightarrow 190
- Vermilion Bird of the South HP $68 \rightarrow 78$, prot $10 \rightarrow 13$, def $12 \rightarrow 14$, gains Fire Shield 10, Bringer of Fortune 25, Dive Attack, counts as sun, cost $180 \rightarrow 130$
- White Tiger of the West prot 13 → 16, gains Spirit Sight, good leader → superior leader, cost 150 → 160
- Jade Emperor att/def 10 \rightarrow 11, Fortune Teller 33 \rightarrow 50, gains domspread 1, battle summons x2 Celestial Soldiers, rarely domsummons Celestial Soldiers, cost 240 \rightarrow 200
- Nyorai str 20 \rightarrow 21, att 10 \rightarrow 11, Bringer of Fortune 15 \rightarrow 25, cost 240 \rightarrow 220
- Celestial General gains Academy of War start site (enter to train for 6 XP), Tight Rein, Inspirational 1, Spirit Sight, starts with Sword of the Five Elements, Plate Cuirass \rightarrow Armor of the Five Elements, cost 260 \rightarrow 210
- Celestial Carp prot 8 → 12, att/def 10/8 → 11/9, gains Fear 5, Spirit Sight, cost 260 → 220
- Kami of the Sun No-Dachi → Enchanted No-Dachi, cost 280 → 240
- Kami of the Moon Disease Healer $1 \rightarrow 3$, cost $260 \rightarrow 180$
- Kami of Storms gains Stormpower 1, No-Dachi → Enchanted No-Dachi, cost 250 → 200

- **Dharmapala of the Underworld** Ritual Baton becomes magical, gains stat boost, AoE1 fear, cost $260 \rightarrow 210$
- Statue of War (Far East) domsummons Barbarian Horsemen in addition to Barbarians on land, domsummons Shark Tribe Brigands and more rarely Shark Knights underwater

Middle East

- **Moloch** pathcost $80 \rightarrow 60$, gains Spirit Sight, Tight Rein, Claw/Claw \rightarrow Golden Claw/Golden Horns, 50% chance to return from Inferno, battle summons 3d6 Imps \rightarrow 3d6+5, cost 330 \rightarrow 240
- Scorpion King HP 57 \rightarrow 67, str 16 \rightarrow 18, enc 3 \rightarrow 2, gains Spirit Sight, cost 250 \rightarrow 230
- Shedu E1S1 → E1S2, pathcost $80 \rightarrow 60$, size $9 \rightarrow 10$, prot $13 \rightarrow 14$, att $8 \rightarrow 11$, gains invuln 20, Spirit Sight, loses research penalty, cost $210 \rightarrow 220$
- **Urmahlullu** A1S1 → A1S2, prot 12 → 14, att 13 → 14, gains invuln 20, Spirit Sight, Fortune Teller 50, loses research penalty, x2 Claw → x2 Apotropaic Claw (additional 8 AN damage vs demons)
- **Sphinx** S1G1 \rightarrow S2G1, prot 12 \rightarrow 14, att 13 \rightarrow 14, gains invuln 20, Spirit Sight, AoE1 Hypnotize attack, Inspiring Researcher +1, loses research penalty, cost 200 \rightarrow 180
- Celestial Gryphon prot 12 → 16, invuln 20, Storm Immunity, Spirit Sight, battle summons 1d6+3 Sacred Gryphons, cost 150 → 160
- Celestial Lion prot 12 → 16, invuln 20, fire res 15, Spirit Sight, cost 170 → 190
- Man-Eater prot 14 \rightarrow 16, att 14 \rightarrow 15, gains Darkvision 50, Mountain/Waste Survival, Flick Barbs prec -4 \rightarrow -3
- Lord of the Desert Sun gains Heat Aura 8 (base), Darkvision 50, Machaka Spear \rightarrow Enchanted Spear, battle summons Great Lions 1d6 \rightarrow 1d6+3, rarely domsummons Kithaironic Lions, cost 240 \rightarrow 200
- Lord of the Summer Plague gains Sleep Aura 10, Disease Grinder 1, poison res 15, Darkvision 50, Fist \rightarrow Bane Blade, Plague Bow \rightarrow Bow of Plagues (dmg 12 \rightarrow 10, prec 5 \rightarrow 0, projectiles 1 \rightarrow 5, disease becomes MR negates), cost 240 \rightarrow 210
- Annunaki of the Sky A3 \rightarrow A2N1, prec 12 \rightarrow 14, gains Stormpower 1, Storm Immunity, Lightning \rightarrow Thunder Bolt (AoE 1 + AoE 10 capped shock, ammo 10), battle summons x1 Gryphon \rightarrow x2 Sacred Gryphons, 1d6 Great Hawks and 5d6 Black Hawks, cost 250 \rightarrow 200
- Annunaki of Sweet Waters Adept Researcher +10 \rightarrow +15, gains poison res 15, Quarterstaff \rightarrow Magic Staff, cost 250 \rightarrow 210
- Annunaki of the Morning Star cost 250 → 210
- Solar Disc size $6 \rightarrow 7$, HP $50 \rightarrow 63$, prot $0 \rightarrow 5$, att/def $12 \rightarrow 13$, invuln 15, poison res 15, Waste Survival, Fist/Talons x2 → Flaming Fist/Burning Claw x2, cost $190 \rightarrow 210$
- Annunaki of Love and War cost 270 → 230
- Annunaki of the Moon gains Darkvision 100, Fortune Teller 50 → 75, cost 260 → 180
- Annunaki of Growth and Rebirth gains Forest Survival, +15% local tax boost
- Annunaki of the Underworld domsummons Shade Beasts, cost 260 → 190
- Ilahat of Fate S3 → S2G1, gains Fateweaving, Bringer of Fortune 25, Fortune Teller 50 →75, cost 170 → 200
- Ilahat of Might gains Awe 1, domspread 1, cost 240 → 210

- Ilah of the Sky gains Storm Immunity, autocasts Wind Guide, Bronze Scimitar/Composite Bow \rightarrow Enchanted Scimitar/Enchanted Bow (AP, ignores shields and air shields), battle summons 6d6 Falcons, cost 240 \rightarrow 190
- Ilah of the Sacred Mountain gains Awe 1, battle summons x1 Horned Serpent \rightarrow x1 Great Horned Serpent (sacred), start site The Sacred Mountain path E \rightarrow H, can be entered to summon x3 Horned Serpents, cost 240 \rightarrow 210
- Ilah of the Moon gains Darkvision 100, battle summons 4d6 Large Scorpions, 2d6 Large Spiders and 1d6 Giant Scorpions, cost $230 \rightarrow 190$
- God Block gains domspread 1
- Betyl of the Sun gains Heat Aura 8 (base), fire res 25
- Betyl of Writing gains Inspiring Researcher 1
- Betyl of the Stars gains Fortune Teller 50, Astral ritual range +2
- **Wooden Colossus** HP 54 \rightarrow 74, prot 10 \rightarrow 13, str 19 \rightarrow 21, gains Poor Amphibian, Blind Fighter, Spirit Sight, Golden Fist dmg -2 \rightarrow 3, gains additional Wooden Fist attack, cost 250 \rightarrow 230
- **Bronze Colossus** gains Blind Fighter, Spirit Sight, Fist x1 \rightarrow Bronze Fist x2 (dmg -2 \rightarrow 3), cost 380 \rightarrow 350

Middle America

- Bolon-ti-ku pathcost $80 \rightarrow 40$, HP $27 \rightarrow 35$, invuln $15 \rightarrow 25$, battle summons Longdead $3d6 \rightarrow 3d6+5$, cost $230 \rightarrow 200$
- Hun Balam prot 13 \rightarrow 16, gains Spirit Sight, battle summons 2d6 Jaguars \rightarrow 2d6+3, cost 200 \rightarrow 180
- **Demon Macaw** HP $68 \rightarrow 78$, prot $10 \rightarrow 13$, def $12 \rightarrow 14$, Awe $3 \rightarrow 6$, gains Killing Light attack (10 AN MR negates, AoE3), second Talons attack, counts as sun, cost $170 \rightarrow 160$
- Serpent of the Underworld prot 17 \rightarrow 18, att/str 13/24 \rightarrow 14/26, gains +1 Luck scale limit modifier, Awe 1, Affliction Resistance 3, Spirit Sight, crown slot
- **Teotl of Rain** prot 5 → 7, gains Amphibian, Blood Searcher 1 → 2, battle summons 1d6 Jaguar Toads → 1d6+3, 2d6 Frogs → 6d6, domsummons Jaguar Toads and more rarely Monster Toads, gains Magic Headdress (prot 10, magic), cost 250 \rightarrow 200
- Teotl of the Night gains Magic Headdress, fixed missing magic weapon, cost 290 → 230
- **Teteo Inan** gains poison res 15, fixed missing magic weapons, Snake Skirt length $0 \rightarrow 2$, cannot repel (less vulnerable to magic shield effects), cost $280 \rightarrow 240$
- **Teotl of War** HP 82 \rightarrow 85, str 22 \rightarrow 24, gains Berserk 3, Tight Rein, battle summons 1d6 Jaguars \rightarrow 1d6+3, Serpent Club dmg/def +2/+1, Weak \rightarrow Death Poison, Crown \rightarrow Obsidian Mask (prot 5 \rightarrow 18, magic), cost 260 \rightarrow 220
- Teotl of the Sky gains Stormpower 1, Storm Immunity, fire res 5, Thunder Bolt attack (AoE 1 + AoE 10 capped shock, ammo 10), battle summons Spring Hawks x2 → 1d3+2, rarely domsummons Spring Hawks, Obsidian Club Sword → Obsidian Blade, Crown → Magic Headdress (prot 5 → 10, magic), cost 250 → 220
- **Teotl of the Underworld** gains Fear 5, Fortune Teller $25 \rightarrow 75$, summons x3 Longdead per turn and domsummons more, battle summons Longdead $5d6 \rightarrow 5d6+5$, Crown \rightarrow Magic Headdress (prot $5 \rightarrow 10$, magic), cost $240 \rightarrow 200$

- **Hun Came** battle summons Beast Bats/Longdead 1d6/3d6 \rightarrow 1d6+4/3d6+5, Crown \rightarrow Magic Headdress (prot 5 \rightarrow 10, magic), cost 290 \rightarrow 220

Africa

- **Serpent King** gains Regeneration 10%, Darkvision 50, human form prot $2 \rightarrow 5$, serpent form prot $8 \rightarrow 11$, str/att/def $14/14/8 \rightarrow 15/15/12$, gains crown slot
- Lich Queen cost 180 → 140
- **Phoenix** HP $36 \rightarrow 44$, prot $5 \rightarrow 8$, str/att/def $12/10/10 \rightarrow 16/12/13$, Heat Aura $4 \rightarrow 6$, gains Awe 3, Taloned Kick attack, autocasts Phoenix Pyre
- Solar Serpent prot 15 → 16, gains Darkvision 50, Tail Sweep attack, cost 160 → 190
- Serpent of Chaos prot 15 → 17, gains AoE1 Hypnotize, Tail Sweep attacks, cost 210 → 160
- Wadjet prot 15 → 17, gains Darkvision 50, Tail Sweep attack, cost 190 → 180
- Hieracosphinx prot 12 → 16, gains invuln 20, Spirit Sight, cost 200 → 190
- Criosphinx prot 12 → 16, att 13 → 14, gains invuln 20, Spirit Sight, cost 120 → 150
- Golden Lion gains Forest Survival
- **God Spider** prot 19 \rightarrow 20, gains x2 Spider Claw attacks, Spirit Sight, Web/Web Spit become magical, fatigue cost 5 \rightarrow 1, Web becomes AoE1, misc slots 2 \rightarrow 3, battle summons 3d6 Large Spiders, summons 0-2 Large Spiders per round in combat, cost 220 \rightarrow 190
- Neter of Crafts pathcost $60 \rightarrow 40$, Forge Bonus $2 \rightarrow 3 + 10\%$, Master Smith 1, provides 100 resources, Iron Cap \rightarrow Enchanted Helmet, cost $220 \rightarrow 210$
- Neteret of Joy gains Awe 3, +15% local tax boost, cost 210 → 200
- Neter of the Sun att/def 12 → 13, gains Dominion Immortality, Beak attack, cost 250 → 240
- Neteret of Many Names Adept Researcher +10 → +15, cost 240 → 180
- Neter of Chaos att/def 12 \rightarrow 13, gains Fear 5, Dark Power 2, Stormpower 1, Storm Immunity, shock res 15, fire res 5, Darkvision 100, cost 240 \rightarrow 200
- Neter of the Underworld gains Poor Amphibian, Ambidextrous 2, 100% chance to raise soulless on kill, battle summons 1d6 Dust Walkers, summons one Dust Walker per turn and rarely domsummons Dust Warriors, Flail \rightarrow Enchanted Flail, cost 230 \rightarrow 190
- Neter of Kings gains Awe 1, domspread 1, Amphibian, poison res 15, misc slots 2 \rightarrow 3, cost 250 \rightarrow 210
- Neter of the Moon pathcost $60 \rightarrow 40$, Adept Researcher +10 \rightarrow +15, Fortune Teller 25 \rightarrow 75, gains Beak and Stellar Bolt attacks, Darkvision 100, cost 230 \rightarrow 190
- Monument gains domspread 1

India

- Great Siddha pathcost 80 → 40, HP/str/att/def 22/13/9/12 → 29/16/12/14, Fist → x2 Perfect Fists (dmg 0 blunt, att 1, def 0, magic)
- Nagasiddha map move $12 \rightarrow 14$, cost $170 \rightarrow 110$
- Kamadhenu S1N1 \rightarrow S2N1, pathcost 80 \rightarrow 60, prot 12 \rightarrow 14, att 8 \rightarrow 11, Awe 1 \rightarrow 3, gains Spirit Sight, loses research penalty
- Nataraja enc 3 → 2, gains Awe 3, Spirit Sight, cost 260 → 240
- **Destroyer of Worlds** enc $3 \rightarrow 2$, att $11 \rightarrow 12$, gains Awe 3, Spirit Sight

- **Devi of Darkness** enc $3 \rightarrow 2$, gains Berserk 5, Spirit Sight, Apotropaic Sword/Trident att/def 1/1, $0/0 \rightarrow 2/2$, 1/1
- **Devi of Good Fortunes** def $12 \rightarrow 13$, gains Spirit Sight, Bringer of Fortune $25 \rightarrow 33$, Poor Amphibian \rightarrow Amphibian, gains poison res 15, cost $260 \rightarrow 190$
- **Asura** enc $3 \rightarrow 2$, gains Spirit Sight, Spear/Falchion \rightarrow Enchanted Spear/Falchion, Bronze Hauberk \rightarrow Gleaming Hauberk, cost $270 \rightarrow 250$
- Devi of Strength enc 3 → 2, gains Spirit Sight
- Elephant Idol map move 10 \rightarrow 18, 1 misc slot \rightarrow crown, 2 misc, cost 390 \rightarrow 320

Deeps

- **Dagon** gains fire/cold res 5 as other Deep Ones, fixed non-magical attacks, cost 320 → 270
- Ancient Kraken pathcost $80 \rightarrow 60$, prot $8 \rightarrow 13$, def/prec $8/8 \rightarrow 9/10$, map move $10 \rightarrow 16$, gains Affliction Resistance 3, crown slot, third misc slot
- **Sea Dragon** pathcost 80 → 60, map move 16 → 22 (dragon form)
- Floating Mind pathcost $80 \rightarrow 50$, Sloth Scale Limit +1 \rightarrow 0, MR 18 \rightarrow 20, prec 5 \rightarrow 15, Mind Blast \rightarrow Greater Mind Blast (AoE 1)
- Nerid str 14 \rightarrow 19, def 12 \rightarrow 13, map move 16 \rightarrow 22, gains Awe 3, Tail Slap attack, Beastmaster 3, battle summons 1d6 Sea Stags, 3d6 Large Fish \rightarrow 1d6 Sea Stags, 3d6 Large Fish, 4d6 Fish, x5 Ichtysatyr Warriors, rarely domsummons major sea monsters, cost 180 \rightarrow 190
- **Drakaina** gains Tail Sweep attack, Dogs attacks length $0 \rightarrow 1$, cannot repel (less vulnerable to magic shield effects), cost $280 \rightarrow 240$
- Old Man of the Sea W2S1 \rightarrow W1S2, gains Tail Sweep attack, combat speed 8 \rightarrow 12, Adept Researcher +10 \rightarrow +15, Quarterstaff \rightarrow Magic Staff, cost 280 \rightarrow 200
- Lord of the Waves gains Tail Sweep attack, combat speed $8 \to 13$, Gift of Water Breathing 250 \to 400, autocasts Friendly Currents, gains battle summons x2 Knight of the Deep, 2d6 Sacred Hippocampus, Bronze Trident (2h) \to Enchanted Trident (1h), gains Magic Crown, cost $270 \to 230$
- Father of Monsters combat speed 8 \rightarrow 12, gains Tail Sweep, Crab Claws become magical, cost 290 \rightarrow 250
- **Protogenos of the Sea** pathcost $80 \rightarrow 60$, att $5 \rightarrow 6$, Crab Claws become magical, gains Head Butt attack, poison res 15

Zoroastrian

- Azi pathcost 80 → 60
- Ahura of the Oath pathcost $80 \rightarrow 60$, Sword of Oaths att/def $1/1 \rightarrow 2/3$, cost $260 \rightarrow 200$
- Ahura of the Waters pathcost $80 \to 60$, gains Amphibian, battle summons size 4 Water Elements $1d6 \to 1d6+3$, cost $250 \to 200$
- Spenta Mainyu pathcost $80 \rightarrow 60$, shock res $15 \rightarrow 20$, cost $260 \rightarrow 220$
- Gannag Menog pathcost $80 \rightarrow 60$, Sword of Injustice dmg $6 \rightarrow 10$, att/def $3/2 \rightarrow 4/3$
- Daeva of Wrath pathcost $80 \rightarrow 60$, size $5 \rightarrow 6$, cost $240 \rightarrow 190$
- Ahura of Wisdom gains Invulnerable 15, cost 260 → 220

- Angra Mainyu gains Invulnerable 15, cost 280 → 230

Misc Pretenders

- Vampire Queen D1B2 \rightarrow D1G1B1, HP 16 \rightarrow 22, gains Blood Searcher 2, cost 270 \rightarrow 220
- Ghost King (Atlantian) D1 \rightarrow D2, gains intrinsic magical Bite attack as other Deep Ones, cost 210 \rightarrow 180
- Virtue F1A2 \rightarrow F1S2, pathcost 80 \rightarrow 60, Awe 5 \rightarrow 6 (bringing her on par with Arch Angel), cost 260 \rightarrow 230
- Telkhine God-King cost 280 → 240
- Tiwaz of War sprite size +10%, HP 75 \rightarrow 85, gains Academy of War start site (enter to train for 6 XP), Tight Rein, Inspirational 1, Full Plate Mail \rightarrow Blacksteel Full Plate, Broad Sword \rightarrow Sword of Sharpness, cost 250 \rightarrow 210
- Volla of the Bountiful Forest HP 65 \rightarrow 72, att 10 \rightarrow 11, gains Amphibian, cost 200 \rightarrow 180
- Son of the Fallen pathcost $60 \rightarrow 30$, cost $220 \rightarrow 190$
- Crystal Soul cost 210 → 200

NATIONS

General

- All nations can build forts underwater.
- All starting armies buffed to be strong enough to take all but the hardest indie provs in their age after one turn of recruitment, use at least one durable frontline unit, gain a commander with line formation leadership if possible and better reflect the flavor of the nation.

Early Age

EA Arcoscephale

- Cap income A2E2S2 → A2E2S1N1
- Wind Rider/Wind Lord cost partially reverted 70g/205g → 60g/195g, Light Scale Barding
- \rightarrow Scale Barding (total prot body/head 12/3 \rightarrow 14/20, def -1, res cost +2)
- Charioteers' Chariot gains Leather Barding (prot 3/3 → 9/3, res cost +4)
- **Melissa** 285g → 240g
- Sow Dragon Teeth castable underwater
- Awaken Hamadryad N4 → N3, Hamadryad gains Ivylord 1, cost 25 → 15
- Summon Hound of Twilight Conj 5 \rightarrow 4, E2D1 \rightarrow E1D1, Hound of Twilight Serpent Tail att/def/len 0/-1/0 \rightarrow 1/0/2
- Gains spell Summon Twilit Pack, Conj 6, E2D2, cost 8 for 3+1/2 Hounds of Twilight
- Procession of the Underworld D3 \rightarrow D2, cost 13 \rightarrow 11
- Bind Keres cost 12 → 9

- Craft Keledone → Craft Keledones, Const 6 → 4, E2S2 → E2S1, quantity 1 → 2
- Forge Brass Bull F3E3 \rightarrow F2E2, Khalkotauros MR 14 \rightarrow 16, prec 5 \rightarrow 7, Heat Aura 3 \rightarrow 6, Fiery Breath dmg 0 \rightarrow 4, gains crown slot
- Hero **Monster in the Maze** gains Recuperation, MR 13 \rightarrow 15, fixed reversed idle and attack sprites
- Hero **Son of Titans** def 11 → 13, gains Affliction Resistance 2
- Starting army upgraded
- Benefits from buffs to heavy armor encumbrance

EA Ermor

- Gains Syncretism
- Legionnaires gain XP shaping promotions: **Accensus** \rightarrow (25 XP, -20 XP) \rightarrow **Rorarus** \rightarrow (25 XP, -10 XP) \rightarrow **Hastatus** \rightarrow (40 XP, -25 XP) \rightarrow **Principe**
- Equite/Equite of the Sacred Shroud/Praefectus Equitum Light Scale Barding \rightarrow Scale Barding (total prot body/head 12/3 \rightarrow 14/20, def -1, res cost +2)
- Equite of the Sacred Shroud/Praefectus Equitum cost partially reverted $60g/195g \rightarrow 50g/180g$
- Equite $40g \rightarrow 35g$, RP $46 \rightarrow 36$
- **Principe** 14g → 13g, RP 20 → 18
- Triarius 15g \rightarrow 14g, RP 25 \rightarrow 21, base (before old age) hp/str/att 12/10/12 \rightarrow 13/12/13, start age 55 \rightarrow 50 (same old age penalties, but takes much longer to incur worse ones)
- Lizard Auxiliare recruitable in unforted swamps
- Flamen/Pontifex recruitable without temple, Flamen 185g → 160g
- Augur Elder Fortune Teller 10% → 15%
- Bishop of the Sacred Shroud $155g \rightarrow 135g$
- Centurion, at 100 XP, loses 50 XP and becomes Legatus Legionis
- Gains access to spells Pride of Lions, Awaken Hamadryad
- Gains pretender discount on Virtue
- Multihero Ambassador Mage W1D3N1 100% WDSN → W1D4N1 100% WSN ("the most skilled Sauromancers from C'tis returned with them to teach them the most arcane secrets of necromancy")
- Hero **Primate** Healer 2 → 5, gains domspreader 1
- Hero **Gladiatrix** Trident → Champion's Trident, generates gold and gains xp if kept in a province with an Arena site
- Hero **Adventurous Governor** gains retinue of x5 **Alaudae Horsemen**, starts with **Enchanted Leather Barding**
- Hero Pontifex Maximus gains retinue of x2 Principes
- Starting army upgraded
- Tier 2 PD upgraded
- Benefits from new combat crosspath spells and buffs to Fire magic

EA Ulm

- Temples cost 300 in forests

- Base **EA Ulmite** MR 8 → 9
- Steel Warrior MR 8 → 11, gains Spirit Sight, Great Sword → Ancestor Sword, dmg +1, att
- +1, becomes magical, res cost +3
- Gains **Steel Chief** cap commander, H1 version of **Steel Warrior** (currently squishy 2RP **Shamans** are their best option for sacred expansion)
- Forest Warrior prec 10 → 11
- Antlered Shaman H1 → H2, same cost
- **Shaman** 50% FEDN → 100% FEDN, 180g → 210g
- Gains access to **Tempering the Will**, Thaum 5 → 4
- Gains pretender discount on Lord of the Forest, Father of Winters
- Hero Warenheris gains H1, small chance to generate custom positive events, Spirit Sight
- Hero Guardian of the Tree gains lyylord 2
- Multihero **Hero Chief** gains Combat Caster, Defence Organizer 4, Spirit Sight, 3 misc slots, starts with Greatsword of Sharpness
- Starting army upgraded
- PD upgraded
- Benefits from <u>new combat crosspath spells</u>, buffs to <u>Axe, Maul</u>, <u>Throwing Axe</u> and <u>magic item costs</u>

Marverni

- Cap income E2S3N1 → E2S2N2
- Boar Warrior MR 10 \rightarrow 11, mor 13 \rightarrow 14, def 10 \rightarrow 11
- Marverni Noble Warrior/Chieftain gain Javelin
- Eponi Knight/Eponi Chieftain War Horse Leather Barding \rightarrow Light Chain Barding (total prot body/head 8/3 \rightarrow 12/3, res cost +3)
- Marverni Javelineer Javelin ammo 2 → 3
- Marverni Horn Blower gains Javelin, mor 9 → 10, 20g → 15g
- Boar Lord gains H1, MR 10 \rightarrow 12, mor 14 \rightarrow 15, def 11 \rightarrow 12
- Ambibate Chieftain leadership 75 → 100, cost 75 → 105
- Vergobret MR 10 → 12
- Great Boar/Iron Boar MR 5 → 9, Great Boar prot 6 → 7, all boars gain Darkvision 50
- Sounder of Boars cost 15 → 10
- Awaken Tattoos AoE 5+2 → AoE 5+5
- Iron Pigs Alt $6 \rightarrow 5$, E3N1 \rightarrow E2N1
- Gains access to pretenders Irminsul, Idol of Men, Idol of Beasts, Idol of Sorcery
- Gains pretender discounts on Arch Druid, Lord of the Wild
- Hero **Antlered One** gains Gore attack, Affliction Resistance 2
- Hero **Wanderer** gains animal retinue, domsummons animals, Beastmaster 1 \rightarrow 3, leadership
- $10 \rightarrow 40$, gains Inspirational -1, minimum turn arrival $5 \rightarrow 0$
- Hero **Blinded** minimum turn arrival $5 \rightarrow 0$
- Starting army and commander upgraded
- PD upgraded
- Benefits from buff to Axe, new ritual summon Iron Sounder

Sauromatia

- Androphag/Manflayer MR 10/10 → 11/12, Manflayer gains H1
- Lancer/Sauromatian Lancer/Chieftain, Light Scale Barding \rightarrow Scale Barding (total prot body/head 12/3 \rightarrow 14/20, def -1, res cost +2)
- Sauromatian Raider's Steppe Horse gains Leather Barding (prot $3/3 \rightarrow 9/3$, res cost $0 \rightarrow 2$)
- **Hydra** 200g → 160g, prot 8 → 9, gains Darkvision 50
- Hydra Hatchling $35g \rightarrow 25g$, prot $4 \rightarrow 7$, def $9 \rightarrow 11$, gains Darkvision 50
- Androphag Archer RP 20 → 14
- Ancestral Spirits are autoblessed
- Awaken Tattoos AoE 5+2 → AoE 5+5
- **Daughter of Typhon** Conj $9 \rightarrow 8$, N5D2 \rightarrow N4D2, summons commander instead of unit, cost $30 \rightarrow 45$, Daughter of Typhon prot $13 \rightarrow 14$, str $19 \rightarrow 20$, enc $3 \rightarrow 2$, map move $12 \rightarrow 16$, attacks become magical, gains domspread 1 (autoblessed), Spirit Sight, crown and extra misc slot
- Starting army and commander upgraded
- Tier 2 PD upgraded
- Benefits from buff to Buckler

EA T'ien Ch'i

- Warrior of the Five Elements enc $3 \rightarrow 2$, spring power $50 \rightarrow 25$, $35g \rightarrow 30g$
- Archer 10g → 9g
- Horseman gains Buckler
- Footman with Pike gains Formation Fighter 2 as part of Pike buff
- Master of the Five Elements $355g \rightarrow 325g$
- Master of the Way 265g → 240g
- Master of the Dead gains 20% AESNG random, same cost
- Ancestral Spirits are autoblessed
- Celestial Servant \rightarrow Celestial Servants, quantity 1 \rightarrow 2, cost 1 \rightarrow 2, Celestial Servant prot 4 \rightarrow 6, Rake def -1 \rightarrow 0
- Celestial Hound def 11 → 12, gains Bodyguard 2, Storm Immunity
- **Demon of Heavenly Fires** Flaming Fist secondary Fire dmg 12 → 14, gains Golden Robes (prot 4, magic)
- Call Celestial Soldiers Conj 6 → 5
- Contact Huli Jing cost 30 → 25, gains Spirit Sight
- Internal Alchemy Alt $5 \rightarrow 4$, cost $5 \rightarrow 2$
- Celestial Chastisement range 20 → 25
- Item Sword of the Five Elements dmg $8 \rightarrow 10$
- Gains access to pretenders Thrice Horned Boar, Wyrm, Monolith, Idol of Men, Idol of

Sorcery, Statue of the Underworld

- Gains pretender discount on Celestial Dragon
- Hero Immortal (Ho Hsien-Ku) A1N2H3 → A1S2N2H3
- Hero Master of Earth and Water minimum turn arrival $10 \rightarrow 0$

- Starting army upgraded
- Tier 2 PD upgraded
- Benefits from new combat crosspath spells, buffs to Water magic, Glaive and Buckler

EA Machaka

- Lion Warrior 50g → 45g, Kithaironic Lion Pelt prot 6 → 7
- Lion Clan Warrior/Spider Clan Warrior -2g, other size 3 infantry -1g
- Machaka Warrior/Spider Clan Warrior/Spider Rider gain Furs
- Spider Rider Short Bow → Poison Bow
- **Spider Clan Warrior** gains Poison Tipped Javelin, Hide Shield → Great Hide Shield
- Bird Clan Archer prec 11 → 12, 10g → 9g
- War Lion prot 4 \rightarrow 6, def 11 \rightarrow 12, "stronger and braver than normal lions" HP/mor/str 20/13/15 \rightarrow 23/14/16
- Spider Clan Witch Doctor gains 100% FEDNG random, Inept Researcher 4 \rightarrow 2, 140g \rightarrow 195g
- Spider Clan Sorcerer RP 4 → 2
- Lion King gains Kithaironic Lion Pelt, invuln 18, Voice of Lion gains Furs
- Bouda/Bouda Father Werehyena prot 4/5 → 6/7, gains Darkvision 50
- Weavers of the Wood N4 → N3
- Pretender **Bouda Father** Forge Bonus $1 \rightarrow 2$
- Pretender Colossal Fetish gains Poor Amphibian, Blind Fighter, Spirit Sight
- Hero **Omaro** fixed old invuln 15 → 22
- Hero **Abasi**'s Strangulation made intrinsic, small chance to generate custom positive events
- Hero Crowned Ape summons 150% + 2 more Great Apes, battle summons 3d6 Great Apes
- \rightarrow 5d6, gains Beastmaster 2, Animal Awe 3, creates **Forest of the Ape King** site upon arrival (1 N gem, 50 income, enter to summon Great Ape x5)
- Multiheroes **Spider Spirit/Spirit of the Lion** attacks become magical, Spider Spirit loses bugged Stupid trait, minimum turn arrival $0 \rightarrow 15$ (powerful assassin hero), Spirit of the Lion gains Tight Rein, crown slot
- Starting army and commander upgraded
- PD upgraded
- Benefits from <u>new combat crosspath spells</u>, buffs to <u>Long Spears</u>, <u>Hide Shield</u> and <u>Fire magic</u>

EA Mictlan

- Sun Warrior gains Sun Awe 1, $18g \rightarrow 24g$, RP $18 \rightarrow 25$
- Obsidian Club Sword (2h) dmg 7 → 8
- Summon Jaguar Toads N1H1 \rightarrow N1, Jaguar Toad prot 3 \rightarrow 7, MR 5 \rightarrow 9, str 11 \rightarrow 14, att 7 \rightarrow 8, prec 5 \rightarrow 9, gains Darkvision 50, Forest Survival
- Summon Jaguars N2H1 \rightarrow N1H1, Jaguar prot 4 \rightarrow 6, MR 8 \rightarrow 9, def 11 \rightarrow 12
- Monster Toad prot $6 \rightarrow 9$, MR $7 \rightarrow 9$, str $17 \rightarrow 20$, att $7 \rightarrow 8$, Darkvision 50, Forest Survival
- Jade Serpent prot 12 → 14, str 17 → 19, def 9 → 11, gains Tail Slap attack, Darkvision 50
- Contact Couatl cost 40 → 35

- Bind Tzitzimitl Blood 6 → 5
- Civateteo gains Amphibian
- Contact Onaqui cost 101 → 77, Beast Bats 8 → 12
- Rain of Jaguars cost $40 \rightarrow 50$
- Pretender **Smoking Mirror** Fortune Teller 15 → 25, jaguar form gains crown slot
- Starting army upgraded
- Benefits from buffs to Mace, Sling, Hide Shield

EA Abysia

- All Abysians +1 prec
- Burning One combat speed 11 \rightarrow 13, map move 12 \rightarrow 14, maxage 35 \rightarrow 160 (matching Anointed of Rhuax)
- Salamander prot 10 → 12, gains Darkvision 50
- **Misbred** starting affliction chance 75% \rightarrow 50%, randomly older by 0-300 years \rightarrow 0-200, prec 7 \rightarrow 9, gains Throwing Axe (to have a ranged weapon on the walls)
- Gains Burning Lord, 220g H1 version of Burning One
- Anointed of Rhuax 10% FESB \rightarrow 20% E 10% FSB, map move 14 \rightarrow 16, 630g \rightarrow 600g
- Anathemant Dragon 365g → 345g, gains 10% D
- Anathemant Salamander 245g → 215g
- Warlock 10% FESB → 100%, Adept Cross Breeder 2 → 5, 190g → 235g
- Warlock Apprentice gains Blood Searcher 1, Adept Researcher +2
- **Beast Trainer** gains Tight Rein ability, able to discipline Salamanders and other undisciplined units
- Warlord/War Master/Beast Trainer map move 14 → 16
- Gains spell Host of Spectral Infantry, Conj 5, D2F1, cost 9 for 15+1 Smoulderghosts
- Liquid Flames of Rhuax prec $0 \rightarrow 2$, range $30+5 \rightarrow 35+5$
- Contact Scorpion Man Conj $8 \rightarrow 6$, cost $12 \rightarrow 6$, Gaze of Fear usable underwater, Bow of Plague prec $+5 \rightarrow +10$, gains body slot
- Infernal Breeding quantity 16+1 → 16+2, results randomly older values lowered by 25-33%, Hellbred Horite Fist → Rock (+4 damage), gains Throw Rocks attack (6 ammo)
- Pretender **Great Warlock** Adept Cross Breeder 8 → 10
- Hero Experiment minimum turn arrival 0 → 10
- Hero **Warlock/Corruptor** Adept Cross Breeder 8 → 10, minimum turn arrival 0 → 15 (powerful assassin hero)
- Starting army upgraded
- Benefits from buffs to Fire magic and heavy armor encumbrance

EA Caelum

- Iceclad +1 att/def
- Tempest Warrior 15g → 13g, RP 21 → 16
- Blizzard Warrior Frost Bow statted as Composite Bow (dmg/prec 6/0 → 8/1, range 35 → 40), Ice Knife → Ice Blade, 16g → 13g, RP 23 → 15

- Kavi Archer/Mairya Warrior MR 11 \rightarrow 12, RP 23/31 \rightarrow 18/23, Kavi Archer str 9 \rightarrow 10, Short Bow/Ice Knife \rightarrow Composite Bow/Ice Blade
- Spire Horn Archer str $9 \rightarrow 10$
- Mairya Ahu gains H1, MR $12 \rightarrow 13$, $90g \rightarrow 115g$
- All Yazata/Daeva gain +5 shock res
- Call Daevas/Summon Yazatas quantity 6 → 6+½, Summon Yazatas cost 12 → 10
- Call Ahurani castable underwater
- Jahi gains G1
- Pretender **Yazad King** shock res $15 \rightarrow 20$, cost $230 (210) \rightarrow 160 (140)$
- Hero Unwinged missing armor fixed, domsummons Airya Temple Guard
- Hero **Storm Knight** autocasts Personal Luck, str 12 \rightarrow 13, enc 5 \rightarrow 3, Eagle King gains Dive Attack
- Starting army upgraded
- PD upgraded

EA C'tis

- Serpent Dancer HP/str/att +1, Snake Staff dmg 3 → 6, gains Robes, Unsurroundable 1
- Lizard Heir Bronze Scale Cuirass \rightarrow Scale Mail Hauberk (+3 prot, +4 res), Bronze Cap \rightarrow Iron Cap
- Runner Spear → Light Lance, Light Lance becomes 2h, def 0 → 1
- Falchioneer HP/str/def 11/10/11 \rightarrow 12/11/12, RP 18 \rightarrow 16
- **Lizard King** RP 4 \rightarrow 3, fixed prophet shape having poison res 5 instead of 7
- Added Runner Scout commander
- Sauromancer gains base W1, 295g → 315g
- Sacred Serpent prot 7 → 10, str 12 → 14, def 8 → 11, gains Darkvision 50
- Sacred Crocodile W2N2 \rightarrow W1N1, MR 8 \rightarrow 10, str/att/AP 21/11/7 \rightarrow 22/12/9, mapmove 8
- → 12, gains Tail Slap attack, Darkvision 50
- Monster Toad prot $6 \to 9$, MR $7 \to 9$, str $17 \to 20$, att $7 \to 8$, gains Darkvision 50, Forest Survival
- Contact Couatl Conj $7 \rightarrow 6$, cost $40 \rightarrow 35$
- Contact Scorpion Man Conj 8 \rightarrow 6, cost 12 \rightarrow 6, Gaze of Fear usable underwater, Bow of Plague prec +5 \rightarrow +10, gains body slot
- Item The Jade Mask D6N3 \rightarrow D6N2, cost 60/15 \rightarrow 30/5
- Gains pretender discount on Serpent King
- Pretender **Grand Saurolich** cost 260 (240) → 180 (160)
- Pretender **Devourer of Souls** prot 15 → 17
- Hero **Niklatu** att/def $13/15 \rightarrow 14/16$, gains Unrest Reduction 5, small chance to generate custom positive events, named weapon buffed to match the stat bonuses of the base version, fixed buggy weapon, restored his glorious vanilla description
- Hero Ancient Shaman S2N2H2 → S2N3H2
- Hero Reassembled Prince automatically regains lost mount, Bronze Scale Mail/Bronze Cap
- ightarrow Rusty Scale Mail Hauberk/Iron Cap, Falchion ightarrow Enchanted Falchion, gains Poor Amphibian, extra misc slot, minimum turn arrival 0
 ightarrow 10
- Hero Consort of the Dead gains missing invuln 15, Corpse Stitcher 1

- Starting army, commander and scout upgraded
- PD commanders upgraded

EA Pangaea

- All minotaurs 5g cheaper
- Satyr/Satyr Sneak Bronze Spear becomes 2h, def 0 → 1
- **Maenads** lose Patrol Bonus -1 (caused them to have negative patrol strength since the Undisciplined patch)
- Awaken Hamadryad N4 → N3, Hamadryad gains Ivylord 1, cost 25 → 15
- Pretender **Centauride Enchantress** cost 140 (120) → 110 (90)
- Pretender Carrion Dragon pathcost 80 → 60, prot 11 → 13, gains Affliction Resistance 3
- Pretender **Titan Mandragora** battle summons additional 1d3 **Mandragora**, cost 270 → 220
- Pretender **Mother Mandragora** battle summons additional 1d3 **Mandragora**, cost $290 \rightarrow 240$
- Hero Blessed Couple/Grieving Dryad gains G1
- Hero Wise Satyr gains G1, minimum turn arrival 5 → 0
- Starting army upgraded

EA Agartha

- Size 4/6 Pale One RP reduced by 30%/20%
- All size 6 Pale Ones prot 3 → 4
- Ancient Stone Hurler gains Bronze Cap, Fist \rightarrow Rock/Hammer (unarmored/armored), benefits from <u>Boulder buffs</u>
- All **Olms** gain crown slot
- Wet One (armored) recruitable in land forts and caves like naked version
- Pale One Militia/Wet One/Ancient Wet One Bronze/Stone Spear become 2h, def 0 → 1
- Ancient Lord gains H1, MR 13 → 14
- Earth Reader 260g → 245g
- All mages given the Bronze Cap their sprites wear
- Revive Cavern Wights quantity +1/2 per level, castable underwater
- Bind Penumbral \rightarrow Bind Penumbrals, quantity $1 \rightarrow 2$, cost $1 \rightarrow 2$
- Mirror of Earth's Memories Thaum 4 → Conj 4
- Liquid Flames of Rhuax prec $0 \rightarrow 2$, range $30+5 \rightarrow 35+5$
- Pretender Leader of the Closed Council Fortune Teller $20 \rightarrow 33$, cost $150 (130) \rightarrow 120 (100)$
- Pretender Ageless Olm pathcost 60 → 50, prot 5 → 15, str 14 → 18, gains Fortune Teller
 33, magic leadership 40, crown slot, Mind Blast → Greater Mind Blast (AoE 1)
- Pretender **Risen Oracle** prot $1 \rightarrow 5$, Fortune Teller $20 \rightarrow 33$, can summon x2 Cavern Wight per month,

cost 240 → 200

- Pretender Earth made Flesh gains Inspirational 1, cost 270 (250) → 210 (190)
- Pretender **Golden Pillar** Fortune Teller 33 → 75, gains Spirit Sight (vanilla bug), misc slots 1 → 2

- Gains access to pretenders Prince of Death, Linnormr, Serpent of the Underworld, Dog of the Underworld, Serpent of Heavenly Fires, Titan of Rivers, Dharmapala of the Underworld, Mother of Storms, Statue of the Underworld
- Fixed WH's bugged **Olm Spawn** multihero buff; W1E1H2 100% FWED → F1W2E2D1H2, gains stat buffs, extra misc slot, Fortune Teller 10
- Hero **Ogon** minimum turn arrival 20 → 10
- Starting army and commander upgraded
- PD upgraded
- Benefits from buffs to Water magic, Bronze Glaive and Buckler

Tir na n'Og

- Fir Bolg Slinger Bronze Dagger → Bronze Hatchet
- Ri RP $4 \rightarrow 3$
- **Bean Sidhe** 285g → 250g
- Sidhe Champion $225g \rightarrow 210g$
- Sidhe Lord Golden Spear → Golden Lance
- Summon Cu Sidhe $G2 \rightarrow G1$, cost $5 \rightarrow 8$, Cu Sidhe def $12 \rightarrow 13$, gains Glamour, Patrol Bonus 2, Bodyguard 2
- Shillelagh Const $3 \rightarrow 1$, cost $3/2 \rightarrow 2/2$, dmg $5 \rightarrow 10$, def $1 \rightarrow 2$
- Gains access to pretenders Idol of Men, Idol of Beasts, Idol of Sorcery
- Hero Good Man gains G1
- Hero Warrior Queen H2 → H3
- Starting army upgraded
- Tier 2 PD upgraded
- Benefits from new combat crosspath spells

Fomoria

- Fomorian Giant/King att $11/12 \rightarrow 12/13$, def $10/11 \rightarrow 11/12$
- Fomorian Javelinist/Militia Bronze Spear becomes 2h, def 0 → 1
- Fir Bolg Slinger Bronze Dagger → Bronze Hatchet
- Summon Morrigan cost $5 \rightarrow 4$, castable underwater, Morrigan gains Amphibian
- Summon Black Dogs/Barghests D2 \rightarrow D1, Black Dogs prot/def 4/10 \rightarrow 5/12, gains Bodyguard 1, Barghest prot/def 6/11 \rightarrow 7/12
- Pretender Fomorian Sorcerer pathcost 20 → 10, cost 120 (100) → 140 (120)
- Pretender Fomorian God King W1D2 → A1W1D1, gains Tight Rein, Undead Leadership 0
- \rightarrow 100, Bronze Spear/Javelin \rightarrow Enchanted Spear/Javelin of Flight, Bronze Scale Hauberk \rightarrow Weightless Scale, cost 310 (290) \rightarrow 230 (210)
- Gains access to pretenders Idol of Men, Idol of Beasts, Idol of Sorcery
- Hero **Uncursed** gains G1
- Hero **High King** minimum turn arrival 25 → 20, gains Tight Rein
- Starting army upgraded
- PD upgraded

EA Vanheim

- Fay Boar 100g → 80g, halved upkeep, gains Darkvision 50
- Draug gains Iron Cap
- Hero Vanlade H2 → H3
- Multihero **Dwarf Elder** minimum turn arrival $5 \rightarrow 0$
- Starting army upgraded
- Tier 2 PD upgraded

Helheim

- **Valkyrie** 45g → 40g
- Draug gains Iron Cap
- Brood of Garm quantity $5 \rightarrow 6$, Jotun Wolf size $6 \rightarrow 5$, def 11 \rightarrow 12, gains Darkvision 50, Mountain Survival
- Starting army upgraded
- Tier 2 PD upgraded

Niefelheim

- Niefel Giant/Jarl Full Leather Armor → Jotun Wolf Pelt (prot +1, magic), Jarl Shield → Ice Aegis (prot +2, parry +2, magic)
- Skratti Jotun Wolf shape size 7 → 5, all forms gain Mountain Survival
- Brood of Garm quantity $5 \rightarrow 6$, Jotun Wolf size $6 \rightarrow 5$, def 11 \rightarrow 12, gains Darkvision 50, Mountain Survival
- Summon Glosos cost 13 → 11, Gloso prot 8 → 9, gains Poison Barbs 5
- Awaken Jotun Draugar cost 15 → 12, Jotun Draug MR 13 → 15, gains Iron Cap
- Summon Rimvaettir cost 5 → 4
- Pretender Skratti cost 140 → 120
- Pretender **Bog Mummy** cost 260 (240) → 220 (200)
- Pretender **Dracolich** pathcost 80 → 60, Plague Breath attack usable underwater
- Pretender **Son of Niefel** W2D1 → A1W1D1, prot 8 → 9, Ice Blade → Frost Brand, Full Leather Armor → Jotun Wolf Pelt, Ice Aegis becomes forgeable version (parry +2, prot +3), gains Reinforced Leather Cap, cost 250 (230) → 230 (210)
- Gains national discount on Rime Hauberk
- Hero **Great Hag** Adept Cross Breeder $8 \rightarrow 10$, Fortune Teller $15 \rightarrow 25$, minimum turn arrival $20 \rightarrow 15$
- Starting army upgraded
- PD upgraded
- Benefits from buffs to Water magic and Axe

Rus

- Chud Hunter/Berserker 25g/35g \to 20g/30g, Berserker's Scale Mail Cuirass \to Scale Mail Hauberk (+3 prot, +1 enc, +3 res cost)

- Rusian/Chud Warriors gain Javelin, Warrior's Scale Mail Cuirass → Scale Mail Hauberk (+3 prot, +1 enc, +3 res cost)
- Bear Warrior 18g → 16g
- Rusian/Chud Hunter Spear becomes 2h, def 0 → 1
- Rusian Wizard F1N1 100% AESN → F1 100% FSN 100% AEN, same cost
- **Perkunu** 535g → 515g, A3S1N2 → A3E1N2 (Magic Duel immunity)
- Daughter of the Sun 395g → 345g
- Son of Heaven 380g → 335g
- Thunder Priest 325g → 310g
- Zmey loses Cold Blooded, prot 13 → 14, gains Unsurroundable 2, Darkvision 50
- Summon Simargl quantity/cost 1 \rightarrow 2, Simargl def 11 \rightarrow 13, gains Bodyguard 1, Darkvision 50. Mountain Survival
- Firebird gains Awe 1
- Sirin gains G1, Contact Sirin cost 8 → 13
- Summon Rusalka castable underwater, Rusalka gains G1
- Summon Likho cost $10 \rightarrow 7$
- Send Bukavac W4 → W3, gains extra Tentacle attack, Darkvision 50
- Gamayun gains G1, Fortune Teller 15 → 25
- Contact Beregina Conj 6 → 5, W3E1 → W3, cost 35 → 30
- Contact Cloud/Mountain Vila A/N 4 → 3, cost 40 → 30, both Vila gain G1
- Contact Leshiy N6 → N5, cost 60 → 45, Leshiy gains Recuperation
- Gains pretender discount on Volla of the Bountiful Forest, Irminsul
- Gains national discount on Bear Claw Talisman
- Hero **Hag** gains G3, minimum turn arrival 20 → 10
- Hero **Shaman of Many Forms** gains G1, bear/snake form prot $8/7 \rightarrow 15$, snake Crush \rightarrow Tail Sweep
- Hero **Daughter of the Thunder** minimum turn arrival 15 → 0, Oak form gains lvylord 2
- Hero **Vengeful Widow** minimum turn arrival 10 → 0
- Fixed hero **Son of the Bear**'s Berserk lowering from 5 to 3 in bear form
- Starting army upgraded
- PD upgraded
- Benefits from new combat crosspath spells and buffs to Fire magic

Kailasa

- Gains bless point bonus +2
- Markata/Vanara/Bandar base MR 7/8/8 → 8/9/9
- Yavana Archer → Guhyaka Archer, cap-only → any fort, mor 13 → 12, 30g → 27g, RP 21
- Guhyaka Spear becomes 2h, def 0 → 1
- Bandar Warrior gains Scale Mail Cuirass like Lanka's
- Bandar Swordsman gains Iron Cap
- All Markata prec 8 → 9
- Summon Apsaras/Nagas/Gandharvas/Garudas/Kimpurushas quantity +1/2 per level
- Summon Siddha's Siddha HP/str/att/def 20/13/9/9 → 26/15/11/13, Fist loses att/def penalty

- Summon Devata cost 45 → 35
- Summon Devala Conj $9 \rightarrow 8$, cost $55 \rightarrow 40$
- Summon Rudra cost 55 → 45, gains Thunder Fist
- Contact Yakshini castable underwater
- Item Vajra att 2 → 3, gains Overcharged 1
- Item Headdress of the Bull prot $8 \rightarrow 10$, str +2 \rightarrow +3, cost $5 \rightarrow 4$
- Gains access to pretenders Wadjet, Celestial Carp and Irminsul
- Gains pretender discount on **Destroyer of Worlds**
- Hero **Divine Steed** W2H3 → W3H3, prot 10 → 13, gains crown slot, minimum turn arrival 0 → 10
- Hero **Divine King** gains G1, Siege Bonus 25 → 50
- Starting army and commander upgraded
- PD and PD commanders upgraded
- Benefits from buffs to Buckler, Mace and Water magic

Lanka

- Markata/Vanara/Bandar base MR 7/8/8 → 8/9/9, Kala-Mukha Warrior MR 10 → 11
- Kala-Mukha Warrior 50g → 45g
- Asara Spear becomes 2h, def 0 → 1
- Iron Cudgel dmg $8 \rightarrow 9$, def $0 \rightarrow 1$
- All Markata prec 8 → 9
- Pisacha MR 8 → 11, att/def 11/9 → 12/8, gains second Poisoned Claw attack
- Host of Ganas castable underwater
- Daitya's Bow of Plague prec +5 → +10
- Item Headdress of the Bull prot $8 \rightarrow 10$, str +2 \rightarrow +3, cost $5 \rightarrow 4$
- Gains access to pretenders Serpent of Chaos, Wadjet, Celestial Carp, Irminsul and

Statue of the Bloody Mother

- Pretender **Raksharani** cost 180 (160) → 150 (130)
- Hero Kabandha gains crown and bow slots
- Starting army and commander upgraded
- PD upgraded
- Benefits from buffs to Buckler and Mace

Yomi

- Slight increase to Amanojaku (+1% per candle) freespawn rate in templed mountains/cap
- Oni size 3/4/Amanojaku unrest generation $0.3/0.5/1 \rightarrow 0.2/0.3/0.5$
- Oni Spirits' Spectral Great Sword → Spectral No-Dachi
- Sorcerer recruitable in unforted mountains, average start age 66 → 52
- **Demon Priest** undead leadership 10 → 20
- Gains spell Kappa Clan, Conj 4, W2, cost 20, summons Kappa Mage (W2 20% N), Kappa Chief, 15+2 Kappa
- Gains access to **Oni**-summoning nationals of later ages, **Ao-/Aka-Oni** cost $7 \rightarrow 6$, **Oni** cost $8 \rightarrow 7$, **Kuro-Oni** cost $9 \rightarrow 8$

- Summon Kappa W1N1 → W1, castable underwater, Kappa MR 8 → 11
- Summon Oni General Conj 6 → 5, upkeep removed
- Summon Dai Oni Conj 8 → 7, upkeep removed
- Chunari/Hannya same upkeep as Namanari, Hannya mapmove 12 → 14
- End of Culture Thaum $6 \rightarrow$ Thaum 5, $F5 \rightarrow$ F4, $cost 60 \rightarrow 50$
- End of Weakness castable underwater
- Summon Karasu Tengus quantity +1/2 per level
- **Nushi** gains G1, serpent form homesickness $50\% \rightarrow 20\%$, human form gains poison res 15, both forms gain Darkvision 50
- Contact Dai Tengu cost $55 \rightarrow 45$, both Tengu summons quantity $+\frac{1}{2}$ per level
- Summon Gozu Mezu Conj 6 → 5
- Summon Araburu-kami Conj 7 \rightarrow 6, Araburu-kami MR 14 \rightarrow 15, gains fire res 5, Flaming Fist secondary Fire dmg 12 \rightarrow 14, cost 5 \rightarrow 4
- Pretender **Oni Kunshu** prec $9 \rightarrow 11$, domsummons size 3+ Oni and more rarely Amanojaku, gains Inspirational 1, Oni Summoner $75 \rightarrow 100$, battle summons 1d6 Wolves \rightarrow 1d6+5 and 1d3 Dire Wolves, No-Dachi \rightarrow Enchanted No-Dachi, Heavy Samurai Armor \rightarrow Enchanted Samurai Armor, cost 260 (240) \rightarrow 210 (190)
- Gains access to pretenders Wyrm, Thrice Horned Boar, Irminsul
- Gains pretender discount on Dharmapala of the Underworld, Statue of War
- Hero **Bandit King** F1D1B2 → F1D2B2, generates blood slaves x1 → x2, gains misc slot
- PD commander upgraded
- Benefits from new combat crosspath spells, buffs to magic item costs and blunt weapons

Hinnom

- Dawn Guard str 15 →16 matching 'Adite Elite Soldier, become rec limit 4, 40g → 35g
- Avvite Heavy Archer prec $10 \rightarrow 11$, Full Scale Archer Armor def $-4 \rightarrow -3$
- Horite/Horite Hunter/Horite Champion att/def 9/9 10/9 11/9 → 10/9 10/10 11/11
- Avvite Horn Blower 35g → 30g
- **Kohen** 350g → 315g
- Melgart gains Tight Rein
- Summon Lilot N4 → N3, Lilot gains G1
- Starting army upgraded
- PD upgraded

Ur

- Re-enabled recruitment of swamp units and commanders in forted swamps
- Male Enkidu size 5 → 4
- Enki's Chosen def 10 → 11, gains Bronze Cap
- Mushussu gains Darkvision 50
- Enkidu Spear Guard/Ur-Guard/Enkidu Commander/Kulullu Soldier gain Bronze Cap
- Enkidu Reaver 26g → 23g, RP 23 → 15
- Enkidu Horn Blower 35g → 22g
- Enkidu Hunter Stone Spear becomes 2h, def 0 → 1

- All Kulullu Bronze Spears become 2h, def 0 → 1
- Kulullu mages -15g
- Enkidu Chief gains Shield
- Call Anzus Water Breath attack usable underwater
- Item Headdress of the Bull prot $8 \rightarrow 10$, str +2 \rightarrow +3, cost $5 \rightarrow 4$
- Pretender **Enkidu Great Sage** Twiceborn Wight Mage → Wight Shaman, cost 130 (110) → 120 (100)
- Pretender **Bone Mother** D1 \rightarrow E1D1, Fortune Teller 25 \rightarrow 33, Twiceborn Wight Mage \rightarrow Wight Shaman, cost 110 (90) \rightarrow 120 (100)
- Pretender **Apkallu** pathcost $80 \rightarrow 40$, Adept Researcher +10 \rightarrow +15, gains Spirit Sight, cost 290 (270) \rightarrow 210 (190)
- Hero Entu of the Moon gains Adept Researcher 4, Fortune Teller 20
- Hero **Favoured of Enki** N3H2 \rightarrow A1W1E1N3H2, minimum turn arrival 5 \rightarrow 0
- Hero Seventh Sage minimum turn arrival 10 → 0
- Starting army upgraded
- PD upgraded
- Benefits from new combat crosspath spells and buffs to Water magic

Berytos

- Colossi Warrior 35g → 30g
- Berytian Elite Soldier str 10 → 11, 14g → 13g
- Berytian Heavy Spearman att/def 10/11 → 11/10
- Berytian Lancer att 10 → 11
- All size 3 sailing commanders max size $3 \rightarrow 5$
- Storm Caller RP 4 → 3
- Berytian Priest cost 200 → 180
- Mage Pilot cost 110 → 95
- Berytian Sage gains 20% FE random, same cost
- Summon Lilot N4 → N3, Lilot gains G1
- Call Melgart Melgart gains Tight Rein
- Pretender **Melqart** B3 \rightarrow F1E1B1, pathcost 60 \rightarrow 40, cost 190 (170) \rightarrow 180 (160), gains Tight Rein
- (vanilla bug) Fixed discount on Telkhine God-King not working
- Multihero **Brazen Bull** prot 14 → 16, gains shock res 15, Golden Horns → Brass Horns, gains Brass Hoof attack, extra misc slot
- Hero Bride of the Gods minimum turn arrival $10 \rightarrow 5$
- Starting army upgraded
- PD upgraded
- Benefits from new combat crosspath spells and buffs to Water magic

EA Xibalba

- Sun Guide RP 24 \rightarrow 18, Obsidian Shard Blade def 1 \rightarrow 2

- Xibalban Warrior/Dart Thrower RP $6 \rightarrow 5$, Dart Thrower prec $5 \rightarrow 6$, Xibalban Warrior Stone Lance becomes 2h, def $0 \rightarrow 1$
- Xibalban Guard RP 12 → 9
- Large Scorpion RP 2 → 1, gains Forest Survival
- Giant Scorpion mapmove 8 → 10, gains Forest Survival, 5g → 4g
- Xibalban Scorpion prot 12 → 13, mapmove 8 → 14, RP 15 → 10, gains Forest Survival
- Obsidian Club Sword (2h) dmg 7 → 8
- Obsidian Dart ammo $4 \rightarrow 5$
- **Onaqui** 790g → 715g
- Summon Jaguars N2H1 \rightarrow N1H1, Jaguar prot 4 \rightarrow 6, MR 8 \rightarrow 9, def 11 \rightarrow 12
- Sacred Scorpion mapmove 8 → 16, gains Forest Survival
- Contact Onaqui cost 101 → 77, Beast Bats 8 → 12
- Rain of Jaguars cost 40 → 50
- Summon Chaac cost $75 \rightarrow 60$
- Theft of the Sun D6F3 → D5F3
- Break the X Soul prec 5 → 10, First/Second/Fourth Soul castable underwater
- Heroes **Sweeping Demon/Stabbing Demon** minimum turn arrival $0 \rightarrow 10$ (powerful assassins)
- Starting army and commander upgraded
- Tier 2 PD upgraded

Mekone

- Fort unrest 15 → 10
- **Discobolus** gains Siege Bonus 2, ammo 4 → 5
- Archon F1E1 200% FAE → F1A1E1 100% FE 100% FAE, same cost
- **Geronte** 145g → 130g
- Kryptes att/def 11 → 13, gains Patience 1
- Gigantes' Formation Fighter 2 → 4 (no base effect but allows 2/square once enlarged)
- Polemarch, heroes First Gigante, King of Pallene gain Tight Rein
- Sow Dragon Teeth castable underwater
- Gigantomachia Thaum 7 \rightarrow 6, E4F4 \rightarrow E4F3, cost 60 \rightarrow 50, cap rebate on Polemarch, Elder Cyclops and Basileus 10g \rightarrow 50g
- Summon Hound of Twilight Conj 5 \rightarrow 4, E2D1 \rightarrow E1D1, Hound of Twilight Serpent Tail att/def/len 0/-1/0 \rightarrow 1/0/2
- Gains spell Summon Twilit Pack, Conj 6, E2D2, cost 8 for 3+1/2 Hounds of Twilight
- Procession of the Underworld D3 → D2, cost 13 →11
- Bind Keres cost 12 → 9
- Forge Brass Bull F3E3 \rightarrow F2E2, Khalkotauros MR 14 \rightarrow 16, prec 5 \rightarrow 7, Heat Aura 3 \rightarrow 6, Fiery Breath dmg 0 \rightarrow 4, gains crown slot
- Item God-Slayer Spear def 0 → 1
- Gains access to pretenders Titan of the Sea, Titan of Serpents and Medicine, Duiu of War, Statue of Order
- Hero First Gigante minimum turn arrival $10 \rightarrow 0$

- Hero **Apprentice of Titans** gains W1 (gives him something to do that regular Elder Cyclopes can't, becoming able to boost up to forge the F4W4 elemental staff)
- Starting army upgraded
- Benefits from <u>new combat crosspath spells</u>, <u>buffs to Fire magic</u> and <u>heavy armor</u> encumbrance

Ubar

- Ifrit Warrior gains Golden Helmet
- Jinn Warrior/Guardian of the Forbidden Chamber given reclimit 8/5
- Ghul HP 12/15 \rightarrow 13/16, prot 2/4 \rightarrow 4/6, MR 13 \rightarrow 14, str 11/13 \rightarrow 12/14, def 11 \rightarrow 12, RP 20 \rightarrow 18
- Shaytan RP $2 \rightarrow 3$
- Jinn Emir gains G1, same cost
- Tubba gains 50% FAEG random, same cost
- Ifrit Sultan, hero Black King gain Tight Rein
- Hinn/Binn, Ghul/Ghulah (secondshape) attacks become magical, Ghul MR 13 → 14
- Summon Hinn Conj $6 \rightarrow 5$, prot $3 \rightarrow 5$, def $11 \rightarrow 12$
- Summon Binn Conj $6 \rightarrow 5$, prot $4 \rightarrow 6$, def $12 \rightarrow 13$
- Marid's Gore attack becomes magical
- Multihero **Banu Si'lat** gains H1, Magic Power 1, shock res 10, Spirit Sight, Storm Immunity and Enchanted Scimitar, autocasts Personal Luck, extra misc slot
- Pretender Firstborn of the Smokeless Flame gains magical Gore attack (as other Marids), cost 260 (240) \rightarrow 250 (230)
- Starting army upgraded
- Tier 2 PD upgraded
- Benefits from new combat crosspath spells and buffs to Fire magic

EA Pyrene

- **Bebryx Guard** mor $12 \rightarrow 13$, att/def $11 \rightarrow 12$, $20g \rightarrow 22g$
- Mairu Warrior/Hurler $35g \rightarrow 30g$, Hurler gains Siege Bonus 5, benefits from Boulder buffs
- Bekryde Infantry gains Javelin attack
- Bekryde Warrior/Champion gain Throw Rocks attack
- Bekryde/Bekryde Warrior Stone Spear becomes 2h, def 0 → 1
- Bekryde Shaman gains 50% AWN random, same cost
- Mairu Champion gains 30% WEN random, same cost
- Basajaun/Basandere 320g/355g → 300g/335g
- National item Flying Ointment cost 10/5 → 8/4
- Gains pretender discount on Eldest Cyclops
- Pretender **Ageless Olm** pathcost 60 → 50, prot 5 → 15, str 14 → 18, gains Fortune Teller 33, magic leadership 40, crown slot, Mind Blast → Greater Mind Blast (AoE 1)
- Pretender Earth made Flesh gains Inspirational 1, cost 270 → 210
- Pretender Golden Pillar Fortune Teller $33 \rightarrow 75$, gains Spirit Sight (vanilla bug), misc slots 1

- Castle guards upgraded
- Starting army and commander upgraded
- Benefits from new combat crosspath spells and size 6 → 5 Cave Cows now fitting 2/square

Muspelheim

- Brood of Garm quantity $5 \rightarrow 6$, Jotun Wolf size $6 \rightarrow 5$, def 11 \rightarrow 12, gains Darkvision 50, Mountain Survival
- Summon Glosos cost $10 \rightarrow 9$, Gloso prot $8 \rightarrow 9$, gains Poison Barbs 5
- Awaken Jotun Draugar cost 15 → 12, Jotun Draug MR 13 → 15, gains Iron Cap
- Pretender Skratti cost 140 → 120
- Pretender **Bog Mummy** cost 260 (240) → 220 (200)
- Pretender **Dracolich** pathcost 80 → 60, Plague Breath attack usable underwater
- Gains national discount on Fire Sword/Burning Blade/Fire Brand/Unquenched Sword
- Starting army upgraded

EA Atlantis

- **Deep One** MR 7/8 → 8/9
- Living Pillar gains Basalt Cap, MR 9 → 10, enc 3 → 2, 35g → 40g
- War Shambler 25g → 23g
- Shambler (naked) 20g → 18g
- Gains **Mage of the Strands** coastal mage recruitable with or without fort, W1 100% FWE, Inept Researcher -2, 95g
- Basalt King resource bonus 10 → 25, gains intrinsic Bite attack, as other Deep Ones
- Mage of the Deep Gift of Water Breathing 15 → 30
- Summon Monster Fish cost $6 \rightarrow 4$, Monster Fish prot $12 \rightarrow 14$, att $12 \rightarrow 13$, map move 8
- → 18, gains Darkvision 100
- Pretender **Dark Crystal** cost 190 (170) → 180 (160)
- Hero Wanderer minimum turn arrival $5 \rightarrow 0$
- Hero Future Queen gains Tight Rein, retinue of x2 Living Pillars
- Starting army upgraded
- PD upgraded
- Benefits from buffs to Water magic

EA R'Iyeh

- All **Aboleths** str +1, gain crown slot, misc slots 2 → 3
- **Giboleth/Gibodai** prot $8/6 \rightarrow 9/7$, def $8 \rightarrow 10$, RP $41 \rightarrow 29$, Gibodai receives full strength paralysis Mind Blast ($10 \rightarrow 12$), as other **Aboleths**
- **Androleth** 50g → 40g
- Slave Guardian (Merman) gains Net attack like Trooper version
- Slave Trooper/Guardian Stone Spear becomes 2h, def $0 \rightarrow 1$
- **Androdai** 265g → 225g

- Grandmother S1 \rightarrow S2, gains Inept Researcher -2, slightly increased Polypal Spawn freespawn, battle summons 3d6 Polypal Spawn, $400g \rightarrow 350g$
- **Polypal Mother** gains S1, Inept Researcher -4, can be recruited without lab or temple, battle summons 1d6 **Polypal Spawn**, same cost
- Slave Prince gains 10 magic leadership
- Mind Lords, heroes Auluudh, He Who Breathes gain Tight Rein
- Enslave Sea Trolls cost 15 \rightarrow 10, quantity 5+½ \rightarrow 5+1, Slave Troll loses upkeep cost, att/def 8/9 \rightarrow 10/9
- Item **Anemone Mace** cost $5 \rightarrow 3$, def $1 \rightarrow 2$, length $1 \rightarrow 2$, gains poison res 5
- Pretender **First Spawn** pathcost $40 \rightarrow 30$, cost $140 (120) \rightarrow 120 (100)$
- Pretender **Polypal Queen** battle summons 6d6+0-3/round **Polpyal Spawn**, summons +2 Polypal Spawn per turn
- Pretender **Void Lurker** gains Void returning 50%, Mind Blast → Greater Mind Blast (AoE 1)
- Hero **Doomed Aboleth** properly Twiceborns into Necrodai instead of size 3 Wight Mage
- Hero **Enslaved Mage** minimum turn arrival $5 \rightarrow 0$
- Gains national discount on Amulet of the Fish
- Starting army upgraded
- Tier 2 PD upgraded
- Benefits from buffs to Water magic, Amulet of the Fish buff

EA Pelagia

- **Pearl Guard** MR/str/att 12 \rightarrow 13, Pearl Spear \rightarrow Pearl Trident (dmg 3 \rightarrow 5, att 1 \rightarrow 0, res cost 2 \rightarrow 4), Pearl Shield res cost 8 \rightarrow 6, 20g \rightarrow 23g, RP 23 \rightarrow 25
- Pelagian Shore Fighter/Turtle Warrior $11g \rightarrow 10g$, RP $12 \rightarrow 11$
- Sideraspist att $10 \rightarrow 11$, $13g \rightarrow 12g$, RP $16 \rightarrow 12$
- Triton Rider gains Turtle Cap, Tail Flipper \rightarrow Tail Slap, dmg -5 \rightarrow -1, att -2 \rightarrow -1, mount **Hippocampus** gains Turtle Shell Barding (body prot 3 \rightarrow 11), 50g \rightarrow 45g
- Pelagian Soldier/Merman Net Thrower gain Sharkskin Cuirass
- Turtle/Shark Tribe Tritons HP/prot/str 10/0/10 → 12/1/11
- Ichtyid Pearl Mages and regular Ichtyids recruitable in coastal forts (From the in-game description: "With time the Ichtyid Pearl Mages formed their own secret society. Most of them still serve Pelagia in respect of Thaumas, but a few have left for distant shores where they found small enclaves of Ichtyids.")
- Merman Scout/Merman Net Thrower recruitable in coastal forts
- Pelagian Militia (knife) gains Turtle Shell Shield
- Ichtyid Pearl Mage 110g → 95g
- Pelagian Mermage 135g → 110g
- Pearl Mage gains 10% AWSN random, same cost
- **Pearl King** MR 17 → 18, str 15 → 19, map move 18 → 22, enc 3 → 2, misc slots 2 → 3, Bronze Trident (2h) → Pearl Trident (1h), triton king heroes similarly buffed, $695g \rightarrow 650g$
- Hero **Black Prince** gains named magical trident with superior stats and two attacks, extra misc slot
- Hero **Druid of the Seas** domsummons more and more powerful sea creatures, gains lyylord 2, minimum turn arrival $15 \rightarrow 0$

- Hero **Pearlsmith** minimum turn arrival $15 \rightarrow 0$
- PD upgraded
- Benefits from <u>buffs to Water magic</u>, <u>turtle shell armor</u>, <u>Shambler Skin Armor and Amulet of</u> the Fish buffs

EA Oceania

- **Aphroi** gain Coral Cap, Coral Barding enc 4 → 3 (matching Coral Hauberk), 55g → 60g
- All Aphroi/Ichtycentaurs/Ichtytaurs/Capricorns gain Tail Slap attack while underwater
- Ichtytaur $40g \rightarrow 35g$, Bronze Spear becomes 2h, $def 0 \rightarrow 1$
- Ichtysatyr (no shield) mor 8 → 9, Bronze Spear becomes 2h, def 0 → 1
- **Aphroi Lord** gains H1, MR 14 → 15, Coral Barding enc 4 → 3 (matching Coral Hauberk)
- Haliade $480g \rightarrow 400g$, map move $18 \rightarrow 22$
- Aphroi Hierophant 190g → 170g
- Fixed Ichtycentaur Commander's bugged land upkeep and low stats
- Pretender **Aphroi Sage** regained missing discount, cost 160 (140) → 120 (100)
- Starting army and commander upgraded
- Tier 2 PD and PD commander upgraded
- Benefits from new combat crosspath spells, buffs to Water magic and Turtle Shell Hauberk

Therodos

- Kouretes recruitable from any templed underwater fort.
- Kourete/Korybant RP 36/23 → 24/15
- Sow Dragon Teeth castable underwater
- Summon Hound of Twilight Conj 5 \rightarrow 4, E2D1 \rightarrow E1D1, Hound of Twilight Serpent Tail att/def/len 0/-1/0 \rightarrow 1/0/2
- Gains spell Summon Twilit Pack, Conj 6, E2D2, cost 8 for 3+1/2 Hounds of Twilight
- Procession of the Underworld D3 → D2, cost 13 →11
- Bind Keres cost 12 → 9
- Forge Brass Bull F3E3 \rightarrow F2E2, Khalkotauros MR 14 \rightarrow 16, prec 5 \rightarrow 7, Heat Aura 3 \rightarrow
- 6, Fiery Breath dmg $0 \rightarrow 4$, gains crown slot
- Gains access to pretenders Prince of Death, Ferryman, Titan of the Sea
- Starting army upgraded
- Tier 2 PD upgraded
- Affected by <u>buffs to supply items</u> and <u>population recovery in friendly Growth 1+ dominion</u>

Middle Age

MA Arcoscephale

- Heart Companion att/def 11/13 \rightarrow 13/12, 20g/23 RP \rightarrow 23g/27 RP, Formation Fighter 5 \rightarrow 6 (when enlarged, goes from 5/square \rightarrow 4/square instead of 5 \rightarrow 3)
- Charioteer Ring Mail Cuirass → Plate Cuirass, Chariot gains Scale Barding (prot 3/3 → 14/20)

- **Hoplite** att 11 → 12
- Hypaspist att 11 → 12, Hypaspist/Hypaspist Commander map move +2 (14/16 → 16/18)
- **Hiereia** 155g → 135g
- Archousa gains 100% SN random, 235g → 265g
- Sow Dragon Teeth castable underwater
- Awaken Hamadryad N4 → N3, Hamadryad gains Ivylord 1, cost 25 → 15
- Summon Hound of Twilight Conj 5 \rightarrow 4, E2D1 \rightarrow E1D1, Hound of Twilight Serpent Tail att/def/len 0/-1/0 \rightarrow 1/0/2
- Gains spell **Summon Twilit Pack**, Conj 6, E2D2, cost 8 for 3+½ Hounds of Twilight
- Procession of the Underworld D3 → D2, cost 13 →11
- Bind Keres cost 12 → 9
- Craft Keledone \rightarrow Craft Keledones, Const $6 \rightarrow 4$, E2S2 \rightarrow E2S1, quantity $1 \rightarrow 2$
- Forge Brass Bull F3E3 \rightarrow F2E2, Khalkotauros MR 14 \rightarrow 16, prec 5 \rightarrow 7, Heat Aura 3 \rightarrow 6, Fiery Breath dmg 0 \rightarrow 4, gains crown slot
- Gains pretender discount on Sphinx, Titan of Forethought
- Hero **Hierophant** S2 → S3
- Hero **Son of Titans** def 11 → 13, gains Affliction Resistance 2
- Hero Conqueror gains Tight Rein
- Starting army and commander upgraded
- PD, PD commander and castle guards upgraded
- Benefits from buffs to Long Spears, Plate Cuirass and heavy armor encumbrance

MA Ermor

- 0.5% chance per candle to freespawn a **Spectator** in forts with labs
- Longdead Triarius gains Formation Fighter 2, att 12 \rightarrow 13 to stay consistent with living Triarius buffs
- **Dusk Elder** considered 1 Astral level higher in Magic Duel
- Revive Acolyte/Bishop cost 10/16 → 8/13
- Revive Wailing Lady/Lamentation/Great Lamentation cost 8/25/33 → 4/16/21
- Lictorian Legion Conj 8 → 7, cost 35 → 22
- Ermorian Legion Ench $6 \rightarrow 5$, D4 \rightarrow D3, cost 15 \rightarrow 5, Longdead Legionnaires \rightarrow mix of Longdead Velites, Legionnaires, Principes and Triarii
- Hero **Dusk Elder** minimum turn arrival 15 → 10
- Starting army upgraded
- Indirectly nerfed by <u>buffs to supply items</u> and <u>population recovery in friendly Growth 1+</u> <u>dominion</u>

Sceleria

- Scelerian Cultist cost 65g → 90g
- **Lictor** 26g → 23g, RP 31 → 25
- Shadow Vestal $45g \rightarrow 40g$, undead \rightarrow part undead, MR -1, gains cold res 5, poison res 15, H1 commander variant for stealthy raiding
- Hastatus XPshapes to Principe at 40 XP, loses 25 XP

- **Principe** 14g → 13g, 20 → 18
- Triarius 15g \rightarrow 14g, RP 25 \rightarrow 21, base (before old age) hp/str/att 12/10/12 \rightarrow 13/12/13, start age 55 \rightarrow 50 (same old age penalties, but takes much longer to incur worse ones)
- **Praetorian Guard** $20g \rightarrow 15g$, RP $31 \rightarrow 24$, starting affliction chance $50\% \rightarrow 20\%$, start age $55 \rightarrow 50$ (same old age penalties, but takes much longer to incur worse ones)
- **Censor** gains H1, 125g → 135g
- Centurion, at 100 XP, loses 50 XP and becomes Legatus Legionis
- Hero Great Consul gains sailing size 5, capacity 999
- Hero Thrice Triumphant gains Unrest Reduction 5, Patrol Bonus 30, sailing size 3 → 5
- Starting army upgraded
- Tier 2 PD upgraded

MA Pythium

- Battle Vestal is autoblessed, Spear \rightarrow Consecrated Spear (dmg 3 \rightarrow 5, att 1 \rightarrow 2, magic, 5 AN holy damage to undead/demons on hit, MR negates paralyze vs demons/undead on damage), gains Robes, Standard 1
- Hastatus XPshapes to Principe at 40 XP, loses 25 XP
- **Principe** 14g → 13g, 20 → 18
- Triarius 15g \rightarrow 14g, RP 25 \rightarrow 21, base (before old age) hp/str/att 12/10/12 \rightarrow 13/12/13, start age 55 \rightarrow 50 (same old age penalties, but takes much longer to incur worse ones)
- Emerald Guard $20g \rightarrow 18g$, RP $31 \rightarrow 24$
- **Hydra** 200g → 160g, prot 8 → 9, gains Darkvision 50
- Hydra Hatchling $35g \rightarrow 25g$, prot $4 \rightarrow 7$, def $9 \rightarrow 11$, gains Darkvision 50
- Theurg Acolyte/Theurg/Arch Theurg Fortune Teller 0/5/10 → 5/10/15
- Serpent Lord leadership 75 → 100, 100g → 110g
- Battle Deacon gains Combat Caster, Mace → Consecrated Mace
- Hydra Tamer leadership 10 → 20, Beastmaster 2 → 3
- Centurion, at 100 XP, loses 50 XP and becomes Legatus Legionis
- Fixed **Arch Theurg** being size 2 (vanilla bug)
- Harbinger's Heavenly Horn becomes intrinsic
- Heavenly Wrath cost 35 → 30
- Heavenly Choir S7F2 \to S5F2, cost 144 \to 99, Angel of the Heavenly Choir gains Heavenly Hymn attack
- Awaken Hamadryad N4 → N3, Hamadryad gains Ivylord 1, cost 25 → 15
- Hero Patriarch typo in age reduction command fixed (now less old), gains retinue of x2

Emerald Guard

- Hero Miracle Worker minimum turn arrival $10 \rightarrow 0$
- Starting army upgraded
- Tier 2 PD upgraded

MA Man

- Spearman/Longspear Ring/Scale Mail Cuirass → Chain Mail Cuirass (prot 8/10 → 12)
- Forester RP 14 → 10

- Logrian Cavalry War Horse Leather Barding → Light Chain Barding (total prot body/head 8/3 → 12/3, res cost +3)
- Logrian Slinger 9g → 8g
- Lord Warden gains H1, Combat Caster, 170g → 190g
- Royal Forester command 10 → 30, no morale penalty
- Gained Logrian Chief foreign rec cavalry commander
- Chorus Master/Chorus Slave cast time $100 \rightarrow 50$
- Summon Cu Sidhe $G2 \rightarrow G1$, cost $5 \rightarrow 8$, Cu Sidhe def $12 \rightarrow 13$, gains Glamour, Patrol Bonus 2, Bodyguard 2
- Summon Black Dogs/Barghests D2 \rightarrow D1, Black Dogs prot/def 4/10 \rightarrow 5/12, gains Bodyguard 1, Barghest prot/def 6/11 \rightarrow 7/12
- Herd of Unicorns G2N1 → G1N1, cost 10 → 6
- Gains access to pretenders Idol of Men, Idol of Beasts, Idol of Sorcery
- Multihero **Knight of the Stone** gains stat-boosted, better-armored mount, small chance to generate custom positive events
- Hero Rhianne becomes stealthy, gains Defence Organizer 5, Patrol Bonus 30
- Hero Ettin King prot 6 → 10, loses Stupid ability, gains Stomp attack, Affliction Resistance
- 2, third hand slot, small chance to generate custom positive events
- Hero Green Knight gains better-armored mount, automatically regains lost mount
- Starting army and commander upgraded
- Benefits from new combat crosspath spells, buffs to Axe and Full Ring Mail

Eriu

- All applicable **Sidhe** gain Golden Spear, Golden Shield
- All **Sidhe** wearing Bronze Scale Cuirass → Bronze Scale Hauberk (prot +3, enc +1)
- Fir Bolgs gain helmets
- Milesian Spearman/Longspear Ring/Scale Mail Cuirass → Chain Mail Cuirass (prot 8/10 → 12)
- Fir Bolgs/Fir Bolg Champion Bronze Scale Cuirass → Bronze Scale Hauberk (prot +3, res cost +3)
- Fir Bolg Charioteer's Chariot gains Leather Barding (prot 3/3 → 9/3, res cost +4)
- Fir Bolg Slinger Bronze Dagger \rightarrow Bronze Hatchet
- Bean Sidhe 285g → 250g
- Sidhe Champion 225g → 210g
- Milesian Monk gains Divine Inspiration, research 4
- Milesian Champion leadership 75 → 100, 55g → 95g
- Gains access to **Summon Black Dogs/Barghests**, D2 \rightarrow D1, **Black Dogs** prot/def 4/10 \rightarrow 5/12, gains Bodyguard 1, **Barghest** prot/def 6/11 \rightarrow 7/12
- Summon Cu Sidhe G2 \to G1, cost 5 \to 8, Cu Sidhe def 12 \to 13, gains Glamour, Patrol Bonus 2, Bodyguard 2
- Shillelagh Const 3 \rightarrow 1, cost 3/2 \rightarrow 2/2, dmg 5 \rightarrow 10, def 1 \rightarrow 2
- Gains national discount on Owl Quills
- Gains access to pretenders Idol of Men, Idol of Beasts, Idol of Sorcery
- Gains pretender discount on **Duiu of Farming**

- Multihero **Fianna** gains Unrest Reduction 3, small chance to generate custom positive events
- Hero Ferdiad gains Affliction Resistance 2
- Starting army upgraded
- PD upgraded
- Benefits from new combat crosspath spells

MA Ulm

- Pikeneers gain Formation Fighter 2 as part of Pike buff
- War Dog str/def 7/11 → 8/12, gains Darkvision 50, Forest Survival
- Gains recruitable commander **Dog Trainer** with Tight Rein ability, allowing disciplined orders for **War Dogs** and other undisciplined units (with a morale penalty to non-animals)
- Black Priest gains Mundane Researcher
- Tempering the Will Thaum 5 → 4
- Contact Iron Angel Conj 8 → 7, E5S2 → E3S2, Iron Angel gains Spirit Sight
- Gains multihero **Hermit Shaman** (based on **EA Ulm**'s **Shaman**, E1N1 x2 100% FEDN non-sacred)
- Hero Hildegard A1N1 → N1G2 ("taught her fay magic"), starts with Gossamer Barding
- Heroes **Barthulf**, **Raterik**, **Hildegard** and **Dietrich** gain small chance to generate custom positive events, third misc slot, Barthulf gains stat-boosted mount
- Hero Locksmith gains Siege Bonus 50
- Starting army and commander upgraded
- Tier 2 PD upgraded
- Benefits from <u>buffs to magic item costs</u> and <u>blunt weapons</u>

MA Marignon

- Pikeneer gains Formation Fighter 2 as part of Pike buff
- Flagellant 10g → 9g, starting affliction chance 75% → 50%
- Initiate becomes sacred, gains 25% S1 random, 65g → 85g
- Holy Pyre AoE $3 \rightarrow 5$, dmg $7+ \rightarrow 8+$, prec $1 \rightarrow 3$
- Harbinger's Heavenly Horn becomes intrinsic
- Heavenly Wrath cost 35 → 30
- Heavenly Choir S7F2 \rightarrow S5F2, cost 144 \rightarrow 99, Angel of the Heavenly Choir gains Heavenly Hymn attack
- Gains access to items **Cockerel/Mercybrand**, costs $10 \rightarrow 8/7$, Mercybrand Patrol Bonus $10 \rightarrow 20$
- Hero Carmont F1S1 → F2S2, gains Patrol Bonus 30, retinue of two Hands of Justice
- Hero **Angelique** gains stat-boosted, better-armored mount, Patrol Bonus 25, Plate Cuirass/Half Helmet → Golden Armor/Helmet
- Starting army and commander upgraded
- Benefits from buffs to Fire magic and Plate Cuirass

MA Mictlan

- Sun Warrior gains Sun Awe 1, $18g \rightarrow 24g$, RP $18 \rightarrow 25$
- Obsidian Club Sword (2h) dmg 7 → 8
- High Priest of the Sky 100% FWSN 10% FAWSN \rightarrow 100% FAWSN 10% FWSN, Fortune Teller 10 \rightarrow 15
- Sky Priest 10% FWSN \rightarrow 100% FAWSN, 100g \rightarrow 145g
- **Couatl** prot/str/def 5/11/10 → 9/13/13
- Summon Jaguar Toads N1H1 \rightarrow N1, Jaguar Toad prot 3 \rightarrow 7, MR 5 \rightarrow 9, str 11 \rightarrow 14, att 7 \rightarrow 8, prec 5 \rightarrow 9, gains Darkvision 50, Forest Survival
- Summon Jaguars N2H1 \rightarrow N1H1, Jaguar prot 4 \rightarrow 6, MR 8 \rightarrow 9, def 11 \rightarrow 12
- Monster Toad prot $6 \rightarrow 9$, MR $7 \rightarrow 9$, str $17 \rightarrow 20$, att $7 \rightarrow 8$, Darkvision 50, Forest Survival
- Jade Serpent prot $12 \rightarrow 14$, str $17 \rightarrow 19$, def $9 \rightarrow 11$, gains Tail Slap attack, Darkvision 50
- Contact CouatI cost 40 → 35
- Bind Tzitzimitl Blood 6 → 5
- Civateteo gains Amphibian
- Contact Onaqui cost 101 → 77, Beast Bats 8 → 12
- Pretender Lawgiver pathcost $40 \rightarrow 20$, cost $100 (80) \rightarrow 120 (100)$
- Gains pretender discount on Solar Eagle
- Hero **Toad Priest** occasionally summons a **Toad Tribe Shaman**, **Toad Tribe Warrior** gains Hide Shield, Stone Spear \rightarrow Poisoned Stone Spear, Toad Tribe stats boosted to match Muuch
- Starting army upgraded
- Benefits from new combat crosspath spells, buffs to Mace, Sling, Hide Shield

MA T'ien Ch'i

- Removed national Misfortune bias
- Red Guard/Prince General spring power $50 \rightarrow 25$, str $10/11 \rightarrow 11/12$, Cataphracted War Horse's Cataphract Barding \rightarrow Heavy Scale Barding (total prot body/head $15/22 \rightarrow 18/22$, def $-1 \rightarrow -2$, enc $2 \rightarrow 3$, res cost +4), gain horse sprites that match the original artwork
- Imperial Horseman/General Light Scale Barding \rightarrow Scale Barding (total prot body/head $12/3 \rightarrow 14/20$, def -1, res cost +2)
- Horseman gains Buckler
- **Archer** 10g → 9g
- Imperial Archer 13g → 11g
- Imperial Crossbowman/Footman/Guard, Ministry Footman -1g
- Footman with Pike gains Formation Fighter 2 as part of Pike buff
- Prince General gains H1, 335g → 250g
- Minister of Rituals' Bringer of Fortune 2 → 4, 100g → 135g
- Master of the Way 190g → 165g
- Imperial Alchemist RP $4 \rightarrow 3$
- Celestial Servant \rightarrow Celestial Servants, quantity 1 \rightarrow 2, cost 1 \rightarrow 2, Celestial Servant prot 4 \rightarrow 6, Rake def -1 \rightarrow 0
- Celestial Hound def 11 → 12, gains Bodyguard 2, Storm Immunity
- Call Celestial Soldiers Conj 6 → 5

- Contact Huli Jing cost 30 → 25, gains Spirit Sight
- Internal Alchemy Alt $5 \rightarrow 4$, cost $5 \rightarrow 2$
- Thousand Year Ginseng Const $5 \rightarrow 3$, cost $8 \rightarrow 2$
- Celestial Chastisement range 20 → 25
- Item Sword of the Five Elements dmg 8 → 10
- Gains access to pretenders Thrice Horned Boar, Wyrm, Monolith, Idol of Men, Idol of

Sorcery, Statue of the Underworld

- Gains pretender discount on Celestial Dragon
- Hero **Military Scholar** gains Defence Organizer 9, Siege Bonus/Castle Def 25 \rightarrow 50, Supply Bonus 50 \rightarrow 100, Patrol Bonus 10 \rightarrow 25
- Hero Immortal (Ho Hsien-Ku) A1N2H3 → A1S2N2H3
- Starting army upgraded
- PD upgraded
- Benefits from new combat crosspath spells, buffs to Water magic and Glaive

MA Machaka

- Hunter Spiders/Great Spiders gain Darkvision 50
- Size 3 infantry -1g
- Spider Warrior 20g \rightarrow 16g, RP 31 \rightarrow 21, def 11 \rightarrow 12, Spider Armor res cost 26 \rightarrow 23, def -3 \rightarrow -2, enc 4 \rightarrow 3
- Partially reverted unintentional(?) nerf of **Spider Knight/Rider** Venomous Fangs damage (went from dmg 14 \rightarrow 9) by buffing Great Spider str 11 \rightarrow 14 (VF dmg 9 \rightarrow 12)
- Machaka Warriors/Machaka Chief/Spider Rider gain Furs
- Machaka Archer 9g → 8g
- Spider Rider Short Bow → Poison Bow
- Spider Archer RP 20 → 12
- Split Machaka Warriors into Machaka Skirmisher and Machaka Warrior, fixed descriptions, Skirmisher gains Skirmisher ability
- Black Sorcerer gains Forge Bonus 1, +30 to max age, same start age
- **Spider Sorceress** gains 10% FEDNG random, gains Forge Bonus 1, +20 to max age, same start age, same cost
- Witch Doctor gains 100% FEDNG random, Inept Researcher 4 \rightarrow 2, gains poison res 5 as EA's, 110g \rightarrow 160g
- Weavers of the Wood $N4 \rightarrow N3$
- Pretender **Great Sorcerer** gains Forge Bonus 2
- Pretender Colossal Fetish gains Poor Amphibian, Blind Fighter, Spirit Sight
- Gains pretender discount on Lord of the Summer Plague
- Gains version of EA Machaka's multihero Spider Spirit
- Hero Abasi's Strangulation made intrinsic, small chance to generate custom positive events
- Hero Lady of Spiders becomes sacred
- Hero **Crowned Ape** summons 150% + 2 more Great Apes, battle summons 3d6 Great Apes
- \rightarrow 5d6, gains Beastmaster 2, Animal Awe 3, creates **Forest of the Ape King** site upon arrival (1 N gem, 50 income, enter to summon Great Ape x5)
- Starting army and commander upgraded

- PD and PD commanders upgraded
- Benefits from <u>new combat crosspath spells</u>, buffs to <u>Long Spears</u>, <u>Hide Shield</u> and <u>Fire magic</u>

MA Agartha

- Size 4/6 Pale One RP reduced by 30%/20%
- All size 6 Pale Ones prot 3 → 4
- Ancient One Throw Rocks attack dmg -3 → 1
- Ancient Stone Hurler gains Iron Cap, Scale Mail Cuirass → Hauberk (prot +3), Fist → Short Sword, benefits from Boulder buffs
- Wet One Stone Spear becomes 2h, def $0 \rightarrow 1$, recruitable in land forts and caves like naked version
- Ancient Lord gains H1, MR 13 → 14
- Earth Reader Fortune Teller 5 → 7
- Enliven Granite Guardian cost 10 → 8
- Sentinel/Attentive Statue gain Bodyguard 2
- Awaken Shard Wights castable underwater
- Pretender Leader of the Closed Council Fortune Teller $20 \rightarrow 33$, cost $150 (130) \rightarrow 120 (100)$
- Pretender **Ageless Olm** pathcost 60 → 50, prot 5 → 15, str 14 → 18, gains Fortune Teller 33, magic leadership 40, crown slot, Mind Blast → Greater Mind Blast (AoE 1)
- Pretender **Risen Oracle** prot $1 \rightarrow 5$, Fortune Teller $20 \rightarrow 33$, can summon x2 Cavern Wight per month,

cost 240 → 200

- Pretender Earth made Flesh map move 16 → 20, gains Inspirational 1, cost 270 → 210
- Pretender **Golden Pillar** Fortune Teller 33 → 75, gains Spirit Sight (vanilla bug), misc slots 1 → 2
- Gains access to pretenders Prince of Death, Linnormr, Serpent of the Underworld, Dog of the Underworld, Serpent of Heavenly Fires, Titan of Rivers, Dharmapala of the Underworld, Mother of Storms, Statue of the Underworld
- Hero **Decrepit** rarely domsummons Cavern Wights, disease resistance $50\% \rightarrow 80\%$, Fortune Teller $15 \rightarrow 25$
- Starting army upgraded
- Tier 2 PD upgraded

MA Abysia

- All Abysians +1 prec
- Humanbred 13g → 12g
- Salamander prot 10 → 12, gains Darkvision 50
- Gains Lava Lord, 185g H1 version of Lava Warrior
- **Demonbred** RP $4 \rightarrow 2$, $375g \rightarrow 345g$, Blood Searcher $1 \rightarrow 2$
- Warlock 400g → 385g
- Warlock Apprentice gains Blood Searcher 1, Adept Researcher +2, 190g → 180g

- Anathemant Dragon gains 10% D random, 415g → 375g
- Anathemant Salamander 260g → 235g
- **Beast Trainer** gains Tight Rein ability, able to discipline Salamanders and other undisciplined units
 - Warlord/War Master/Beast Trainer map move 14 → 16
- Gains spell Host of Spectral Infantry, Conj 5, D2F1, cost 9 for 15+1 Smoulderghosts
- Liquid Flames of Rhuax prec $0 \rightarrow 2$, range $30+5 \rightarrow 35+5$
- Contact Scorpion Man Conj $8 \rightarrow 6$, cost $12 \rightarrow 6$, Gaze of Fear usable underwater, Bow of Plague prec $+5 \rightarrow +10$, gains body slot
- Infernal Breeding quantity 16+1 → 16+2, results randomly older values lowered by 25-33%,
 Hellbred Horite Fist → Rock (+4 damage), gains Throw Rocks attack (6 ammo)
- Pretender **Great Warlock** Adept Cross Breeder 8 → 10
- Hero Experiment minimum turn arrival 0 → 10
- Hero Anathemant Warlock minimum turn arrival 5 → 0
- Hero Rage Lord gains H1, Affliction Resistance 2
- Starting army upgraded
- Tier 2 PD upgraded
- Benefits from buffs to Fire magic and heavy armor encumbrance

MA Caelum

- Temperature preference C3 → C2
- Iceclad/Airya Noble/Storm General +1 att/def
- Blizzard Warrior HP/MR/str +1, mor/att/def 11/10/9 \rightarrow 13/11/11, Frost Bow statted as Composite Bow (dmg/prec 6/0 \rightarrow 8/1, range 35 \rightarrow 40), Ice Knife \rightarrow Ice Blade, Ice Studded Armor \rightarrow Ice Cuirass, gains Ice Cap
- Temple Guard HP/mor/str +1
- Storm Guard $15g \rightarrow 14g$, RP $21 \rightarrow 18$
- Spire Horn Archer str 9 → 10
- Wingless gain Ice Protection 1 (vanilla bug)
- All Yazata/Daeva gain +5 shock res
- Call Daevas/Summon Yazatas quantity $6 \rightarrow 6+\frac{1}{2}$, Summon Yazatas cost $12 \rightarrow 10$
- Call Ahurani castable underwater
- Jahi gains G1
- Pretender Yazad King cost 230 (210) \rightarrow 160 (140), shock res 15 \rightarrow 20
- Hero **Storm Knight** autocasts Personal Luck, str $12 \rightarrow 13$, enc $5 \rightarrow 3$
- Starting army upgraded
- PD upgraded
- Benefits from buffs to Water magic

MA C'tis

- Swamp Guard att/def 11 → 12, gains Patrol Bonus 2, 19g → 21g
- Falchioneer HP/str/def 11/10/11 \rightarrow 12/11/12, RP 18 \rightarrow 16
- Runner Spear → Light Lance, Light Lance becomes 2h, def 0 → 1

- Poison Slinger/Empoisoner gain Robes, Poison Sling prec -4 → -3
- Sobek Warrior/General size 5 → 4, General gains H1
- Increased **Sobek** maxage, raised **Sobek Sacred Guard** starting age to reflect age-based size as stated in description.
- Sacred Serpent prot 7 → 10, str 12 → 14, def 8 → 11, gains Darkvision 50
- Sacred Crocodile W2N2 \rightarrow W1N1, MR 8 \rightarrow 10, str/att/AP 21/11/7 \rightarrow 22/12/9, mapmove 8
- → 12, gains Tail Slap attack, Darkvision 50
- Monster Toad prot $6 \rightarrow 9$, MR $7 \rightarrow 9$, str $17 \rightarrow 20$, att $7 \rightarrow 8$, gains Darkvision 50, Forest Survival
- Contact Couatl Conj $7 \rightarrow 6$, cost $40 \rightarrow 35$
- Contact Scorpion Man Conj $8 \rightarrow 6$, cost $12 \rightarrow 6$, Gaze of Fear usable underwater, Bow of Plague prec $+5 \rightarrow +10$, gains body slot
- Item The Jade Mask D6N3 \rightarrow D6N2, cost 60/15 \rightarrow 30/5
- Pretender **Grand Saurolich** cost 260 (240) → 180 (160)
- Pretender **Devourer of Souls** prot 15 → 17
- Hero **Niklatu** att/def 13/15 →14/16, gains Unrest Reduction 5, small chance to generate custom positive events, named weapon buffed to match the stat bonuses of the base version, fixed buggy weapon, restored his glorious vanilla description
- Hero Ancient Shaman S2N2 → S2N3
- Hero **Sobek Sauromancer** minimum turn arrival $5 \rightarrow 0$
- Incorporated DE's dominion income penalty fix for MA C'tis's disciples
- Starting army and commander upgraded

MA Pangaea

- All minotaurs 5g cheaper
- Satyr/Satyr Sneak Bronze Spear becomes 2h, def 0 → 1
- **Maenads** lose Patrol Bonus -1 (caused them to have negative patrol strength since the Undisciplined patch)
- Awaken Hamadryad N4 → N3, Hamadryad gains Ivylord 1, cost 25 → 15
- Pretender Centauride Enchantress cost 140 (120) → 110 (90)
- Pretender Centaur Great Sage Fortune Teller 15 → 25, cost 150 (130) → 120 (100)
- Pretender Carrion Dragon pathcost 80 → 60, prot 11 → 13, gains Affliction Resistance 3
- Pretender **Titan Mandragora** battle summons additional 1d3 **Mandragora**, cost 270 → 220
- Pretender **Mother Mandragora** battle summons additional 1d3 **Mandragora**, cost $290 \rightarrow 240$
- Hero Rams Head gains Head Butt attack
- Hero Wise Satyr gains G1, minimum turn arrival 5 → 0
- Starting army upgraded
- PD upgraded

Asphodel

- Black Minotaur 70g → 60g
- Carrion Beasts +1 MR, stats buffed reflecting buffs given to living animals

- **Carrion Beasts/Manikins** prot buffed to reflect standards of other Carrion Beasts/Manikins (~75% the prot of living versions)
- Non-sacred minotaurs 5g cheaper
- Satyr/Satyr Sneak Bronze Spear becomes 2h, def 0 → 1
- **Quick Roots** AoE 1+1 → 10+5
- Regrowth AoE 2+1 → 3+1
- Sleep Vines/Vengeful Vines range 20 → 25
- Carrion Lady N1H2 100% DG \rightarrow D1N1H2 100% WEG
- Asphodel gains additional dominion-based freespawn in its forests and capital while friendly **Haunted Forest** enchantment is active
- Pretender **Worm Soul** Fist → Swarm Fist (gains secondary AoE1 defence negates Swarm Stings (2 AP pierce + on-damage 5 AN poison) on land, Swarm Bites (5 slash) underwater), cost 240 (220) → 170 (150)
- Pretender Carrion Dragon pathcost 80 → 60, prot 11 → 13, gains Affliction Resistance 3
- Pretender **Titan Mandragora** battle summons additional 1d3 **Mandragora**, cost 270 → 220
- Pretender **Mother Mandragora** battle summons additional 1d3 **Mandragora**, cost $290 \rightarrow 240$
- National item Carrion Bow cost $3/2 \rightarrow 2/2$
- Gains national discount on Vine Shield
- Hero **Ettin Mandragora** prot $4 \rightarrow 7$, gains Stomp attack, Affliction Resistance 2, Poor Amphibian, misc slots $1 \rightarrow 2$
- Hero Grieving Dryad gains G1
- Starting army upgraded
- PD upgraded
- Affected by buffs to supply items, benefits from new combat crosspath spells

MA Vanheim

- **Valkyrie** 45g → 40g
- Skinshifter att/def 10 \to 11, MR 10 \to 12, gains Mountain Survival, Werewolf gains Darkvision 50, RP 31 \to 25
- **Einhere** Ambidextrous $1 \rightarrow 2$, RP $31 \rightarrow 25$
- Fay Boar $100g \rightarrow 80g$, halved upkeep, gains Darkvision 50
- Draug gains Iron Cap
- Hero **Dragon Slayer** loses feet slot, gains Affliction Resistance 2, misc slots $2 \rightarrow 3$
- Hero **Keeper of the Rose Garden** gains G1, lvylord 2
- Hero Vanlade H2 → H3
- Hero **Einhere** gains Affliction Resistance 2
- Starting army upgraded

Jotunheim

- **Ulfhedin** Spear becomes 2h, def 0 → 1, gains Mountain Survival
- Moose Rider Moose prot $4 \rightarrow 8$, mor $9 \rightarrow 10$, str $16 \rightarrow 18$, $30g \rightarrow 27g$
- Thrymsgode W1H2 100% WDG → W2D1H2 100% WDG, MR 15 → 16, 340g → 470g

- Gygja Fortune Teller 5 → 7
- Jarnvidja Fortune Teller 10 → 15, Adept Cross Breeder 6 → 8
- Skratti Jotun Wolf shape size 7 → 5, all forms gain Mountain Survival
- Gains access to N1 version of **Gift of the Moon**, Ench 4 \rightarrow 3, AoE 1 \rightarrow 5+5, fatigue 20 \rightarrow 30
- Brood of Garm quantity $5 \rightarrow 6$, Jotun Wolf size $6 \rightarrow 5$, def 11 \rightarrow 12, gains Darkvision 50, Mountain Survival
- Summon Glosos cost 13 → 11, Gloso prot 8 → 9, gains Poison Barbs 5
- Awaken Jotun Draugar cost 15 → 12, Jotun Draug MR 13 → 15, gains Iron Cap
- Summon Rimvaettir cost 5 → 4
- Pretender **Skratti** cost 140 (120) → 120 (100)
- Pretender **Bog Mummy** cost 260 (240) → 220 (200)
- Pretender **Dracolich** pathcost 80 → 60, Plague Breath attack usable underwater
- Pretender **Son of Niefel** W2D1 \rightarrow A1W1D1, prot 8 \rightarrow 9, Ice Blade \rightarrow Frost Brand, Full Leather Armor \rightarrow Jotun Wolf Pelt, Ice Aegis becomes forgeable version (parry +2, prot +3), gains Reinforced Leather Cap, cost 250 \rightarrow 230
- Hero **Wolf Lord Wolf** summoning quantity $3 \rightarrow 8$, autosummons **Wolf Riders** $x4 \rightarrow$ **Wolf Brothers** x3, gains Tight Rein, missing Skilled Rider 4, Beastmaster/Animal Awe 3, retinue of x4 Wolf Brothers, 2d6 Wolves, starts with **Boar Leather Barding**
- Hero **Great Hag** Adept Cross Breeder $8 \rightarrow 10$, Fortune Teller $15 \rightarrow 25$, minimum turn arrival $20 \rightarrow 15$
- Starting army upgraded
- PD upgraded
- Benefits from buffs to Water magic and Axe

Vanarus

- **Oath-Bound** buffed a la historical Varangian Guard; Broad Sword \rightarrow Battleaxe (2h), keeps its shield, def 14 \rightarrow 12, enc 3 \rightarrow 4, 35g \rightarrow 40g
- Chud Skinshifter 40g → 35g, Berserk 1 → 2
- Chud Hirdman 35g → 30g
- Vanarusian Sage 100% DBG random → 100% ADBG
- **Vyedma** 190g → 180g
- Vanabog RP $4 \rightarrow 3$
- Vanarusian Gode/Jarl, Chud Jarl gain Shield
- Loses **Summon Firebird**, gains F2 **Call Firebird** (Vanarus has no F/S crosspath), **Firebird** gains Awe 1
- Zmey loses Cold Blooded, prot 13 → 14, gains Unsurroundable 2, Darkvision 50
- Summon Simargl quantity/cost 1 \rightarrow 2, Simargl def 11 \rightarrow 13, gains Bodyguard 1, Darkvision 50, Mountain Survival
- Draug gains Iron Cap
- Sirin gains G1, Contact Sirin cost 8 → 13
- Summon Rusalka castable underwater, Rusalka gains G1
- Summon Likho cost 10 → 7
- Send Bukavac W4 → W3, gains extra Tentacle attack, Darkvision 50

- Gamayun gains G1, Fortune Teller 15 → 25
- Contact Beregina Conj 6 → 5, W3E1 → W3, cost 35 → 30
- Contact Cloud/Mountain Vila A/N 4 → 3, cost 40 → 30, both Vila gain G1
- Contact Leshiy N6 → N5, cost 60 → 45, Leshiy gains Recuperation
- Gains access to pretender Vampire Queen
- Gains national discount on Bear Claw Talisman
- Hero **Last Perkunu** A4S1N3 \rightarrow A4E1N3 (corresponding to EA Rus Perkunu Magic Duel immunity change), minimum turn arrival 5 \rightarrow 0
- Hero **Last Runesinger**'s name and animated tool attacks fixed, Unrest Reduction 1 \rightarrow 10, gains G1, Snow Move
- Hero **Hag** gains G3, minimum turn arrival 20 → 10
- Hero **Varyag** gains stat boost, magical armor, autocasts Personal Luck, 3 misc slots, minimum turn arrival $15 \rightarrow 10$
- Starting army and commander upgraded
- PD upgraded
- Benefits from new combat crosspath spells

Bandar Log

- Markata/Vanara/Bandar base MR 7/8/8 → 8/9/9
- White One RP $31 \rightarrow 25$
- Tiger Rider mount benefits from animal buffs
- Royal Swordsman $24g \rightarrow 21g$
- Light Bandar Warrior gains Iron Cap
- Vanara Chakram Thrower's Chakram ammo $2 \rightarrow 3$
- Iron Cudgel dmg $8 \rightarrow 9$, def $0 \rightarrow 1$
- All Markata prec 8 → 9
- Summon Apsaras/Nagas/Gandharvas/Garudas/Kimpurushas quantity +1/2 per level
- Summon Nagas W2E1 → W2, Naga Warrior gains Bronze Cap, castable underwater
- Contact Nagini W2E1 → W2, castable underwater
- Contact Nagaraja W2E2 → W2E1, cost 30 → 25, castable underwater
- Contact Nagarishi W3E3 → W3E2, castable underwater
- Summon Siddha's Siddha HP/str/att/def 20/13/9/9 → 26/15/11/13, Fist loses att/def penalty
- Summon Devata cost 45 → 35
- Summon Devala Conj $9 \rightarrow 8$, cost $55 \rightarrow 40$
- Summon Rudra cost 55 → 45, gains Thunder Fist
- Contact Yakshini, Host of Ganas castable underwater
- Item Vajra att 2 → 3, gains Overcharged 1
- Item Headdress of the Bull prot $8 \rightarrow 10$, str +2 \rightarrow +3, cost $5 \rightarrow 4$
- Gains access to pretenders Wadjet, White Tiger of the West, Celestial Carp, Statue of Order and Irminsul, pretender discount on White Tiger of the West
- Pretender **Chiranjivi** cost 190 (170) → 160 (140)
- Starting army upgraded
- PD upgraded
- Benefits from buffs to <u>Buckler</u> and <u>Mace</u>

Shinuyama

- Starts with castle and can build castles
- Terrain start preference for mountains
- Labs/temples cost 450 in mountains
- Size 4/5 Bakemono map move 14 → 16
- O-bakemono 25g \rightarrow 23g, size 5 \rightarrow 4
- Kappa/Kappa Chief MR 8/10 → 11/12, Kappa 20g → 18g
- Bakemono Shaman 115g → 95g
- Bakemono Sorcerer size $5 \rightarrow 4$
- Gains spell Kappa Clan, Conj 4, W2, cost 20, summons Kappa Mage (W2 20% N), Kappa Chief, 15+2 Kappa
- Gains access to **Summon Kappa**, W1N1 \rightarrow W1, castable underwater, **Kappa** MR 8 \rightarrow 11
- Gains access to N1 version of **Gift of the Moon**, Ench $4 \rightarrow 3$, AoE $1 \rightarrow 5+5$, fatigue $20 \rightarrow 30$
- Oni unit summons discounted: Ao-/Aka-Oni cost $7 \rightarrow 6$, Oni cost $8 \rightarrow 7$, Kuro-Oni cost $9 \rightarrow 8$, Oni size 3/4 unrest generation $0.3/0.5 \rightarrow 0.2/0.3$
- Summon Karasu Tengus quantity +1/2 per level
- Summon Omukade cost $5 \rightarrow 4$
- Mujina upkeep removed
- Contact Tanuki cost 26 → 23, gains Spirit Sight
- Contact Dai Tengu cost 55 → 45, both Tengu summons quantity +½ per level
- **Nushi** gains G1, serpent form homesickness $50\% \rightarrow 20\%$, human form gains poison res 15, both forms gain Darkvision 50
- Contact Kitsune cost 30 → 25, gains Spirit Sight
- Contact Jorogumo cost 32 \rightarrow 28, battle summons Larger Spiders 2d6 \rightarrow 2d6+5, gains Spirit Sight
- Summon Oni General Conj 6 → 5, upkeep removed
- Summon Gozu Mezu Conj 6 → 5
- Summon Dai Oni Conj 8 → 7, upkeep removed
- Gains access to pretenders Wyrm, Thrice Horned Boar, Oni Kunshu, Irminsul
- Pretender **Bakemono Kunshu** gains pierce res, cost 150 (130) → 140 (120)
- Multihero Child of Oni second 100% FED random changed to 100% FAED, autocasts

Personal Luck, gains Spirit Sight, Forest Survival, Snow Move, battle summons Wolf x2

- Hero **Kitsune** A2S2N3 \rightarrow A2S2N2G3, minimum turn arrival 10 \rightarrow 0
- Hero **Dragon of the Cave** W3N2 \rightarrow W3N3, prot 13 \rightarrow 14, str/def 15/12 \rightarrow 17/13, minimum turn arrival 10 \rightarrow 0
- Hero **Heart Hider** F1D1 \rightarrow F1D2, size 4 \rightarrow 5, prot 3 \rightarrow 7, MR 13 \rightarrow 16, gains pierce res, No-Dachi \rightarrow Enchanted No-Dachi, Long Bow \rightarrow Ivory Bow, Heavy Samurai Armor \rightarrow Enchanted Samurai Armor
- Hero **Bandit King** F1D1B2 → F1D2B2, generates blood slaves x1 → x2, gains misc slot
- Hero **Tengu King** H2 → H3, minimum turn arrival 10 → 0
- Starting army upgraded
- PD upgraded
- Benefits from new combat crosspath spells and buffs to Fire and Water magic

Ashdod

- Edomite att/def $9 \rightarrow 10$, $20g \rightarrow 18g$
- Bashanite att $11 \rightarrow 12$, $50g \rightarrow 45g$
- Gileadite att $11 \rightarrow 12$
- Gileadite Archer prec $10 \rightarrow 11$, Full Scale Archer Armor def $-4 \rightarrow -3$
- Gains access to spell Release Lord of Civilization
- Strange Fire AoE $3 \rightarrow 4$, prec $1 \rightarrow 3$
- Dirge/Banquet for the Dead's Ditanu/Malik gain Poor Amphibian, Gore attacks become magical, Malik Shattered Soul 15 \rightarrow 10, gains Tight Rein
- Summon Lilot N4 → N3, Lilot gains G1
- Hashmal gains crown slot
- Call Arel cost 39 → 33
- Call Ophan S5F2 → S4F2, cost 49 → 42, Ophan gains extra misc slot
- Call Merkavah S7F3 → S6F3, cost 222 → 130
- Starting army upgraded
- Tier 2 PD upgraded
- Benefits from buffs to Fire magic

Uruk

- Male Enkidu size 5 → 4
- Maiden of the Moon Formation Fighter 2 → 5 (remain 3/square when enlarged)
- Mushussu Charioteer gains Bronze Cap
- All Kulullu Bronze Spears become 2h, def 0 → 1, Kulullu Soldier gains Bronze Cap
- Kulullu mages -15g
- Ereshdingir Fortune Teller $5 \rightarrow 7$
- Call Anzus Water Breath attack usable underwater
- Item Headdress of the Bull prot $8 \rightarrow 10$, str +2 \rightarrow +3, cost $5 \rightarrow 4$
- Pretender Enkidu Great Sage Twiceborn Wight Mage → Wight Shaman, cost 130 (110) → 120 (100)
- Pretender **Bone Mother** D1 \rightarrow E1D1, Fortune Teller 25 \rightarrow 33, Twiceborn Wight Mage \rightarrow Wight Shaman
- Pretender **Apkallu** pathcost $80 \rightarrow 40$, Adept Researcher +10 \rightarrow +15, gains Spirit Sight, cost 290 (270) \rightarrow 210 (190)
- Gains pretender discount on Ilah of the Moon
- Hero Last of the Bone Readers W1E1D2 → W1E2D2
- Hero Seventh Sage minimum turn arrival 10 → 0
- Starting army upgraded
- PD upgraded
- Benefits from buffs to Water magic

Nazca

- Human Warrior (spear only) Bronze Spear becomes 2h, def $0 \rightarrow 1$

- Paqos of the Earth Mother/Mountain Spirits 135g/145g \rightarrow 95g/110g, PotMS Bringer of Fortune 1 \rightarrow 3
- Summon Condors quantity 10+1 → 12+1
- Summon Huacas cost 12 → 10
- Summon Supayas castable underwater
- Pretender **Sapa Inca** cost 220 (200) → 160 (140)
- Pretender **Immortal Coya** cost 210 (190) → 170 (150)
- Pretender **Heavenly Condor** prot 11 \rightarrow 15, gains Awe 3, battle summons Condors 1d6 \rightarrow 1d6+5, cost 160 (140) \rightarrow 140 (120)
- Pretender **Ayar** pathcost $80 \rightarrow 60$, Scale Cuirass \rightarrow Weightless Scale, cost 240 (220) \rightarrow 170 (150)
- Pretender **Viracocha** gains Stormpower 1, prec 13 → 14, Lightning → Thunder Bolt (AoE 1 + AoE 10 capped shock, ammo 10), cost 290 (270) → 250 (230)
- Pretender **Apu Inti** gains Siege Bonus 25, Bite attack, cost 260 (240) → 200 (180)
- Pretender **Apu Illapa** gains Beak attack, Stormpower 1, Lightning \rightarrow Thunder Bolt (AoE 1 + AoE 10 capped shock, ammo 10), battle summons size 4 Air Elementals x2 \rightarrow 1d3+2, cost 250 (230) \rightarrow 200 (180)
- Starting army and commander upgraded
- PD upgraded
- Benefits from new combat crosspath spells

MA Xibalba

- Muuch wearing sharkskin/bronze/obsidian armor gain Sharkskin/Bronze/Obsidian Cap
- Wo' Muuch MR 10 \rightarrow 11, att/def 11/10 \rightarrow 12/11, Obsidian Blade def 0 \rightarrow 1
- Chak Muuch Obsidian Warrior HP/str/att/def 15/12/11/10 \to 16/13/12/11, RP 29 \to 21, Poisoned Obsidian Blade def 0 \to 1
- Chak Muuch Dart Thrower HP/att/def/prec 14/10/9/9 \rightarrow 15/11/10/10, RP 19 \rightarrow 18, Poison Dart \rightarrow Poisoned Obsidian Dart (dmg 0 \rightarrow 1, ammo 4 \rightarrow 5, magical), Leather Hauberk \rightarrow Bronze Scale Hauberk, gains Bronze Cap
- All Chak Muuch gain poison res 15
- All **Muuch** dart throwers gain Hide Shield
- **Zotz Warrior** RP $6 \rightarrow 5$, Zotz Warrior Stone Lance becomes 2h, def $0 \rightarrow 1$
- Obsidian Club Sword (1h) dmg $4 \rightarrow 6$, att $0 \rightarrow 1$
- Obsidian Club Sword (2h) dmg 7 → 8
- Obsidian Dart ammo 4 → 5
- Bacab $635g \rightarrow 595g$, resource bonus $5 \rightarrow 15$
- **Muuch K'uhul** $405g \rightarrow 345g$, att/def $9/8 \rightarrow 10/9$, Twiceborn/Lich shape default size $3 \rightarrow$ size 6/5 Atlantian King
- Chaak Muuch Assassin MR 11 \rightarrow 12, HP/str/att 16/12/12 \rightarrow 17/13/13, gains Obsidian Cap and Hide Shield, Poison Dart \rightarrow Poisoned Obsidian Dart, dmg 0 \rightarrow 1, ammo 4 \rightarrow 5, magical
- Muuch Ajaw gains Hide Shield
- Muuch with enc 4 → 3 (vanilla bug)
- Gains spell Knot of Jaguar Toads, Conj 4, N2, quantity 10+1, cost 4

- Summon Jaguar Toads N1H1 \rightarrow N1, Jaguar Toad prot 3 \rightarrow 7, MR 5 \rightarrow 9, str 11 \rightarrow 14, att 7 \rightarrow 8, prec 5 \rightarrow 9, gains Darkvision 50, Forest Survival
- Monster Toad prot $6 \rightarrow 9$, MR $7 \rightarrow 9$, str $17 \rightarrow 20$, att $7 \rightarrow 8$, Darkvision 50, Forest Survival
- Jade Serpent prot 12 \rightarrow 14, str 17 \rightarrow 19, def 9 \rightarrow 11, gains Tail Slap attack, Darkvision 50
- Summon Chaac cost 75 → 60
- Break the First/Second/Fourth Soul castable underwater
- Changed size 6 Atlantian kings' HP/str, which was copy pasted from Pans, from 27/16 \rightarrow 32/17, to have higher HP and str than size 4 shamblers
- Hero **Chilan Balam**'s bugged stats fixed, startitem Healer 1 \rightarrow 3, minimum turn arrival 15 \rightarrow 10
- Hero Grandmother Earth minimum turn arrival 20 → 10
- Hero **Red Face** minimum turn arrival 0 → 15 (powerful assassin hero)
- Hero **Arrogant Demon** gains Recuperation, Siege Bonus $30 \rightarrow 50$
- Starting army upgraded
- PD upgraded
- Benefits from new combat crosspath spells, buffs to Water magic and Hide Shield

MA Phlegra

- Gigante Warrior combat speed $16 \rightarrow 17$ (same speed as cyclopes), Spear \rightarrow Monstrous Spear, 2h, dmg $3 \rightarrow 5$, length $3 \rightarrow 4$, res cost $1 \rightarrow 2$
- Cyclopes 35g → 30g, Hurler gains Siege Bonus 5 and benefits from Boulder buffs
- Helote Soldier gains Formation Fighter 2
- Phlegran Tyrant/hero Cursed King gain Gleaming Hoplon, Tight Rein, Tyrant combat speed 16 \rightarrow 17
- Shackled Mage 95g → 85g
- Sow Dragon Teeth castable underwater
- Gigantomachia Thaum 7 \rightarrow 6, E4F4 \rightarrow E4F3, cost 60 \rightarrow 50, cap rebate on Elder Cyclops and Phlegran Tyrant 10g \rightarrow 50g
- Summon Hound of Twilight Conj 5 \rightarrow 4, E2D1 \rightarrow E1D1, Hound of Twilight Serpent Tail att/def/len 0/-1/0 \rightarrow 1/0/2
- Gains spell Summon Twilit Pack, Conj 6, E2D2, cost 8 for 3+1/2 Hounds of Twilight
- Procession of the Underworld D3 \rightarrow D2, cost 13 \rightarrow 11
- Bind Keres cost 12 → 9
- Forge Brass Bull F3E3 \rightarrow F2E2, Khalkotauros MR 14 \rightarrow 16, prec 5 \rightarrow 7, Heat Aura 3 \rightarrow 6, Fiery Breath dmg 0 \rightarrow 4, gains crown slot
- Item Oppressor's Headband cost $15 \rightarrow 8$
- Item God-Slayer Spear def 0 → 1
- Gains access to pretenders Titan of the Sea, Titan of Serpents and Medicine, Duiu of

War, Statue of Order

- Gains pretender discount on Drakaina
- Hero minimum turn arrival values Theurg Tyrant $10 \rightarrow 0$, Architect of Oppression $10 \rightarrow 5$, Cursed King $0 \rightarrow 10$
- Starting army upgraded
- PD and castle guards upgraded

- Benefits from new combat crosspath spells and buffs to Fire and Water magic

Phaeacia

- Orichalcum Guard 40g → 35g
- All size 3 sailing commanders max size 3 → 5
- Wind Caller A2W1 100% AWS → A2W1 100% FAWS; regains minor access to F to use cap gem income and site search for F income for its thematic F gem nationals, while diluting the more combat-capable AWS randoms to make it less of a pure buff to an already strong nation
- Sow Dragon Teeth castable underwater
- Dogs of Gold and Silver cost $7 \rightarrow 4$, Bodyguard $1/3 \rightarrow 2/4$
- Summon Hound of Twilight Conj 5 \rightarrow 4, E2D1 \rightarrow E1D1, Hound of Twilight Serpent Tail att/def/len 0/-1/0 \rightarrow 1/0/2
- Gains spell Summon Twilit Pack, Conj 6, E2D2, cost 8 for 3+1/2 Hounds of Twilight
- Bind Keres cost 12 → 9
- Craft Keledone \rightarrow Craft Keledones, Const 6 \rightarrow 4, E2S2 \rightarrow E2S1, quantity 1 \rightarrow 2
- Call Ladon's Ladon's attacks become magical, gains Tail Sweep attack
- Forge Brass Bull F3E3 \rightarrow F2E2, Khalkotauros MR 14 \rightarrow 16, prec 5 \rightarrow 7, Heat Aura 3 \rightarrow 6, Fiery Breath dmg 0 \rightarrow 4, gains crown slot
- Hero Phaeacian Princess A2W1S1H1 → A2W3S2H1
- Hero **Aegaeide** minimum turn arrival 15 → 0
- Starting army upgraded
- PD upgraded
- Benefits from buff to Plate Cuirass

Ind

- Archer Priest hp/str 10 \rightarrow 11, att/def 9 \rightarrow 11, mor/prec 11 \rightarrow 12, enc 4 \rightarrow 3, Short Bow \rightarrow Composite Bow, Dagger \rightarrow Short Sword, Linen Cuirass/Leather Cap \rightarrow Scale Mail Hauberk/Half Helmet, 13g \rightarrow 17g, RP 9 \rightarrow 14
- Soldier Priest hp/str 10 \rightarrow 11, att/def 11 \rightarrow 12, mor 12 \rightarrow 13, 15g \rightarrow 19g, RP 14 \rightarrow 17
- Mirror Guard hp 12 \rightarrow 13, att/def 12 \rightarrow 13, mor 13 \rightarrow 14, 19g \rightarrow 23g, RP 21 \rightarrow 24
- Baculite att/def 11 \to 12, mor 13 \to 14, Baculus dmg 4 \to 6, Scale Mail Cuirass \to Scale Mail Hauberk, 19g \to 23g, RP 31 \to 27
- Cynocephalian Dom6 gold costs mostly reverted (from 14g/18g/20g/28g \to 24g/28g/30g/35g to 15g/18g/21g/29g), unrest generation 0.3/0.4 \to 0.2/0.3)
- Cannibal tribes' units unrest generation 0.2 → 0.1
- Giants/Kings of the Lost Tribe homesickness 30% \to 15%, gain halved upkeep and Recuperation while in their home province
- Fixed **Orionde Knight** price (went from 40g to 50g while being worse than a 45g Lady Knight)
- Piconye Peasant -2g, Slinger -1g, becomes stealthy
- Centaur Chariot loses extra Spear (vanilla bug)
- Cannibal Warrior/Satyr Slave Spear/Bronze Spear becomes 2h, def 0 → 1
- **Abbot Sage** 150g → 135g, Fortune Teller 5 → 7

- Primate King RP 4 → 2
- Piconye Scholar gains 50% WEN, 110g → 90g
- Great Huntress summons Lions of Strange Color x1 \rightarrow x2, leadership 10 \rightarrow 50, 65g \rightarrow 85g, Lions of Strange Color prot +2, def +1
- Prester King, heroes Arch Pope, Protopop gain retinues of x2 Mirror Guards
- Onyx Court training XP 4 → 6
- Gains access to **Strange Fire**, AoE $3 \rightarrow 4$, prec $1 \rightarrow 3$
- Call Cyclops Tribe quantity $5+\frac{1}{2}$ Cyclops $\rightarrow 6+\frac{1}{2}$ Cyclops Warrior, $2+\frac{1}{2}$ Cyclops Hurler (Siege Bonus 5), cost $9 \rightarrow 8$, unit descriptions fixed
- Call the Birds of Splendour Conj $6 \rightarrow 5$, F2N1 \rightarrow F1N1
- Hashmal gains crown slot
- **Call Arel** cost 39 → 33
- Call Ophan S5F2 → S4F2, cost 49 → 42, Ophan gains extra misc slot
- Call Merkavah S7F3 → S6F3, cost 222 → 130
- Salamander Silk Garments Awe $1 \rightarrow 2$
- Hero Arch Pope minimum turn arrival 5 → 0
- Hero **Protopope** minimum turn arrival $5 \rightarrow 0$
- Starting army upgraded
- Benefits from buff to Plate Cuirass

Na'Ba

- 'Adite Archer prec 10 \rightarrow 11, Full Scale Archer Armor def -4 \rightarrow -3
- Karib gains 30% FAE random
- Mukarrib 170g → 145g, Fortune Teller 5 → 7
- Sahir Fortune Teller 5 → 10
- Hinn/Binn, Ghul/Ghulah (secondshape) attacks become magical
- **Ghul** HP 12/15 → 13/16, prot 2/4 → 4/6, MR 13 → 14, str 11/13 → 12/14, def 11 → 12
- Summon Jinn Warriors cost 13 → 11
- Summon Hinn Conj $6 \rightarrow 5$, prot $3 \rightarrow 5$, def $11 \rightarrow 12$
- Summon Binn Conj $6 \rightarrow 5$, prot $4 \rightarrow 6$, def $12 \rightarrow 13$
- Marid's Gore attack becomes magical
- Pretender **Sahira** cost 240 (220) → 180 (160)
- Pretender Firstborn of the Smokeless Flame gains magical Gore attack (as other Marids), cost $260 \rightarrow 250$
- Multihero **Banu Si'lat** gains H1, Magic Power 1, shock res 10, Spirit Sight, Storm Immunity and Enchanted Scimitar, autocasts Personal Luck, extra misc slot
- Hero **Swordbearer** Sword of Iblis Fire (12 dmg) \rightarrow Small Area Fire (AoE 1 14 dmg), misc slots 2 \rightarrow 3
- Starting army upgraded
- PD upgraded
- Benefits from new combat crosspath spells and buffs to Fire magic

MA Pyrene

- Bekryde Warrior/Champion gain Throw Rocks attack
- Bekryde/Bekryde Warrior Stone Spear becomes 2h, def 0 → 1
- Akerbeltz Adept Cross Breeder 5 → 7
- Starting army upgraded

Nidavangr

- Cub-Warriors xpshape into Bear Clan Warriors at 20 experience
- Nidajarl gains Shield
- Draug gains Iron Cap
- Gains access to pretenders **Tiwaz of War**, **Volla of the Bountiful Forest**, **Fountain of Blood**, gains pretender discount on Tiwaz of War
- Heroes **Seithmathr** H1 \rightarrow H2, **Bear** Berserk 3 \rightarrow 4, also in bear form, **Wolf** W2 \rightarrow W3, **Crow** gains B1, all heroes' stats boosted slightly (more for Bear)
- Starting army upgraded

MA Atlantis

- Gains Magic limit +1
- Cap income W5 → W4S1
- Mother Guard/Consort def 10/11 \rightarrow 11/12, enc 3 \rightarrow 2 (same as their junior Coral Guards), Mother Guard MR 10 \rightarrow 11
- Coral Guard $15g \rightarrow 14g$, RP $21 \rightarrow 18$
- War Shambler gains missing Poison Barbs
- Soldier of the Deep requires temple to be recruited, upkeep halved as if sacred, +1 hp/mor/att/def, Ring Mail Cuirass/Reinforced Leather Cap → Coral Cuirass/Coral Cap, gains Turtle Shell Shield, Coral Tipped Javelin, Poison Barbs 5, 10g → 12g
- Lobster Rider Pincer becomes AP
- Atlantian Shield Bearer gains Sharkskin Cuirass (+8 prot)
- Shambler (naked) 20g → 18g
- Atlantian Light Infantry/Militia Coral Spear becomes 2h, def $0 \rightarrow 1$, Militia gains Sharkskin Cuirass
- Gains **Commander of the Deep** in coastal forts, leadership 100, requires temple to recruit, halved upkeep as if sacred
- Deep Seer, Witness of the Deep gain 10% WSG random
- Mage of the Deep Gift of Water Breathing 15 → 30
- Shamber Chief equipped as Shambler Guard (more durable), made slightly more elite
- Summon Monster Fish cost $6 \rightarrow 4$, Monster Fish prot $12 \rightarrow 14$, att $12 \rightarrow 13$, map move 8
- → 18, gains Darkvision 100
- Changed size 6 Atlantian kings' HP/str, which was copy pasted from Pans, from 27/16 \rightarrow 32/17, to have higher HP and str than size 4 shamblers
- Pretender God-King of the Deep pathcost $20 \rightarrow 10$, cost $180 (160) \rightarrow 130 (110)$

- Gains multihero **Champion of the Deep** (elite amphibious W1H1 human mounted on a **Giant Lobster** that can be taken to the surface)
- Hero **Coral Prince** gains stat boost, size $4 \rightarrow 5$, Affliction Resistance 2, named magical weapon and shield with higher stats, misc slots $2 \rightarrow 3$
- Hero **Seer King** minimum turn arrival $10 \rightarrow 0$, gains G1, Fortune Teller $15 \rightarrow 25$
- Hero **Escaped Slave Prince** bugged low morale fixed, prot $6 \rightarrow 8$
- Starting army and commander upgraded
- PD upgraded
- Benefits from <u>buffs to Water magic</u> and <u>Glaives</u>

MA R'Iyeh

- Crab Hybrid gains Recuperation, Pincer dmg $1 \rightarrow 3$, $35g \rightarrow 30g$, RP $33 \rightarrow 28$
- Illithid/Illithid Soldier att 10 → 11
- Hybrid/Hybrid Trooper RP $21/24 \rightarrow 9/12$, $13g/12g \rightarrow 12g/10g$
- Slave Guardian (Merman) gains Net attack like Trooper version
- Shambler Thrall $20g \rightarrow 18g$
- Slave Trooper/Guardian Stone Spear becomes 2h, def $0 \rightarrow 1$
- Traitor Prince gains 10 magic leadership, Taskmaster +1
- Starspawn Void Sanity 10 → 15
- Gains national item **Starmetal Conduit**, S1 Const 2, cost 4, misc slot, Void Sanity 5, MR -1, 10% Void returning, 2% horror mark
- Item Jellyberd S1F1 → S1W1, cost 5/5 → 4/3
- Item **Anemone Mace** cost $5 \rightarrow 3$, def $1 \rightarrow 2$, length $1 \rightarrow 2$, gains poison res 5
- Pretender Firstborn of the Star Void Sanity 15 → 20, Void returning 10%, cost 150 (130) → 130 (110)
- Pretender **King in Yellow** pathcost $80 \rightarrow 40$, att/def $10/12 \rightarrow 11/13$, enc $2 \rightarrow 1$, gains Mind Slimer 10, poison res 15, Void returning 50%, Tentacle attacks become intrinsic, Mind Blast \rightarrow Greater Mind Blast (AoE 1), cost 190 (170) \rightarrow 200 (180)
- Pretender **Void Lord** prec $5 \rightarrow 9$, gains Void returning 50%, Mind Blast \rightarrow Greater Mind Blast (AoE 1)
- Pretender **Uttervast** pathcost 80 → 60, MR 20 → 22, gains Void returning 50%
- Pretender **Void Lurker** gains Void returning 50%, Mind Blast → Greater Mind Blast (AoE 1)
- Hero **Stargazer** minimum turn arrival $10 \rightarrow 0$, Void Sanity $10 \rightarrow 15$
- Starting army upgraded
- PD upgraded
- Benefits from buffs to Water magic

Void Being Buffs

- Othernesses att/def 5/5 \rightarrow 8/6, Lesser Otherness size 3 \rightarrow 4, HP 16 \rightarrow 21
- Vile Thing size 4 → 3, prot 6 → 11, gains Poison Barbs 5, Recuperation, cold res 5
- Thing Of Many Eyes becomes mobile, Weaken attack usable underwater and costs 5 fatigue instead of using ammo, att/prec/AP 5/5/2 → 7/15/4
- Othernesses, Formless Spawn gain Affliction Resistance 99, Recuperation
- Thing From The Void, Thing That Should Not Be gain Recuperation

- **Dweller-In-The-Deep** str $8 \rightarrow 11$, att $5 \rightarrow 8$, combat speed $2 \rightarrow 4$
- Elder Thing prot $9 \rightarrow 13$, att/def $6/4 \rightarrow 8/6$, gains cold res 15
- Vastness gains Dominion Spreader 1 (always blessed), Void returning 20%
- **Visitor** prot 0 →6, gains third misc slot, Void returning 20%

MA Pelagia

- Knight of the Deeps/Triton Prince Tail Flipper \rightarrow Tail Slap, dmg -5 \rightarrow -1, att -2 \rightarrow -1
- Champion of the Closed Realm MR/str 12/11 \rightarrow 13/12, RP 27 \rightarrow 25
- Apostate of the Closed Realm gains Iron Cap, str 11 → 12, upkeep halved
- Merman Hoplite att 10 → 11, 13g → 12g
- Wave Warrior HP/str 10 → 11
- Merman gains Sharkskin Cuirass
- Pelagian Mermage/Merman Scout/Merman recruitable in coastal forts
- Conqueror of the Closed Realm MR 12 → 14
- Triton Prince gains H1, MR 14 \rightarrow 15, 250g \rightarrow 225g
- Pearl Mage gains 10% AWSN random, 245g → 230g
- Pelagian Mermage 135g → 110g
- Pelagian Mystic RP $4 \rightarrow 3$
- Daduchos RP 4 → 2, 95g → 115g, upkeep halved as if sacred
- Triton King str 15 → 19, map move 18 → 22, enc 3 → 2, misc slots 2 → 3, Bronze Trident (2h) → Pearl Trident (1h), **Pearlsmith** hero similarly buffed, $545g \rightarrow 525g$
- Summon Daktyl Conj $6 \rightarrow 5$, cost $30 \rightarrow 25$
- Hero Black Prince gains named magical trident with superior stats and two attacks
- Hero **Druid of the Seas** summons more and more powerful sea creatures, gains lvylord 2
- Starting army and commander upgraded
- PD upgraded
- Benefits from <u>buffs to Water magic</u>, <u>Long Spears</u>, <u>Plate Cuirass</u>, <u>Shambler Skin Armor and Amulet of the Fish</u>

MA Oceania

- **Aphroi** gain Coral Cap, Coral Barding enc 4 → 3 (matching Coral Hauberk), 55g → 60g
- All Aphroi/Ichtycentaurs/Ichtytaurs/Capricorns gain Tail Slap attack while underwater
- Ichtytaurs $50g/40g \rightarrow 40g/35g$, Bronze Spear becomes 2h, def $0 \rightarrow 1$
- **Ichtysatyr** (no shield) mor $8 \rightarrow 9$, Bronze Spear becomes 2h, def $0 \rightarrow 1$
- Aphroi Lord gains H1, MR 14 → 15, Coral Barding enc 4 → 3 (matching Coral Hauberk)
- Haliade $480g \rightarrow 400g$, map move $18 \rightarrow 22$
- Aphroi Hierophant 190g → 170g
- Fixed Ichtycentaur Commander's bugged land upkeep and low stats
- Pretender Aphroi Sage regained missing discount, cost 160 (140) → 120 (100)
- Starting army and commander upgraded
- Tier 2 PD and PD commander upgraded
- Benefits from new combat crosspath spells and buffs to Water magic

Ys

- Morvarc'h/Knights of Ys Tail Flipper \rightarrow Tail Slap, dmg -5 \rightarrow -1, att -2 \rightarrow -1
- Knight of Ys/Knight Commander of Ys's Kelpie \rightarrow Armored Kelpie (prot 5 \rightarrow 20), $35g/125g \rightarrow 40g/130g$, RP $33 \rightarrow 42$
- Ysian Man at Arms/Spearman/Infantry/Militia 15g/12g/12g/8g → 13g/10g/10g/7g
- Ysian Spearman gains Sharkskin Cuirass
- Kernou Cavalry War Horse Leather Barding → Light Chain Barding (total prot body/head 8/3 → 12/3, res cost +3)
- **Swans** lose Patrol Bonus -1 (caused them to have negative patrol strength since the Undisciplined patch)
- Morgen Princess RP $4 \rightarrow 3$
- Pretender Fomorian God King W1D2 → A1W1D1, gains Tight Rein, Undead Leadership 0
- \to 100, Bronze Spear/Javelin \to Enchanted Spear/Javelin of Flight, Bronze Scale Hauberk \to Weightless Scale, cost 310 \to 230
- Gains access to pretenders Titan of Winds and Waves, Idol of Sorcery
- Heroes Queen of the North, Morgen Queen H2 → H3
- Starting army and commander upgraded
- PD upgraded
- Benefits from new combat crosspath spells and buffs to Water magic

Late Age

LA Arcoscephale

- Heart Companion att/def 11/13 \rightarrow 13/12, 20g/23 RP \rightarrow 23g/27 RP, Formation Fighter 5 \rightarrow 6 (when enlarged, goes from 5/square \rightarrow 4/square instead of 5 \rightarrow 3)
- Cerulean Warrior str 15 → 16, benefits from Mace/Buckler buffs
- **Hoplite** att 11 → 12
- Hypaspist att 11 \rightarrow 12, Hypaspist/Hypaspist Commander map move +2 (14/16 \rightarrow 16/18)
- Phalangite/Phalangite Commander Scale Mail Hauberk \rightarrow Plate Cuirass (+1 prot, +2 map move, +4 res cost), map move +2 (total map move 12/14 \rightarrow 16/18), combat speed 12 \rightarrow 13 to match Hypaspist's
- Rhapsody of the Dead range 15+5 \rightarrow 25+5, AoE 4+2 \rightarrow 6+2
- Rhapsody of Life range 15+5 \rightarrow 25+5, single target \rightarrow AoE 2+1, prec 5 \rightarrow 10, friendlies only
- Curse Tablet range 2 → 4
- Sow Dragon Teeth castable underwater
- Awaken Hamadryad N4 → N3, Hamadryad gains Ivylord 1, cost 25 → 15
- Summon Hound of Twilight Conj 5 \rightarrow 4, E2D1 \rightarrow E1D1, Hound of Twilight Serpent Tail att/def/len 0/-1/0 \rightarrow 1/0/2
- Gains spell Summon Twilit Pack, Conj 6, E2D2, cost 8 for 3+1/2 Hounds of Twilight
- Procession of the Underworld D3 → D2, cost 13 →11
- Bind Keres cost 12 → 9

- Craft Keledone → Craft Keledones, Const 6 → 4, E2S2 → E2S1, quantity 1 → 2
- Forge Brass Bull F3E3 \rightarrow F2E2, Khalkotauros MR 14 \rightarrow 16, prec 5 \rightarrow 7, Heat Aura 3 \rightarrow 6, Fiery Breath dmg 0 \rightarrow 4, gains crown slot
- Hero **Hierophant** S2 → S3
- Hero **Monster in the Maze** gains Recuperation, MR 13 \rightarrow 15, fixed reversed idle and attack sprites
- Hero **Son of Titans** def 11 → 13, gains Affliction Resistance 2
- Starting army upgraded
- Benefits from buffs to Long Spears, Plate Cuirass and heavy armor encumbrance

LA Pythium

- Serpent Cataphract MR 10 \rightarrow 11, mor 12 \rightarrow 13
- **Hydra** prot 8 → 9, gains Darkvision 50
- Hydra Hatchling $35g \rightarrow 30g$, prot $4 \rightarrow 7$, def $9 \rightarrow 11$, gains Darkvision 50
- Palatine $20g \rightarrow 16g$, RP $31 \rightarrow 21$
- **Comitatense** 15g → 14g, RP 21 → 18
- Primani Solaris $18g \rightarrow 15g$, RP $27 \rightarrow 18$
- Limitane Solaris 14g → 13g, RP 18 → 14
- Standard $30g \rightarrow 24g$
- Serpent Lord gains H1, leadership $50 \rightarrow 100$, MR $11 \rightarrow 12$, $130g \rightarrow 160g$
- Battle Deacon gains Combat Caster, Mace → Consecrated Mace
- Theurg 190g → 170g, gains Fortune Teller 5
- Serpent Priest 370g → 335g
- Renata/Renatus 210g → 195g
- Heliodromus/Epoptes Heretic 2 → 1, Epoptes 155g → 140g
- Reveler 20% N/B \rightarrow 40% N/B, Heretic 3 \rightarrow 2
- Centurion, at 100 XP, loses 50 XP and becomes Magister Militum
- Orgy cost $1 \rightarrow 2$, Satyr summons $1 \rightarrow 2$ Maenads, Maenads lose Patrol Bonus -1 (caused them to have negative patrol strength since the Undisciplined patch)
- Gift of the Sacred Swamp AoE $5+2 \rightarrow 5+5$
- Epopteia cost 12 → 7
- **Daughter of Typhon** Conj $9 \rightarrow 8$, N5D2 \rightarrow N4D2, summons commander instead of unit, cost $30 \rightarrow 45$, Daughter of Typhon prot $13 \rightarrow 14$, str $19 \rightarrow 20$, enc $3 \rightarrow 2$, map move $12 \rightarrow 16$, attacks become magical, gains domspread 1 (autoblessed), Spirit Sight, crown and extra misc slot
- Awaken Hamadryad N4 → N3, Hamadryad gains Ivylord 1, cost 25 → 15
- Gains pretender discounts on Demiurge, Solar Serpent, Serpent of Chaos, Titan of

Serpents and Medicine

- Hero Pontifex Serpentus gains D1, retinue of x2 Palatini
- Hero Hierogallus gains missing Skilled Rider 4
- Starting army and commander upgraded
- Tier 2 PD and PD commander upgraded (to a guy with a shield)
- Benefits from new combat crosspath spells, buffs to Water magic, Plate Cuirass and heavy armor encumbrance

Lemuria

- Gains additional 2% chance per candle to spawn a **Spectral Lictor** in templed forts (vanilla rates are extremely low)
- Spectral Triarius att/str 12/11 \rightarrow 13/12, to stay consistent with living Triarius buffs, gains missing Formation Fighter 2
- Starting army upgraded
- Indirectly nerfed by <u>buffs to supply items</u> and <u>population recovery in friendly Growth 1+</u> dominion

LA Man

- Warden 26g 31 RP \rightarrow 23g 25 RP, Warden/Lord Warden MR 11/12 \rightarrow 12/13
- Spearman/Longspear Ring/Scale Mail Cuirass → Chain Mail Cuirass (prot 8/10 → 12)
- Forester/Royal Forester also recruitable in forests as in MA, Forester 12g \rightarrow 11g, RP 14 \rightarrow 10, Royal Forester command 10 \rightarrow 30, no morale penalty
- **Defender** 16g → 15g, RP 23 → 21
- Longbowman 12g → 10g, as in MA
- Light Archer 9g → 8g
- Judge 25% F1 25% D1 \rightarrow 50% F1 50% D1, RP 1 \rightarrow 2
- Magister 25% S1 → 33%
- Magister Arcane average start age 63 → 48
- Castellan Shield → Kite Shield, gains Crossbow
- Summon Cu Sidhe $G2 \rightarrow G1$, cost $5 \rightarrow 8$, Cu Sidhe def $12 \rightarrow 13$, gains Glamour, Patrol Bonus 2, Bodyguard 2
- Summon Black Dogs/Barghests D2 \rightarrow D1, Black Dogs prot/def 4/10 \rightarrow 5/12, gains Bodyguard 1, Barghest prot/def 6/11 \rightarrow 7/12
- Herd of Unicorns G2N1 \rightarrow G1N1, cost 10 \rightarrow 6
- Summon Bean Sidhe cost $25 \to 20$, gains base W1, castable underwater, Bean Sidhe gains Amphibian, Claw \to Claws, becomes magical
- Gains access to pretenders Vampire Queen, Idol of Men, Idol of Beasts, Idol of Sorcery
- Gains pretender discount on Lord of the Forest
- Unique common good event to gain a **Daughter of Avalon** even if story event chain is disabled
- Hero Vampire Lord D1B2 → D2B2
- Hero Cursed Monk N2G1 → N2G2, gains Disease Healer 3
- Hero Rhianne becomes stealthy, gains Defence Organizer 5, Patrol Bonus 30
- Hero Green Knight gains better-armored mount, automatically regains lost mount
- Starting army upgraded
- PD upgraded
- Benefits from new combat crosspath spells and Axe

LA Ulm

- **Zweihander** 14g → 13g, RP 18 → 16

- **Villain** 10g → 7g
- Pikeneer gains Formation Fighter 2 as part of Pike buff
- Wolfherd gains Tight Rein ability, able to discipline Wolves and other undisciplined units
- Gift of the Moon Ench $4 \rightarrow 3$, AoE $1 \rightarrow 5+5$, fatigue $20 \rightarrow 30$
- Tempering of the Will Thaum 5 → 4
- Sanguine Heritage Vampire Countess D1B2 → D1G1B2
- Gains pretender discount on Bitch Queen
- Hero Ghoul Baron Flail → Black Flail
- Fixed Worthy Heroes unintentionally readding **Blood Marshal** to the hero list after vanilla moved him to the unique **Sanguine Heritage** summon pool, which can waste hero rolls if you roll him after you've already summoned him via SH (just teleports him back to the cap). Removed him from the hero list but kept his WH buffs (Fear 5 and Life Drain attack).
- Starting army upgraded
- PD upgraded
- Benefits from buffs to Plate Cuirass and Morningstar

LA Marignon

- Hand of Justice HP/MR/att/def 12/10/11/11 → 13/11/12/12, $19g \rightarrow 21g$
- Deliverer of Justice MR/att/def 10 \rightarrow 11
- Palace Guard/Royal Guard 20g \rightarrow 15g/16g, RP 31/31 \rightarrow 21/24, Royal Guard Iron Cap \rightarrow Half Helmet (+2 prot, +1 res cost), as in sprite
- Pikeneer gains Formation Fighter 2 as part of Pike buff
- Flagellant 10g → 9g, starting affliction chance 75% → 50%, gain Robes
- Admiral recruitable out of cap
- Plague Doctor 20% N → 50%
- Goetic Captain RP 2 → 1
- Lieutenant/Captain/Goetic Captain/Admiral gain Buckler, so as to not be shot so much
- Bind Harlequin \rightarrow Bind Harlequins, quantity $1 \rightarrow 3$, cost $1 \rightarrow 4$
- Amalgamation rituals cost 10 → 8
- Amalgamation of Air/Water and Flesh A2S1/W2S1 \rightarrow A1S1/W1S1, Pearl Trident statted as 2h trident (dmg 5 \rightarrow 7, att -1 \rightarrow 0, def 0 \rightarrow 1, becomes 2h)
- Harbinger's Heavenly Horn becomes intrinsic
- Fallen Angel gains Tight Rein, Dark Fire Sword's 12 AP Fire \rightarrow Small Area Fire (14 AP Fire, AoE 1)
- Holy Pyre AoE $3 \rightarrow 5$, dmg $7+ \rightarrow 8+$, prec $1 \rightarrow 3$
- Heavenly Wrath cost 35 → 30
- Heavenly Choir S7F2 \rightarrow S5F2, cost 144 \rightarrow 99, Angel of the Heavenly Choir gains Heavenly Hymn attack
- Gains access to items **Cockerel/Mercybrand**, costs $10 \rightarrow 8/7$, Mercybrand Patrol Bonus $10 \rightarrow 20$
- Gains national discount on Mirror of Long Lost Battles/Mirror of Trapped

Images/Enchanted Mirror/Mirror of False Impressions

- Gains pretender discount on Titan of Winds and Waves
- Hero Witch from the West gains G2

- Hero Carmont F1S1 → F2S2, gains Patrol Bonus 30, retinue of two Hands of Justice
- Multihero Guardian of the Chalice enc $3 \rightarrow 2$, Plate Cuirass \rightarrow starts with Fire Plate, gains Combat Caster, fire res 5, third misc slot
- Hero **Last Conquistador** summons Heavy Crossbowman $x3 \rightarrow x5$, third misc slot, stat-boosted mount
- Hero **Angelique** gains stat-boosted, better-armored mount, Patrol Bonus 25, Plate Cuirass/Half Helmet → Golden Armor/Helmet
- Starting army upgraded
- PD upgraded
- Benefits from <u>new combat crosspath spells</u>, buffs to <u>Halberd</u>, <u>Plate Cuirass and heavy armor encumbrance</u>

LA Mictlan

- Rain Warriors gain Bronze Cap
- Obsidian Club Sword (2h) dmg 7 → 8
- Returned Sharkskin Cuirass → Armor (def -1, prot +2)
- Summon Jaguar Toads N1H1 \rightarrow N1, Jaguar Toad prot 3 \rightarrow 7, MR 5 \rightarrow 9, str 11 \rightarrow 14, att 7 \rightarrow 8, prec 5 \rightarrow 9, gains Darkvision 50, Forest Survival
- Summon Jaguars N2H1 \rightarrow N1H1, Jaguar prot 4 \rightarrow 6, MR 8 \rightarrow 9, def 11 \rightarrow 12
- Monster Toad prot $6 \to 9$, MR $7 \to 9$, str $17 \to 20$, att $7 \to 8$, gains Darkvision 50, Forest Survival
- Jade Serpent prot $12 \rightarrow 14$, str $17 \rightarrow 19$, def $9 \rightarrow 11$, gains Tail Slap attack, Darkvision 50
- Contact Couatl cost 40 → 35
- Bind Tzitzimitl Blood 6 → 5
- Civateteo gains Amphibian
- Contact Onagui cost 101 → 77, Beast Bats 8 → 12
- Rain of Jaguars cost $40 \rightarrow 50$
- Changed size 6 Atlantian kings' HP/str, which was copy pasted from Pans, from 27/16 \rightarrow 32/17, to have higher HP and str than size 4 shamblers
- Pretender **Smoking Mirror** Fortune Teller 15 → 25
- Starting army upgraded
- PD upgraded
- Benefits from buffs to Water magic, Mace, Glaives, Sling and Hide Shield

LA T'ien Ch'i

- Ancestor Vessel prec 11 \rightarrow 13, to match Dom5 values, Cataphracted War Horse's Cataphract Barding \rightarrow Heavy Scale Barding (total prot body/head 15/22 \rightarrow 18/22, def -1 \rightarrow -2, enc 2 \rightarrow 3, res cost +4), gains appropriate mount barding in both mounted and riderless sprites
- Barbarian Heavy Horseman/General Light Scale Barding \rightarrow Scale Barding (total prot body/head 12/3 \rightarrow 14/20, def -1, res cost +2)
- Barbarian Horseman 25g → 23g
- **Archer** 10g → 9g
- Footman with Pike gains Formation Fighter 2 as part of Pike buff

- Ancestor Smith/Spirit Master/Ancestor Guide gain Combat Caster, 310g → 280g
- Master of the Way 190g → 165g
- Ancestral Spirits are autoblessed
- Gains access to Contact Huli Jing
- Celestial Servant \rightarrow Celestial Servants, quantity 1 \rightarrow 2, cost 1 \rightarrow 2, Celestial Servant prot 4 \rightarrow 6, Rake def -1 \rightarrow 0
- Celestial Hound def 11 → 12, gains Bodyguard 2, Storm Immunity
- Internal Alchemy Alt $5 \rightarrow 4$, cost $5 \rightarrow 2$
- Celestial Chastisement range 20 → 25
- Call Celestial Soldiers Conj $6 \rightarrow 5$
- Item Sword of the Five Elements dmg 8 → 10
- Gains access to pretenders Thrice Horned Boar, Wyrm, Monolith, Idol of Men, Idol of Sorcery, Statue of the Underworld
- Hero Immortal (Ho Hsien-Ku) A1N2H3 → A1S2N2H3
- Hero **Dragon of Rain** minimum turn arrival $10 \rightarrow 0$, prot $13 \rightarrow 14$, str/def $17/12 \rightarrow 18/13$
- Starting army and commander upgraded
- PD upgraded
- Benefits from new combat crosspath spells, buffs to Water magic and Glaives

Jomon

- Cap income F1A1E1N1 → A1W1E1N1
- Starts with citadel and can build citadels
- Becomes coastal start nation
- Labs/temples cost 450 in mountains
- Sohei MR 10 \rightarrow 11, prec 11 \rightarrow 12, gains Long Bow
- Samurai Cavalry/Mounted Gokenin/Hatamoto War Horse Leather Barding → Scale Barding, Samurai Cavalry gains Long Bow, Mounted Archer
- Shrimp Soldier/Crab General gain Recuperation
- Kannushi/Monk of the Fivefold Path recruitable in unforted mountains
- Onmyo-ji Fortune Teller 10 \rightarrow 15, **Shikigami** def 12 \rightarrow 14, Claw \rightarrow Talons, gains Dive Attack, attacks become magical
- Ryujin dragon form prot 13 → 14, str/def 17/12 → 18/13
- Fear-not Sign AoE 2+2 → 5+5
- Welcome Sign range 5 → 15+5
- Earth-touching Sign range $20 \rightarrow 30$
- Meditation Sign fatigue reduction $15 \rightarrow 25+5$
- Gains access to N1 version of **Gift of the Moon**, Ench $4 \rightarrow 3$, AoE $1 \rightarrow 5+5$, fatigue $20 \rightarrow 30$
- Gains spell Kappa Clan, Conj 4, W2, cost 20, summons Kappa Mage (W2 20% N), Kappa Chief, 15+2 Kappa
- Summon Kappa W1N1 → W1, castable underwater, Kappa MR 8 → 11
- Oni unit summons discounted: Ao-/Aka-Oni cost $7 \rightarrow 6$, Oni cost $8 \rightarrow 7$, Kuro-Oni cost $9 \rightarrow 8$, Oni size 3/4 unrest generation $0.3/0.5 \rightarrow 0.2/0.3$
- Summon Karasu Tengus quantity +1/2 per level

- Ujigami Fortune Teller 5 → 10
- Mujina upkeep removed
- Contact Tanuki cost 26 → 23, gains Spirit Sight
- Mori-no-kami gains G1, battle summons 1d6 Wolves \rightarrow 1d6 Wolves, 1d3 Boars, 1 Great Bear, cost 21 \rightarrow 18
- Contact Dai Tengu cost 55 → 45, both Tengu summons quantity +½ per level
- **Nushi** gains G1, serpent form homesickness $50\% \rightarrow 20\%$, human form gains poison res 15, both forms gain Darkvision 50
- Contact Kitsune cost 30 → 25, gains Spirit Sight
- Contact Jorogumo cost 32 \rightarrow 28, battle summons Larger Spiders 2d6 \rightarrow 2d6+5, gains Spirit Sight
- Summon Oni General Conj 6 → 5, upkeep removed
- Summon Gozu Mezu Conj 6 → 5
- Contact Tatsu Conj $6 \rightarrow 5$, cost $19 \rightarrow 15$, prot $13 \rightarrow 14$, str/def $17/12 \rightarrow 18/13$
- Contact Yama-no-kami E4 → E3, cost 28 → 25
- Summon Dai Oni Conj 8 → 7, upkeep removed
- Gains national item **Invitation to the Dragon Court** Const 1, A1, cost 5, misc slot, Gift of Water Breathing 90
- Pretender **Onmyo Hakase** Fortune Teller $15 \rightarrow 50$, summons **Shikigami** $x1 \rightarrow x3$
- Gains access to pretenders Wyrm, Thrice Horned Boar, Irminsul
- Gains pretender discount on **Dragon King**
- Gains multihero **Kensei** (sacred hobo swordsman with elite melee stats, stealthy, Air Shield 50 and a Hero's Katana)
- Hero **Son of the Dragon King** becomes sacred, att $13 \rightarrow 14$, gains poison res 5, autocasts Water Shield, weapon stats boosted and hits thrice, armor enc $3 \rightarrow 2$, arrives holding item **Invitation to the Dragon Court** (Gift of Water Breathing 90)
- Hero **Red Devil** gains retinue of 2d6 **Aka-Oni Samurai** and can summon x4 per turn, Kabuto → Oni Mask Kabuto (magical, higher prot)
- Hero **Red Tengu** gains A2E1
- Starting army and commander upgraded
- Tier 2 PD and PD commanders upgraded
- Ryujin Dragon Pearls can no longer be picked up
- Benefits from new combat crosspath spells, buffs to Water magic and polearms

LA Agartha

- Blindfighter Blind Helmet prot 23 → 25, res cost 5 → 4
- Blindlord gains H1
- Entrance Guard $16g \rightarrow 14g$, RP $23 \rightarrow 18$
- Agarthan Sapper Full Leather Armor \rightarrow Chain Mail Cuirass (prot +3), Cave Fire Bottle ammo 1 \rightarrow 2, dmg 10 \rightarrow 12, Pick Axe att/def -1 \rightarrow -2, len 1 \rightarrow 2
- Servant of the Oracles 260g → 240g
- Gains access to Living Mercury
- New spell Amass Flame Corpses, Ench 6, F2D2, cost 10 for 10+1 Flame Corpses, 3+1/2

Flame Barrel Nightmares

- Awaken Shard Wights/Awaken Sepulchral/Tomb Oracle/Hall of the Dead castable underwater
- Iron Corpse Reanimation quantity $5+\frac{1}{2} \rightarrow 6+1$, Iron Corpse MR 7 \rightarrow 10 (as per <u>soulless</u> <u>buffs</u>)
- Flame Corpse Construction Ench 4 → 3, quantity 1 → 2, cost 1 → 2, Flame Corpse MR 5 → 10, gains fire res 15
- Nightmare Construction Ench $5 \rightarrow 4$, Flame Barrel Nightmare MR $10 \rightarrow 12$, gains fire res 15, +0 dmg Bite attack
- Ktonian Legion Ench $6 \rightarrow 5$, cost $15 \rightarrow 9$
- Reanimate Ancestor E2D2 → E1D1, Iron Ancestor att/def 11/9 → 12/10, leadership 10 → 50, undead leadership 50 → 100, 50% chance of starting affliction removed
- Pretender Leader of the Closed Council Fortune Teller $20 \rightarrow 33$, cost $150 (130) \rightarrow 120 (100)$
- Pretender **Ageless Olm** pathcost 60 → 50, prot 5 → 15, str 14 → 18, gains Fortune Teller 33, magic leadership 40, crown slot, Mind Blast → Greater Mind Blast (AoE 1)
- Pretender **Risen Oracle** prot 1 \rightarrow 5, Fortune Teller 20 \rightarrow 33, can summon x2 Cavern Wight per month,

cost 240 (220) \rightarrow 200 (180)

- Pretender **Golden Pillar** Fortune Teller 33 → 75, gains Spirit Sight (vanilla bug), misc slots 1 → 2
- Gains access to pretenders **Prince of Death**, **Linnormr**, **Serpent of the Underworld**, **Dog of the Underworld**, **Serpent of Heavenly Fires**, **Titan of Rivers**, **Dharmapala of the Underworld**, **Mother of Storms**, **Statue of the Underworld**
- Hero Master of Alchemical Secrets S1 \rightarrow S2, Insane 10 \rightarrow 5
- Multihero **Possessed Flame Corpse** F1 75%/30%/20% F → F3, death explosion AoE 10 → 15, gains buffed stats, fiery effects and resistance of a **Flame Spirit**, affliction resistance and no starting afflictions
- Starting army and commander upgraded
- PD upgraded
- Benefits from new combat crosspath spells and buffs to heavy armor encumbrance

LA Abysia

- Cap income F4 → F3D1
- All Abysians +1 prec
- Guardians of the Pyre att/def 11/10 → 12/11
- Abysian Light Infantry/Axe Thrower Ring Mail Cuirass → Chain Mail Cuirass (prot +4, def
- -1, res cost +6), Axe Thrower $13g \rightarrow 12g$
- Warlock Adept Cross Breeder $6 \rightarrow 9$
- Warlock Apprentice Adept Cross Breeder $2 \rightarrow 4$, gains Blood Searcher 1, Adept Researcher +2
- Anathemant Dragon 405g → 350g, RP 4 → 2, gains 10% E random
- Anathemant Salamander/Sanguine Anathemant 295g → 260g
- Newt/Sanguine Acolyte 120g → 105g

- Gains spell **Host of Smouldering Ancestors**, Conj 5, D2F1, cost 9 for 15+1 **Smoulderghosts**
- Liquid Flames of Rhuax prec $0 \rightarrow 2$, range $30+5 \rightarrow 35+5$
- Contact Scorpion Man Conj $8 \rightarrow 6$, cost $12 \rightarrow 6$, Gaze of Fear usable underwater, Bow of Plague prec $+5 \rightarrow +10$, gains body slot
- Reawaken Fossil E2D1 \rightarrow F2D2, quantity 5+1/2 \rightarrow 5+1, cost 10 \rightarrow 6
- Infernal Breeding quantity 16+1 → 16+2, results randomly older values lowered by 25-33%,
 Hellbred Horite Fist → Rock (+4 damage), gains Throw Rocks attack (6 ammo)
- Pretender **Great Warlock** Adept Cross Breeder 8 → 10
- Hero Sanguine Hierophant F2B2H2 → F2B3H2
- Hero Experiment minimum turn arrival 0 → 10
- Hero **Anathemant Warlock** Adept Cross Breeder 8 → 10, minimum turn arrival 5 → 0
- Starting army upgraded
- Tier 2 PD upgraded
- Benefits from buffs to Fire magic and heavy armor encumbrance

LA Caelum

- Iron Hail Archer fires two arrows ("storms of blessed arrows"), str/att/def 10 → 11, gcost/RP
 16 → 20, Dagger → Short Sword, Ring Mail Cuirass → Plate Cuirass, gains Half Helmet
- Iceclad +1 att/def
- Storm Guard $15g \rightarrow 14g$, RP $21 \rightarrow 18$
- Spire Horn Archer str 9 → 10
- All Yazata/Daeva gain +5 shock res
- Call Daevas/Summon Yazatas quantity $6 \rightarrow 6+\frac{1}{2}$, Summon Yazatas cost $12 \rightarrow 10$
- Call Ahurani castable underwater
- Jahi gains G1
- Starting army upgraded
- PD upgraded
- Benefits from new combat crosspath spells

LA C'tis

- **Desert Rangers** recruitable in cap, re-enabled recruitment in forted wastes, str 10 \rightarrow 11, prec 10 \rightarrow 11, RP 18 \rightarrow 16
- Tomb Flame Wielder's Banefire Crossbow on-damage MR negates $Decay \rightarrow on-hit 8 AP$ Banefire with additional on-damage MR negates Decay
- Tomb Guard def $11 \rightarrow 12$
- Falchioneer HP/str/def 11/10/11 \rightarrow 12/11/12, RP 18 \rightarrow 16
- Poison Slinger/Empoisoner gain Robes, Poison Sling prec -4 → -3
- All mummified commanders/heroes gain Poor Amphibian
- Revive Grave Consort cost 10 → 8, Grave Consort undead leadership 20 → 70
- Revive Tomb Priest cost 16 → 13
- Sacred Serpent prot $7 \rightarrow 10$, str $12 \rightarrow 14$, def $8 \rightarrow 11$, gains Darkvision 50

- Sacred Crocodile W2N2 → W1N1, MR 8 → 10, str/att/AP 21/11/7 → 22/12/9, mapmove 8
- → 12, gains Tail Slap attack, Darkvision 50
- Contact Couatl Conj $7 \rightarrow 6$, cost $40 \rightarrow 35$
- Contact Scorpion Man Conj $8 \rightarrow 6$, cost $12 \rightarrow 6$, Gaze of Fear usable underwater, Bow of Plague prec $+5 \rightarrow +10$, gains body slot
- Item The Jade Mask D6N3 \rightarrow D6N2, cost 60/15 \rightarrow 30/5
- Pretender Grand Saurolich cost 260 (220) → 180 (140)
- Pretender **Devourer of Souls** prot 15 → 17
- Hero Ancient Shaman S2N2 → S2N3
- Hero First King autocasts Power of the Reborn King, gains Poor Amphibian
- Hero Reassembled Prince automatically regains lost mount, Bronze Scale Mail/Bronze Cap
- \rightarrow Rusty Scale Mail Hauberk/Iron Cap, Falchion \rightarrow Enchanted Falchion, gains Poor Amphibian, extra misc slot, minimum turn arrival $0 \rightarrow 10$
- Starting army and commander upgraded
- PD commanders upgraded

LA Pangaea

- Minotaur Soldier att $9 \rightarrow 10, 40g \rightarrow 35g$
- Satyr/Satyr Sneak Bronze Spear becomes 2h, def 0 → 1
- Dryad gains 10% G random
- Awaken Hamadryad N4 → N3, Hamadryad gains Ivylord 1, cost 25 → 15
- Pretender Centaur Great Sage Fortune Teller 15 → 25, cost 150 (130) → 120 (100)
- Pretender Carrion Dragon pathcost 80 → 60, prot 11 → 13, gains Affliction Resistance 3
- Pretender **Titan Mandragora** battle summons additional 1d3 **Mandragora**, cost 270 → 220
- Pretender **Mother Mandragora** battle summons additional 1d3 **Mandragora**, cost $290 \rightarrow 240$
- Hero Rams Head gains Head Butt attack
- Hero Wise Satyr gains G1, minimum turn arrival 5 → 0
- Starting army upgraded
- Benefits from buff to Plate Cuirass

Midgard

- Skinshifter att/def 10 \to 11, MR 10 \to 12, gains Mountain Survival, Werewolf gains Darkvision 50, RP 31 \to 25
- **Einhere** Ambidextrous $1 \rightarrow 2$, RP $31 \rightarrow 25$
- Jarl/Gode gain Shield
- Galderman gains Mountain Survival
- Draug gains Iron Cap
- Gains access to pretender Vampire Queen
- Hero **Keeper of the Rose Garden** gains G1, lvylord 2
- Hero Vanlade H2 → H3
- Hero **Einhere** gains Affliction Resistance 2
- Starting army upgraded

Utgard

- Gode gains Shield
- Seithkona Fortune Teller 5 → 7
- Skratti Jotun Wolf shape size 7 → 5, all forms gain Mountain Survival
- Brood of Garm quantity $5 \rightarrow 6$, Jotun Wolf size $6 \rightarrow 5$, def 11 \rightarrow 12, gains Darkvision 50, Mountain Survival
- Summon Glosos cost 13 \rightarrow 11, Gloso prot 8 \rightarrow 9, gains Poison Barbs 5
- Awaken Jotun Draugar cost 15 → 12, Jotun Draug MR 13 → 15, gains Iron Cap
- Pretender **Skratti** cost 140 (120) → 120 (100)
- Pretender **Bog Mummy** cost 260 (240) → 220 (200)
- Pretender **Dracolich** pathcost 80 → 60, Plague Breath attack usable underwater
- Pretender **Son of Niefel** W2D1 \rightarrow A1W1D1, prot 8 \rightarrow 9, Ice Blade \rightarrow Frost Brand, Full Leather Armor \rightarrow Jotun Wolf Pelt, Ice Aegis becomes forgeable version (parry +2, prot +3), gains Reinforced Leather Cap, cost 250 \rightarrow 230
- Starting army and commander upgraded
- Tier 2 PD upgraded
- Benefits from buffs to Water magic and Axe

Bogarus

- Misfortune limit +1 → Magic limit +1
- Grid/Malaia Druzhina, Black Hood, Styag gain horse sprites that match the original artwork
- Malaia Druzhina str 11 → 12, Cataphracted War Horse's Cataphract Barding → Heavy Mail Barding (total prot body/head 15/22 → 19/22, def -1 → -2, enc 2 → 3, res cost +4)
- **Grid Druzhina** str 10 \rightarrow 11, gains Shield, **War Horse'**s Leather Barding \rightarrow Scale Barding (total prot body/head 8/3 \rightarrow 14/20, def 0 \rightarrow -1, res cost +5)
- Black Hood/Styag gain Buckler, Black Hood gains Leather Barding (prot $3/3 \rightarrow 9/3$, res cost $0 \rightarrow 2$), Styag Light Scale Barding \rightarrow Scale Barding (total prot body/head $12/3 \rightarrow 14/20$, def -1, res cost +2)
- Khlyst $10g \rightarrow 8g$, str $9 \rightarrow 10$
- Peshtsi Spearman gains Javelin
- Knyaz/Veliki Knyaz gain Shield, Cataphracted War Horse → Destrier (+10g, much more durable, matches sprite better)
- Zmey loses Cold Blooded, prot 13 → 14, gains Unsurroundable 2, Darkvision 50
- Summon Simargl quantity/cost 1 \rightarrow 2, Simargl def 11 \rightarrow 13, gains Bodyguard 1, Darkvision 50, Mountain Survival
- Firebird gains Awe 1
- Sirin gains G1, Contact Sirin cost 8 → 13
- Summon Rusalka castable underwater, Rusalka gains G1
- Summon Likho cost $10 \rightarrow 7$
- Send Bukavac W4 → W3, gains extra Tentacle attack, Darkvision 50
- Gamayun gains G1, Fortune Teller 15 → 25
- Contact Beregina Conj 6 → 5, W3E1 → W3, cost 35 → 30
- Contact Cloud/Mountain Vila A/N 4 → 3, cost 40 → 30, both Vila gain G1

- Contact Leshiy N6 → N5, cost 60 → 45, Leshiy gains Recuperation
- Gains access to pretender Monolith
- Multihero **Bogatyr** gains Defence Organizer 5, Unrest Reduction 3, stat-boosted,

better-armored mount, extended max age as per lore, small chance to generate custom positive events

- Hero **Hag** gains G3, minimum turn arrival 20 → 10
- Hero Patriarch D1 → D2, gains retinue of 3d6 Khlysty
- Hero **Deathless** minimum turn arrival $10 \rightarrow 0$
- Starting army and commander upgraded
- PD and PD commanders upgraded

Patala

- Naga Warrior gains Bronze Cap, Naga gains Bronze Cuirass and Buckler
- All Naga base map move 12 → 14
- Markata/Vanara/Bandar base MR 7/8/8 → 8/9/9
- Light Bandar Warrior gains Iron Cap
- Vanara Chakram Thrower's Chakram ammo 2 → 3
- Iron Cudgel dmg 8 → 9, def 0 → 1
- All Markata prec 8 → 9
- Naga Chief gains Bronze Cuirass, magic leadership 10 → 20
- Gains access to Bandar Log's naga-summoning spells
- Summon Apsaras/Nagas/Gandharvas/Garudas/Kimpurushas quantity +1/2 per level
- Summon Siddha's Siddha HP/str/att/def 20/13/9/9 → 26/15/11/13, Fist loses att/def penalty
- Summon Devata cost 45 → 35
- Summon Devala Conj 9 → 8, cost 55 → 40
- Summon Rudra cost 55 → 45, gains Thunder Fist
- Contact Yakshini, Host of Ganas castable underwater
- Gains access to item Vajra, att 2 → 3, gains Overcharged 1
- Item Headdress of the Bull prot $8 \rightarrow 10$, str +2 \rightarrow +3, cost $5 \rightarrow 4$
- Gains access to pretenders **Wadjet**, **Celestial Carp**, **Statue of Order** and **Irminsul**, pretender discount on **Wadjet**
- Hero Golden Naga gains G2, Tail Sweep attack
- Hero **Ancient Ape** produces blood slaves $x1 \rightarrow x3$
- Starting army upgraded
- PD upgraded
- Benefits from buffs to Mace, Buckler, heavy armor encumbrance and Water magic

Gath

- Zebulunite Horn Blower att/def 8/9 → 10/11
- Seren gains H1
- Gains access to spell Release Lord of Civilization
- Strange Fire AoE $3 \rightarrow 4$, prec $1 \rightarrow 3$
- Memories of Stone $\pm \frac{1}{2}$ per level $\rightarrow \pm 1$, cost $\pm 10 \rightarrow 6$

- Summon Lilot N4 → N3, Lilot gains G1
- Hashmal gains crown slot
- **Call Arel** cost 39 → 33
- Call Ophan S5F2 → S4F2, cost 49 → 42, Ophan gains extra misc slot
- Call Merkavah S7F3 → S6F3, cost 222 → 130
- Hero Goliath autocasts Personal Luck, gains Affliction Resistance 2
- Hero **Sibyl of Hermon** minimum turn arrival $5 \rightarrow 0$
- Starting army upgraded
- PD upgraded

Ragha

- Iceclad Zhayedan +1 HP/str, +2 att/def, +1 MR/mor, Bodyguard 2, 19g → 25g, RP 21 → 27
- Savaran Cataphract/Savaran Guard/Turan Spahbed/Turan Shah Cataphracted War Horse's Cataphract Barding → Heavy Scale Barding (total prot body/head 16/23 → 18/22, def -1 → -2, enc 2 → 3, res cost +4)
- Turan Cavalry Light Scale Barding \rightarrow Scale Barding (total prot body/head 12/3 \rightarrow 14/20, def -1, res cost +2)
- Airya Shah mor/att +1, MR/def +2, leadership 75 → 100
- All Yazata/Daeva gain +5 shock res
- Call Daevas/Summon Yazatas quantity $6 \rightarrow 6+\frac{1}{2}$, Summon Yazatas cost $12 \rightarrow 10$
- Call Ahurani castable underwater
- Jahi gains G1
- Pretender **Great Warlock** Adept Cross Breeder 8 → 10
- Hero **Mighty Bowman**'s Great Bow ammo $12 \rightarrow 30$, prec $5 \rightarrow 10$
- Starting army upgraded
- Benefits from buffs to Fire magic

LA Xibalba

- Muuch wearing sharkskin/bronze armor gain Sharkskin/Bronze Cap
- Wo' Muuch gains Obsidian Cap, MR 10 → 11, att/def 11/10 → 12/11, Obsidian Blade def 0
 → 1
- Obsidian Warrior RP 24 → 18, Obsidian Shard Blade def 1 → 2
- Sak Muuch Dart Throwers gain Hide Shield
- Zotz Warrior/Dart Thrower RP $6 \rightarrow 5$, Dart Thrower prec $5 \rightarrow 6$, Zotz Warrior Stone Lance becomes 2h, def $0 \rightarrow 1$
- Zotz Guard RP $12 \rightarrow 9$
- Obsidian Club Sword (1h) dmg $4 \rightarrow 6$, att $0 \rightarrow 1$
- Obsidian Club Sword (2h) dmg 7 → 8
- Obsidian Dart ammo 4 → 5
- Bacab $685g \rightarrow 645g$, resource bonus $5 \rightarrow 15$
- Muuch with enc 4 → 3 (vanilla bug)
- Summon Jaguar Toads N1H1 \rightarrow N1, Jaguar Toad prot 3 \rightarrow 7, MR 5 \rightarrow 9, str 11 \rightarrow 14, att 7 \rightarrow 8, prec 5 \rightarrow 9, gains Darkvision 50, Forest Survival

- Summon Jaguars N2H1 \rightarrow N1H1, Jaguar prot 4 \rightarrow 6, MR 8 \rightarrow 9, def 11 \rightarrow 12
- Monster Toad prot $6 \rightarrow 9$, MR $7 \rightarrow 9$, str $17 \rightarrow 20$, att $7 \rightarrow 8$, gains Darkvision 50, Forest Survival
- Jade Serpent prot 12 \rightarrow 14, str 17 \rightarrow 19, def 9 \rightarrow 11, gains Tail Slap attack, Darkvision 50
- Sacred Scorpion mapmove 8 → 16, gains Forest Survival
- Contact Onaqui cost 101 → 77, Beast Bats 8 → 12
- Rain of Jaguars cost $40 \rightarrow 50$
- Summon Chaac cost 75 → 60
- Break the First/Second/Fourth Soul castable underwater
- Changed size 6 Atlantian kings' HP/str, which was copy pasted from Pans, from 27/16 \rightarrow 32/17, to have higher HP and str than size 4 shamblers
- Gains MA's hero Surviving Onaqui to fulfill his interaction with the Chilan Balam
- Hero **Chilan Balam'**s bugged stats fixed, startitem Healer 1 \rightarrow 3, minimum turn arrival 15 \rightarrow 10
- Hero Cursed Conquistador bugged weapon fixed, gains poison res 25, Darkvision 50
- Hero **Grandfather Earth** gains intrinsic Bite attack, as other Deep Ones
- Starting army upgraded
- PD upgraded
- Benefits from new combat crosspath spells, buffs to Water magic and Hide Shield

LA Phlegra

- Cap income F3E1 → F2E2
- Helote Soldier/Crossbowman Full Helmet → Half Helmet (prot -6, def +1, res cost -1), Helote Soldier gains Javelin
- Cyclope Soldier 40g → 35g
- Shackled Mage 95g → 85g
- Sow Dragon Teeth castable underwater
- Gigantomachia Thaum 7 \rightarrow 6, E4F4 \rightarrow E4F3, cost 60 \rightarrow 50, cap rebate on Cyclope Smith, Laestrygonian and Laestrygonian Tyrant 10g \rightarrow 50g
- Summon Hound of Twilight Conj 5 \rightarrow 4, E2D1 \rightarrow E1D1, Hound of Twilight Serpent Tail att/def/len 0/-1/0 \rightarrow 1/0/2
- Gains spell **Summon Twilit Pack**, Conj 6, E2D2, cost 8 for 3+1/2 Hounds of Twilight
- Procession of the Underworld D3 → D2, cost 13 →11
- Bind Keres cost $12 \rightarrow 9$
- Forge Brass Bull F3E3 \rightarrow F2E2, Khalkotauros MR 14 \rightarrow 16, prec 5 \rightarrow 7, Heat Aura 3 \rightarrow 6, Fiery Breath dmg 0 \rightarrow 4, gains crown slot
- Item Oppressor's Headband cost $15 \rightarrow 8$
- Gains access to pretenders Titan of the Sea, Titan of Serpents and Medicine, Duiu of

War, Statue of Order

- Gains pretender discount on Drakaina
- Hero **Elder Cyclops** minimum turn arrival 15 → 5
- Starting army and commander upgraded
- PD and PD commande upgraded
- Benefits from new combat crosspath spells and buffs to Fire and Water magic

Vaettiheim

- Moose Rider Moose prot $4 \rightarrow 8$, mor $9 \rightarrow 10$, str $16 \rightarrow 18$, $30g \rightarrow 28g$
- Vaetti Gode wolf summoning quantity $2 \rightarrow 3$, gains Tight Rein ability, able to discipline wolves and other undisciplined units
- Vaetti Gygja gains Fortune Teller 5
- Gains access to N1 version of **Gift of the Moon**, Ench $4 \rightarrow 3$, AoE $1 \rightarrow 5+5$, fatigue $20 \rightarrow 30$
- Brood of Garm quantity $5 \rightarrow 6$, Jotun Wolf size $6 \rightarrow 5$, def 11 \rightarrow 12, gains Darkvision 50, Mountain Survival
- Summon Glosos cost $13 \rightarrow 11$, Gloso prot $8 \rightarrow 9$, gains Poison Barbs 5
- Gains national discount on **Duskdagger**
- Pretender **Skratti** cost 140 (120) → 120 (100)
- Pretender **Bog Mummy** cost 260 (240) → 220 (200)
- Pretender **Dracolich** pathcost 80 → 60, Plague Breath attack usable underwater
- Pretender **Son of Niefel** W2D1 \rightarrow A1W1D1, prot 8 \rightarrow 9, Ice Blade \rightarrow Frost Brand, Full Leather Armor \rightarrow Jotun Wolf Pelt, Ice Aegis becomes forgeable version (parry +2, prot +3), gains Reinforced Leather Cap, cost 250 \rightarrow 230
- Gains access to pretenders Svartalf Mastersmith, Volla of the Bountiful Forest
- Gains pretender discount on Bitch Queen, Idol of Beasts
- Hero **Wolf Lord Wolf** summoning quantity $3 \rightarrow 8$, autosummons **Wolf Riders** $x4 \rightarrow$ **Wolf Brothers** x3, gains Tight Rein, missing Skilled Rider 4, Beastmaster/Animal Awe 3, retinue of x4 Wolf Brothers, 2d6 Wolves, starts with **Boar Leather Barding**
- Hero **Great Hag** Adept Cross Breeder $8 \to 10$, Fortune Teller $15 \to 25$, minimum turn arrival $20 \to 15$
- Starting army upgraded
- Tier 2 PD upgraded

Feminie

- Veiled One Spetum def 0 → 1
- Lady Knight 55g → 50g
- Gains access to **Strange Fire**, AoE $3 \rightarrow 4$, prec $1 \rightarrow 3$
- Gains access to pretenders **Sphinx**, **Son of the Fallen**, pretender discounts on **Sphinx**,

Neteret of Many Names

- Hero Firstborn of the Lost Healer 1 → 3, gains Tight Rein
- Starting army upgraded

Piconye

- Bonus bless points +1 → +2
- Crosswielder HP/str 6 → 7, prec 11 → 12, Dagger → Short Sword
- Baculite Baculus dmg 4 → 6
- Piconye Militia -2g, Slinger -1g, becomes stealthy
- Piconye Sage-Priest gains Fortune Teller 5

- Gains access to **Strange Fire**, AoE $3 \rightarrow 4$, prec $1 \rightarrow 3$
- Call Cyclops Tribe quantity $5+\frac{1}{2}$ Cyclops $\rightarrow 6+\frac{1}{2}$ Cyclops Warrior, $2+\frac{1}{2}$ Cyclops Hurler (Siege Bonus 5), cost $9 \rightarrow 8$, unit descriptions fixed
- Pretender **Arch Emperor** starting dominion $1 \rightarrow 2$
- Inherits thematic pretender discounts held by Ind (Virtue, Phoenix, Celestial Lion, Statue of Order, Divine Glyph)
- Hero **Eagle Knight** autocasts Personal Luck, enc 4 → 3, gains third misc slot
- Starting army upgraded

Andramania

- **Howler** unrest generation $0.4 \rightarrow 0.3$, $40g \rightarrow 35g$
- Calystri City Guard, Calystri Footman, Calystri Soldier and Calystri Pikeman 25g → 27g
- Serene One/Serene Master enc 4 → 3, Serene Master 260g → 230g
- (vanilla bug) Gains missing Gluttony 3 on Calystri Man at Arms, Calystri Magistrate,

Howler and Howler Champion

- Old mages made less old, especially Magistrate Magus
- Gains pretender, pretender discount for Statue of Order
- Starting army upgraded

LA Pyrene

- Hero Crimson King gains extra misc slot, Broad Sword → Heart Finder Sword
- Starting army upgraded

LA Atlantis

- Infantry with Ice Protection +1g
- Snow Warrior (spear) gains Ice Buckler
- Arssartut MR 11 \rightarrow 12, Bone Cuirass \rightarrow Bone Hauberk (prot +3, def -1), Bone Glaive att/def $0/-1 \rightarrow 1/0$
- Ice Glaive def -1 → 1
- Unsleeping RP 47 → 41
- Atlantian Shield Bearer gains Sharkskin Cuirass (+8 prot)
- Seal Hunter/Atlantian Light Infantry Spear variants become 2h, def 0 → 1, Seal

Hunter/Tent Owner prec $8/9 \rightarrow 9/10$

- Snow Captain Ice Glaive → Ice Spear/Ice Aegis (gets shot less)
- Summon Monster Fish cost $6 \rightarrow 4$, Monster Fish prot $12 \rightarrow 14$, att $12 \rightarrow 13$, map move 8
- → 18, gains Darkvision 100
- Send Tupilak castable underwater, Tupilak gains pierce res
- Changed size 6 Atlantian kings' HP/str, which was copy pasted from Pans, from 27/16 \rightarrow 32/17, to have higher HP and str than size 4 shamblers
- Gains national discount on Ice Lance/Shiver Blade/Ice Aegis/Ice Helmet
- Pretender King of Frozen Bones pathcost 20 → 10, cost 180 (160) → 140 (120)

- Gains access to pretenders **Dog of the Underworld**, **Black Tortoise of the North**, **Keeper of the Bridge**, **Son of the Sea**, **Titan of Winds and Waves**, **Titan of the Spring**, **Father of Monsters**, **Idol of Men**, gains pretender discount on Titan of Winds and Waves
- Gains multihero **Unsleeping King** (W3S3 Atlantian king with void sanity)
- Hero **Kivigtok** D2 → D3, rarely creates a permanent Tupilak, extra misc slot, Tupilak mount gains Flying and pierce res, regains mount automatically
- Hero **Mother Hydra** automatically discovers any basalt-related magic sites in underwater provs, additional 3% chance per turn to trigger her Sleeper Pillar event while underwater, gains Tight Rein, retinue of x2 **Sleeping Pillars**
- Hero **Thawed One** minimum turn arrival $5 \rightarrow 0$
- Starting army and UW PD upgraded
- Benefits from buffs to Water magic

LA R'Iyeh

- Extra chance per candle in any underwater prov to summon a Void creature (3% chance, summons are 75% weak, 25% strong)
- Upkeep removed from humanoid freespawn, Fist \rightarrow Claw, Dagger \rightarrow Stone Dagger
- Crab Hybrid gains Recuperation, Pincer dmg 1 \rightarrow 3, 35g \rightarrow 30g, RP 33 \rightarrow 28
- Illithid/Illithid Soldier att 10 → 11
- Slave Guardian (Merman) gains Net attack like Trooper version
- Hybrid/Hybrid Trooper/Hybrid Soldier RP 21/24/26 \rightarrow 9/12/14, 14g/13g/12g \rightarrow 13g/12g/10g, Hybrid Soldier gains Iron Cap
- Shambler Thrall 20g → 18g
- Slave Trooper/Guardian Stone Spear becomes 2h, def $0 \rightarrow 1$
- Traitor Prince gains 10 magic leadership, Taskmaster +1
- Starspawn Void Sanity 10 → 15
- Void Spectre becomes sacred
- Gains national item **Starmetal Conduit**, S1 Const 3, cost 4, misc slot, Void Sanity 5, MR -1, 10% Void returning, 2% horror mark
- Item Jellyberd S1F1 → S1W1, cost 5/5 → 4/3
- Item **Anemone Mace** cost $5 \rightarrow 3$, def $1 \rightarrow 2$, length $1 \rightarrow 2$, gains poison res 5
- Hero **Traitor King** gains Void Sanity 5
- Pretender **Firstborn of the Star** Void Sanity 15 \rightarrow 20, Void returning 10%, cost 150 (130) \rightarrow 130 (110)
- Pretender **King in Yellow** pathcost $80 \rightarrow 40$, att/def $10/12 \rightarrow 11/13$, enc $2 \rightarrow 1$, gains Mind Slimer 10, poison res 15, Void returning 50%, Tentacle attacks become intrinsic, Mind Blast \rightarrow Greater Mind Blast (AoE 1), cost 190 (170) \rightarrow 200 (180)
- Pretender **Void Lord** prec $5 \rightarrow 9$, gains Void returning 50%, Mind Blast \rightarrow Greater Mind Blast (AoE 1)
- Pretender **Uttervast** pathcost 80 → 60, MR 20 → 22, gains Void returning 50%
- Pretender **Void Lurker** gains Void returning 50%, Mind Blast → Greater Mind Blast (AoE 1)
- Hero **Stargazer** minimum turn arrival $10 \rightarrow 0$, Void Sanity $10 \rightarrow 15$
- Starting army upgraded
- PD upgraded

- Benefits from <u>buffs to Water magic</u>, countered by <u>generic forgeable Void Sanity (Moon</u>
Token), affected by <u>buffs to supply items</u> and <u>population recovery in friendly Growth 1+ dominion</u>

Void Being Buffs

- Othernesses att/def $5/5 \rightarrow 8/6$, Lesser Otherness size $3 \rightarrow 4$, HP $16 \rightarrow 21$
- Vile Thing size 4 → 3, prot 6 → 11, gains Poison Barbs 5, Recuperation, cold res 5
- Thing Of Many Eyes becomes mobile, Weaken attack usable underwater and costs 5 fatigue instead of using ammo, att/prec/AP $5/5/2 \rightarrow 7/15/4$
- Othernesses, Formless Spawn gain Affliction Resistance 99, Recuperation
- Thing From The Void, Thing That Should Not Be gain Recuperation
- **Dweller-In-The-Deep** str $8 \rightarrow 11$, att $5 \rightarrow 8$, combat speed $2 \rightarrow 4$
- Elder Thing prot $9 \rightarrow 13$, att/def $6/4 \rightarrow 8/6$, gains cold res 15
- Vastness gains Dominion Spreader 1 (always blessed), Void returning 20%
- **Visitor** prot 0 →6, gains third misc slot, Void returning 20%

Erytheia

- Soldier of the Setting Sun str/att 11 \rightarrow 12, Bronze Hauberk/Hoplite Helmet \rightarrow Gleaming Hauberk/Helmet (body/head prot +1/2, enc -1, res cost +3, magical), Pearl Shield res cost 8 \rightarrow 6
- Erytheian Hoplite att 10 → 11
- Erytheian Phalangite 14g → 13g, RP 18 → 16, Scale Mail Hauberk → Plate Cuirass (+1 prot, +2 map move, +4 res cost)
- Triton Knight Tail Flipper \rightarrow Tail Slap, dmg -5 \rightarrow -1, att -2 \rightarrow -1, gains Skilled Rider 2
- Pearl Mage gains 10% AWSN random, 245g → 230g
- **Mermage** 135g → 110g
- Sow Dragon Teeth castable underwater
- Summon Daktyl Conj $6 \rightarrow 5$, cost $30 \rightarrow 25$
- Summon Hound of Twilight Conj 5 \rightarrow 4, E2D1 \rightarrow E1D1, Hound of Twilight Serpent Tail att/def/len 0/-1/0 \rightarrow 1/0/2
- Gains spell **Summon Twilit Pack**, Conj 6, E2D2, cost 8 for 3+½ Hounds of Twilight
- Craft Keledone Const $6 \rightarrow 4$, E2S2 \rightarrow E2S1, cost $5 \rightarrow 4$
- Call Ladon's Ladon's attacks become magical, gains Tail Sweep attack
- Forge Brass Bull F3E3 \rightarrow F2E2, Khalkotauros MR 14 \rightarrow 16, prec 5 \rightarrow 7, Heat Aura 3 \rightarrow 6, Fiery Breath dmg 0 \rightarrow 4, gains crown slot
- Hero **Geryon** minimum turn arrival 15 \rightarrow 10, gains Affliction Resistance 2, sub-hero **Herdsman** can summon an additional **Red Cattle**, Red Cattle prot 5 \rightarrow 7, gains Darkvision 50, Herdsman Great Club \rightarrow Quarterstaff
- Hero **Library Founder** minimum turn arrival $15 \rightarrow 10$
- Hero Travelling Scholar minimum turn arrival 10 → 5
- Starting army upgraded
- PD and bugged PD commanders upgraded
- Benefits from buffs to Water magic, Fire magic, Long Spears and heavy armor encumbrance

CHANGELOG

v1.10

- Weapon ID range used changed from 1000-1299 to 1200-1499 for compatibility with Divinitus (Spark of Divinity continuation).
- Updated changes imported from Improved Casting AI to latest version.
- Luck bless cost G8L2 → G7L2
- The Throne of the Fool income G3 \rightarrow G2, morale -1 \rightarrow +1
- The Black Throne disease spread $10\% \rightarrow 5\%$
- The White Throne healing 20% → 25%
- Bane Fire Dart gains AoE1 8 AP Bane Flame effect (smaller version of Bane Fire's Bane Flame Area)
- Dance of Ephemeral Swords $G2 \rightarrow G1$
- Shroud of Flying Shards Ench 4 → 1
- Weakness precision 5 → 100
- Bleed precision 0 → 5
- Syllable of Death's secondary effect Exhaustion MRN → MR hard to negate
- Calm Emotions AI cast priority $0 \rightarrow -50$
- Raise Army quantity (Longdead/Horsemen/Archers) 60/20/20 → 75/25/20
- (vanilla bug) Fixed Demon Lord Belial's missing Flail of Misfortune, Belial gains body slot
- The Copper Arm, Abominable Arms and the Silver Arms can no longer be picked up
- Halberd of Might reverted from Const 1 → 3 (old SCBM buff), gains +2 morale bonus
- New North pretender **Great Moose** prot 12 → 15, gains Awe 1, Affliction Resistance 3, Darkvision 50, crown slot, national pretender discount for EA Ulm
- New North pretender **Ghost Moose** prot $12 \rightarrow 14$, gains Trample, Affliction Resistance 3, Spirit Sight, crown slot, cost $130 \rightarrow 150$
- Ryujin/pretender Dragon Pearls can no longer be picked up (Dragon Girl's Pearl of Light remains findable since it's usually worth having)
- Celtic pretender **Arch Druid** N1 → N1S1, cost 100 → 120
- Black Tortoise of the North cost 200 → 190
- Bog Mummy previous SCBM discount toned down, cost 200 (180) → 220 (200)
- Risen Oracle previous SCBM discount toned down, cost 180 → 200
- Sphinx/Serpent of Chaos Hypnotize attack single target → AoE1
- Worm Mage/Worm Soul Fist → Swarm Fist (gains secondary AoE1 defence negates Swarm Stings (2 AP pierce + on-damage 5 AN poison) on land, Swarm Bites (5 slash) underwater)

- **Irminsul**'s start site/battle summon **Great Bears** become sacred again now that a command has been added that inadvertently allows me to mod around the previously added bug. **Grove of Irminsul** summons reverted from x3 Great Bear (non-sacred) to x2 Great Bear (sacred)
- Indy sacred **Pegasus Rider** gains Leather Barding
- Indy sacred **Nightmare** gains Light Chain Barding, MR $10 \rightarrow 12$, str $10 \rightarrow 16$, same as Flame Barrel Nightmare (vanilla bug)
- Partially reverted SCBM buff to **EA C'tis Lizard King**, RP cost $2 \rightarrow 3$ (4 in vanilla)
- Slightly decreased SCBM discount to **Merkavah**, cost 120 → 130
- Reverted SCBM path requirement and research level buffs to **Call Anzus** (Conj $6 \rightarrow 7$, W2E1 \rightarrow W2E2)
- (vanilla bug) **Andramania** gains missing Gluttony 3 on **Calystri Man at Arms**, **Calystri Magistrate**, **Howler** and **Howler Champion**
- Added pretenders and pretender discounts to various nations
- Vanarus's Oath-Bound buffed a la historical Varangian Guard; Broad Sword → Battleaxe (2h), keeps its shield, def 14 \rightarrow 12, enc 3 \rightarrow 4, 35g \rightarrow 40g
- Vanarus's Vyedma 190g → 180g
- TNN/Eriu's Sidhe Champions/Bean Sidhes 225g/265g → 210g/250g
- Eriu's Fir Bolgs gain helmets
- LA TC's Ancestor Smith, Spirit Master and Ancestor Guide gain Combat Caster
- EA/MA/LA TC's Archer 10g → 9g
- MA TC's Imperial Archer/Crossbowman/Footman/Guard, Ministry Footman -1g
- MA TC's Minister of Rituals' Bringer of Fortune $2 \rightarrow 4$, $100g \rightarrow 135g$
- MA TC's Imperial Alchemist RP $4 \rightarrow 3$
- MA TC's Prince General 275g → 250g
- Andramania's Calystri City Guard, Calystri Footman, Calystri Soldier and Calystri Pikeman $25g \rightarrow 27g$
- Andramania's Howler 40g → 35g
- Andramania's Serene One/Serene Master enc 4 → 3, Serene Master 260g → 230g
- EA Pelagia's Triton Rider's Hippocampus gains Turtle Shell Barding (body prot $3 \to 11$), Triton Rider $40g \to 45g$
- EA/MA Pelagia Pearl King/Triton King 695g/545g → 650g/525g
- MA Pelagia's Triton Prince 250g → 225g
- Ys's Knight of Ys/Knight Commander of Ys's Kelpie \to Armored Kelpie (prot 5 \to 20), 35g/125g \to 40g/130g, RP 33 \to 42
- **Lemuria** gains additional 2% chance per candle to spawn a **Spectral Lictor** in templed forts (vanilla rates are extremely low)
- Fomoria's Summon Morrigan cost $5 \rightarrow 4$ (never received discount between Dom5 and Dom6)
- EA Agartha's Ancient Stone Hurler (armored) weapon Rock → Hammer
- MA Agartha's Ancient Stone Hurler weapon Rock → Short Sword
- MA Atlantis's Deep Seer, Witness of the Deep gain 10% WSG random
- MA Atlantis's War Shambler gains missing Poison Barbs

- The Abysias' Infernal Breeding quantity 16+1 → 16+2
- (vanilla bug) Fixed Berytos's discount on Telkhine God-King not working

v1.09

- Fixed numerous bugged pretender battle summons after Illwinter disabled overwriting existing battle summon commands for unknown reasons in the last patch.
- New Spell: **Pyre of Renewal**, Thaum 3, F2, 100 fatigue, removes 200 fatigue and inflicts 15 AN Fire damage to the caster.
- New spell: **Iron-Willed Warriors**, Thaum 5, E3, 100 fatigue, AoE 20+5 version of Iron Will (+4 MR).
- Since multiheroes are effectively a double hero roll, the multihero distribution in vanilla + Worthy Heroes is random and how in Dom6 the maximum chance of getting a hero is much lower than in 5 (6% in 5 vs 4% in 6 at Luck 2-3), I've begun creating multiheroes for nations that lack them. Right now I'm only making multiheroes that fit a nation's lore and themes. Coming up with new multiheroes is going to be a long process over many updates. If you have a good multihero idea, send me it, but keep in mind I'm trying to keep multiheroes slightly weaker or less useful than unique heroes.

MA Ulm gains **Hermit Shaman** (based on **EA Ulm**'s **Shaman**, E1N1 x2 100% FEDN non-sacred)

MA Machaka gains version of EA Machaka multihero Spider Spirit

MA Atlantis gains **Champion of the Deep** (elite amphibious W1H1 human mounted on a **Giant Lobster** that can be taken to the surface)

Jomon gains **Kensei** (sacred hobo swordsman with elite melee stats, stealthy, Air Shield 50 and a Hero's Katana)

LA Atlantis gains **Unsleeping King** (W3S3 Atlantian king with void sanity)

- Gave **Tight Rein** (can command undisciplined units into formations) to commanders who meet a combined criteria of being tyrannical, imposing and having command skill while not being inherently chaotic or stupid:

War pretenders Celestial General, Tiwaz of War, Titan of War and Wisdom, Teotl of War, Duiu of War, as well as Moloch

Arch Devils, Ice Devils, Heliophagi, Demon Lords

EA Mekone's **Polemarches** (and heroes **First Gigante**, **King of Pallene**)

Melqarts and **Nephilim** (all variants, heroes and event commanders)

Ubar's Ifrit Sultans (and hero **Black King**)

Mind Lords (and hero versions)

MA Phlegra's Phlegran Tyrants (and hero Cursed King)

Grigori and Fallen Angels

Daeva of Oppression

Fomorian pretender Fomorian God King, hero Balor

EA/LA Atlantis heroes Future Queen/Once and Future Queen

MA Arco hero Conqueror

- Quickening W2 → W3
- Crawl W3 \rightarrow W2
- Giant Warriors AoE 10 → 15
- Messenger Crows $A4 \rightarrow A3$
- Improved Cross Breeding 49+1 guaranteed good crossbreed → 43+2
- Fixed Phantasmal Knight/Archer Illusion's Phantasmal Weapon being len 0 instead of len
- 1, Phantasmal Triton/Phantasmal Knight (Triton)'s weapon being len 1 instead of len 3
- Fixed **Phantasmal Triton/Knight (Triton)/Wolf/Sea Dog/Hippocampus**'s lack of natprot (full **Phantasms** are supposed to have natprot, like the **Phantasmal Beast/Phantasmal Steed**)
- Vine Shield gains additional 100 precision, range 1, AoE1, MR negates **Tangle Vines** effect per round, reverted parry/unsurroundable buffs, cost $5 \rightarrow 8$
- Soul Contract cost 75/5 → 65/5
- The Manual of Cross Breeding bonus $+20 \rightarrow +25$
- Virtue F1A2 → F1S2
- Serpent of the Underworld gains +1 Luck scale limit modifier, Awe 1
- Rams-Headed Serpent loses +1 Sloth scale limit modifier, cost 180 → 160
- Great Stag/Great White Stag gain Awe 1, cost 130 → 140
- **Eldest Dwarf** gains Forge Bonus 1 + 10%
- Neter of Crafts Forge Bonus 4 → 3 + 10%
- Ghost King (Atlantian) cost 160 → 180
- **Duiu of Thunder'**s seasonal animal domsummon replaced with dom-based event summons that reflect the season (Spring Hawks in Spring, etc.)
- Berytos pretender Melgart B3 \rightarrow F1E1B1, pathcost 30 \rightarrow 40, cost 150 (170) \rightarrow 160 (180)
- Irminsul's Great Bears reverted from sacred to regular due to the last update removing the ability to overwrite battle summons. Great Bears summoned from Grove of Irminsul $2 \rightarrow 3$
- **EA Ermor**, **Sceleria**, **MA Pythium** and **LA Pythium** gain XP-based promotions to some units and commanders (excluding units who would lose their javelins and break formations upon promotion)

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EA Ermor
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Centurion \rightarrow (100 XP, -50 XP) \rightarrow **Legatus Legionis**

 $\textbf{Accensus} \rightarrow (25 \text{ XP, -20 XP}) \rightarrow \textbf{Rorarus} \rightarrow (25 \text{ XP, -10 XP}) \rightarrow \textbf{Hastatus} \rightarrow (40 \text{ XP, -25 Accensus}) \rightarrow (40 \text{ XP, -25 Accensus})$

XP) → Principe

Sceleria/MA Pythium

Centurion \rightarrow (100 XP, -50 XP) \rightarrow Legatus Legionis

Hastatus \rightarrow (40 XP, -25 XP) \rightarrow **Principe**

LA Pythium

Centurion \rightarrow (100 XP, -50 XP) \rightarrow Magister Militum

- **EA Ulm** gains **Steel Chief** cap commander, H1 version of **Steel Warrior** (currently squishy 2RP **Shamans** are their best option for sacred expansion)

- Phaeacia's Wind Caller A2W1 100% AWS → A2W1 100% FAWS; regains minor access to F to use cap gem income and site search for F income for its thematic F gem nationals, while diluting the more combat-capable AWS randoms to make it less of a pure buff to an already strong nation
- MA Pelagia's Daduchoi and Apostates of the Closed Realm upkeep cost halved, Daduchoi $95g \rightarrow 115g$
- MA Atlantis's Soldiers of the Deep require a temple to be recruited, upkeep cost halved, as well as +1 hp/mor/att/def, Ring Mail Cuirass/Reinforced Leather Cap → Coral Cuirass/Coral Cap, gains Poison Barbs 5, 10g → 12g
- MA Atlantis gains Commander of the Deep in coastal forts, leadership 100, halved upkeep, requires temple to recruit
- Nazca's Summon Condors quantity 10+1 → 12+1
- Ashdod's Edomite att/def $9 \rightarrow 10$, $20g \rightarrow 18g$
- Vanarus's Vanabog RP $4 \rightarrow 3$
- Reverted old SCBM buff giving **Asphode**l's **Dryad Hags** Reanimator Priest
- EA/MA Machaka's Weavers of the Wood $N4 \rightarrow N3$
- MA/LA R'Iyeh's Vastness (from the Void Gate, not the Uttervast pretender) gains Dominion Spreader 1 (will always be blessed)
- Fixed **Worthy Heroes** bug where **LA Xibalba** hero **Cursed Conquistador**'s Falchion inflicted AoE 10 Lost Head instead of Decay (effectively blindness, -9 to att/def), made Large Area Decay MR negates

v1.08

- **Reanimators** bless D4 → D3 (yes, it's that bad)
- Wild Growth Conj 8 → 7
- God Spider gains x2 Spider Claw attacks, battle summons 3d6 Large Spiders, summons 0-2 Large Spiders per round in combat, cost $170 \rightarrow 190$
- **Demon Macaw** HP $68 \rightarrow 78$, gains Killing Light attack (10 AN MR negates, AoE3), cost 140 \rightarrow 160
- Vermilion Bird of the South HP $68 \rightarrow 78$
- **Sphinx** gains Inspiring Researcher +1, Hypnotize attack
- **Urmahlullu** gains Fortune Teller 50, x2 Claw $\rightarrow x2$ Apotropaic Claw (additional 8 AN damage vs demons)
- Gannag Menog cost 210 \rightarrow 250 (his Sword of Injustice has gotten turbocharged since I discounted him in Dom5)
- Volla of the Bountiful Forest/Asynja HP $65 \rightarrow 72$
- Celestial General starts with Sword of the Five Elements
- **Skull Talisman** discount (cost $5 \rightarrow 4$) reverted, Longdead retinue x1 \rightarrow x2
- Handful of Acorns cost 5 → 4
- Amulet of the Dead cost $5 \rightarrow 4$
- Gossamer Gown/Ind's Salamander Silk Garments Awe $1 \rightarrow 2$
- Mirror of False Impressions Const $7 \rightarrow 5$
- Hinnom's Dawn Guard become rec limit 4, 40g → 35g

- Reverted giving **LA Agartha** access to **Olm Conclave**, instead gains access to **Living Mercury**
- LA Ulm's Sanguine Heritage Vampire Countess D1B2 → D1G1B2
- National item discounts:

Bear Claw Talisman for Rus/Vanarus

Rime Hauberk for Niefelheim

Fire Sword/Burning Blade/Fire Brand/Unquenched Sword for Muspelheim

Vine Shield for Asphodel

Mirror of Long Lost Battles/Mirror of Trapped Images/Enchanted Mirror/Mirror of False Impressions for LA Marignon

Duskdagger for **Vaettiheim**

Ice Lance/Shiver Blade/Ice Aegis/Ice Helmet for LA Atlantis

v1.07

- Luck/Misfortune event influence $12\% \rightarrow 13\%$, mild Misfortune event copies added to the bad event pool to make this a Luck buff and not a Misfortune nerf.
- Many bugged vanilla events fixed, many bad good events buffed, many flavorful national events buffed or made more common, some story events buffed (for example, more of a chance to stop the Horror Cult chain), some smaller scale level 3 events made more available in Dom6 by lowering the level required (the many events locked behind level 3 scales, which have become harder to get than in Dom5, were not changed to reflect Dom6's scale restrictions, effectively shrinking the event pool).

When I began modding vanilla events with the new #selectevent command, I realized no event gold values had been scaled up to match Dom6's income. This is an effective 40% nerf to gold from events compared to Dom5. It's hard to gauge how much of a Luck nerf this is, but it's one more Dom6 Luck nerf on top of the nerf to hero rate (unmoddable), the 5%/10% income penalties to Luck 4/5 (unmoddable) and locking Luck 3 behind a very short list of pretenders (moddable but lore-constrained). This is what motivated the above buffs to Luck scales and good events.

- Spears and Light Lances gain +1 attack, 1h Tridents lose their -1 attack penalty Spears underperformed after Dom5's repel mechanic inversion, and underperform more after Dom6's pierce damage nerf. Attack +1 reflects the ease of attacking with a poking weapon and better represents the most dominant weapon in history.

A consequence of this change is that indies, who use a lot of spears, will become slightly harder. Starting army buffs were scaled up slightly to account for this.

- Previously pretenders **Allfather** and **Titan of the Forge** did not receive Recuperation like other pretenders due to their thematic starting afflictions that recup would have quickly healed, instead getting Affliction Resistance 3. Reverted this, giving them Recuperation but penalizing their base stats with the same penalties as Lost an Eye/Limp, including changing Allfather's eye count to one (losing one eye will fully blind him).
- Extended last patch's archer discounts to:
 EA Machaka's Bird Clan Archer 10g → 9g

MA Man's Logrian Slinger 9g → 8g

Indy generic **Archers** 10g → 9g

Wolf/Deer Tribe Archer $10g \rightarrow 9g$, Lion Tribe Archer $9g \rightarrow 8g$

- Fixed bugged **Sidhe Lords** having an extra 13 damage Hoof attack due to a change made in Dom5.
- Fixed **Phantasmal Archers** doing more damage than they should due to a change made in Dom5.
- Fixed missing **Great Bear** Bite attack due to a change made in Dom5.
- Fixed Worthy Heroes unintentionally readding **LA Ulm**'s **Blood Marshal** to the hero list after vanilla moved him to the unique **Sanguine Heritage** summon pool, which can waste hero rolls if you roll him after you've already summoned him via SH (just teleports him back to the cap). Removed him from the hero list but kept his WH buffs (Fear 5 and Life Drain attack).
- Fire Shield bless buff reverted from F5 → F6
- Poison Weapons bless N4D1 → N3D1
- New Throne of Lies gains recruitable Spy, domspread $1 \rightarrow 2$
- New **Throne of Vitality** gains E1 income, +0.20% pop growth in local province
- New Throne of Gates and Conjunctions income $2S \rightarrow 3S$
- Seasonal throne mages RP 4 → 3
- Ignite Arrows fatigue 20 → 30 (after previous mod buff lowered it from F2 to F1)
- Summon Asp Turtle discount partially reverted (cost $5 \rightarrow 8$), Asp Turtle gains Drake tag (is now affected by Dragon Mastery)
- Spirit Curse single target → AoE1
- Demon Lords:

Pazuzu prot $10 \rightarrow 12$, gains poison res 15, third misc slot

Buer prot $9 \rightarrow 13$, gains crown slot, Hoof x2 \rightarrow Burning Hoof x3 (magic, 16AP fire on hit)

Ashmedai str/att/def 23/14/13 → 25/15/15, gains additional x2 **Succubus** battle summons

- Coral Hauberk/Barding prot 12/11 → 13/12; affected units Coral Guard (EA Atlantis), Pearl Guard (EA Pelagia), Aphroi (EA/MA Oceania), Coral Guard/Mother Guard (MA Atlantis), Unsleeping (LA Atlantis), indy Triton Trooper

- Leather Barding prot 5 → 6
- Const 1 shield discounts lessened by 1
- Const 1 armors discounted to 3 gems increased to 4 (except Berserker Pelt)
- Gossamer Barding prot 11/15 → 12/17
- Enchanted Saddle gains 3 prot
- **EA Pelagia** gains its cap-only **Ichtyid Pearl Mages** and regular **Ichtyids** as coastal fort recruits (From the in-game description: "With time the Ichtyid Pearl Mages formed their own secret society. Most of them still serve Pelagia in respect of Thaumas, but a few have left for distant shores where they found small enclaves of Ichtyids.")
- MA Pelagia gains Pelagian Mermage as coastal fort recruit
- Marverni cap income E2S3N1 → E2S2N2
- Piconye bonus bless points $+1 \rightarrow +2$
- EA Ulm's Steel Warrior Great Sword → Ancestor Sword, dmg +1, att +1, becomes magical, res cost +3
- Reverted Yomi mountain lab discount

- **Shinuyama/Jomon** 300g mountain temples → 450g mountain labs, 450g mountain temples (buff for Jomon's mountain rec mages, irrelevant sidegrade for Shinuyama)
- Jotunheim, Shinuyama and Jomon gain N1 version of Gift of the Moon, Vaettiheim's Gift of the Moon becomes N1 version
- Reverted former SCBM buff to **the Rus' Firebirds** (gem cost/Bringer of Fortune $3 \rightarrow 2$, gains Awe $2 \rightarrow 1$), as the new vanilla event edits are an indirect buff to Firebird events.
- EA Machaka's Lion Warrior 50g → 45g
- MA Arco Chariot gains Scale Barding (prot 3/3 → 14/20, res cost 26 → 49)
- EA Arco, Eriu chariots gain Leather Barding (prot 3/3 → 9/3, res cost +4)
- MA/LA Man's Forester RP 12 → 10
- The Abysias' Warlock Apprentices gain Adept Researcher +2, no cost increase
- Uruk's Maiden of the Moon Formation Fighter $2 \rightarrow 5$ (remain 3/square when enlarged)
- Restored **Mekone**'s discount on **Shield of Gleaming Gold** (it's still forgeable by Mekone in SCBM)
- Upgraded **LA Mari**'s **Fallen Angel**'s Dark Fire Sword from secondary 12 AP Fire to Small Area Fire (14 AP Fire, AoE 1), to bring it up to par with the vanilla buff its counterpart **Flambeau** received (going from the same 12 AP Fire to 8 AP Holy Fire, AoE 3).

v1.06

- Fixed **Yomi**'s **End of Weakness** affecting more than just demons.
- Fixed the **Throne of Law** still having a lv1 throne's dominion spread after Dom6 upgraded it to a lv2 throne (vanilla bug).
- Fixed **Serpent** from **Wondrous Box of Monsters** having Cold Aura 250 (vanilla bug)
- Fixed bug imported from **Improved Casting AI** where **Mistform**'s -96% AI spell cast priority wasn't in effect due to a typo.
- Reverted secondary AoE damage buff to Boulder attacks due to **Agartha**'s power jump in Dom6 and how oppressive their large numbers of boulder-throwing wall archers with infinite ammo can be.
- Reverted SCBM's cost reductions to **Hidden in X** spells (65 \rightarrow 50) since their summon quantities were substantially buffed in a recent patch.
- Reverted giving **Moose** trample due to **Jotunheim/Vaettiheim**'s **Moose Riders** overperforming, Moose Rider cost 30g → 27g/28g (MA/LA)
- Added guaranteed discovered sites to some rare, punishing variants of independent poptypes, providing a prize for clearing hard RNG indies.
- Pretender **King in Yellow** loses Teleport (this was a buff made during Dom5 that was already very strong, but with Dom6's addition of Simulacrum and its effective immortality, it's too much), gains Mind Slimer 10, cost 190 (170) → 200 (180)
- Pretender **Bolon-ti-ku** path cost 60 → 40, cost 190 → 200
- Pretender **Scorpion King** cost reduction (from Dom5 SCBM) partially reverted to account for the second Pincer attack he gained in Dom6 (cost $210 \rightarrow 230$)
- Revisited weaker pretender domsummons to make them more relevant, either increasing the power of the domsummon or adding guaranteed per-turn summons that occur regardless of dominion:

Prince of Death gains domsummon2 Shadows

Ferryman gains #summon1 Shades in addition to #domsummon20 + #raredomsummon Titan of Crossroads Lampad #domsummon20 + #raredomsummon changed to

#domsummon2

Teotl of Rain gains #domsummon2 Jaguar Toads

Teotl of the Underworld #domsummon + #domsummon2 **Longdead** montag → #domsummon + #summon2

Neter of the Underworld #domsummon20/#raredomsummon Dust Walker/Dust Warrior → #summon1 Dust Walker, #domsummon20 Dust Warrior

Polypal Queen gains #summon2 Polypal Spawn

- Now that terrain survivals on items are moddable, added some to various items:

Fish Scale Boots gain Swamp Survival

Ranger's Boots gain Mountain Survival

Boots of Anteus gain Mountain Survival, Forest Survival

Hydra Skin Armor gains Swamp Survival

Fenris' Pelt gains Forest Survival

- New White/Black Dragon Scale Mail gain same cost reductions as existing DSM (10 \rightarrow 6)
- Walked back extra scaling on **Oni** summons due to their greater effectiveness in Dom6.
- Reverted **Celestial Servant** 0.5 Unrest Reduction buff (unthematic), prot 4 → 6
- **EA Caelum** hero **Unwinged**'s **Temple Guard** domsummon increased from #domsummon20 to #domsummon2
- Fixed **LA TC**'s **Ancestor Vessels** losing the ability to raid (heavier barding reduced their map move to 18, when 20 map move is required to be able to raid)
- LA TC's Ancestor Vessels and their mounts gain appropriate barding in the sprites, thanks to anon's sprite edits.
- Fixed spriting with Knyaz, Veliki Knyaz, Noble Commander thanks to anon's sprite edits.

v1.05

- Gave numerous mages and priests with 0 leadership a leadership value of 10 to allow for bodyguards, unless their description strictly prohibits it.
- Slinger/Heavy Infantry (Spear) indie poptype found in undead provs gains recruitable indie Priest.
- Removed dominion scale influence from lv1 seasonal thrones.
- The Outer Throne income A1S2 \rightarrow S2G1
- Astral Healing heal amount 2 → 3
- As Dom6 moved it from Const 9 \rightarrow 8, partially reverted some SCBM **Iron Dragon** buffs: loses Storm Immunity, reverted att/str buffs, removed third misc slot, MR 17 \rightarrow 16
- Reverted old SCBM buff of giving magic to commanderized **Abomination** (too exploitable as com slave, attempted workaround didn't work)
- Fixed incorrect Haliade discount
- Fixed MA Pythium's Arch Theurg being size 2 (vanilla bug)
- EA/MA Abysia's Beast Trainer, LA Ulm's Wolfherd and Vaettiheim's Vaetti Gode gain Tight Rein ability, allowing them to discipline undisciplined units

- LA Ulm/Vaettiheim's Gift of the Moon AoE buff reduced as more wolves will now be hit (AoE $10+5 \rightarrow 5+5$, fatigue $40 \rightarrow 30$)
- Added **Dog Trainer** recruitable commander to **MA UIm** with Tight Rein ability, allowing disciplined orders for **War Dogs** and other undisciplined units (but with a morale penalty to non-animals)
- LA TC Barbarian Horsemen 25g → 23g
- The Ruses' Summon Simargl quantity/cost $1 \rightarrow 2$
- Added suitable **Glamour** paths to more heroes
- Misc hero fixes and buffs

v1.04

- Fixed some Blood and Holy sites using old Dominions 5 pathing numbers (being found by the wrong path while sitesearching).
- Fixed **EA Atlantis**'s **Mage of the Strands** being out of fort recruit only (can now be recruited with or without a fort).
- Fixed **Ring of Warning** and **Eye Pendant** after "Warning" ability rework.
- Added **Improved Casting Al**'s point buff deprioritization, as Dom6's Al seems to be worse with it than it used to be.
- Placeholder bad unit barding fixes (copying, adjusting and renaming other existing barding) until barding prot is moddable:

Light Scale Barding \rightarrow **Scale Barding** (total prot body/head 12/3 \rightarrow 14/21, def 0 \rightarrow -1, res cost +2), affected units: **EA Arco** sacred, **EA Ermor** cav/sacred, **Sauromatian** lighter cav/sacred, **MA TC** heavier cav, **Ragha** lighter cav, **LA TC** heavier cav, **Jomon** cav, **Bogarus** medium cav, EA indy heavy cav.

Certain cav mounted on Cataphracted War Horse's Cataphract Barding \rightarrow Heavy Mail/Scale Barding (total prot body/head 15/22 \rightarrow 19/22, def -1 \rightarrow -2, enc 2 \rightarrow 3, res cost +4). Cav affected: MA TC's Red Guard/Prince General, LA TC's Ancestor Vessel, Bogarus's Malaia Druzhina, Ragha's heavy cav.

*No sprite updates done in case Illwinter changes something themselves in the near future. If anyone wants to submit new sprites with more complete/unique barding or head barding for the updated cav, I'll stick it in there.

- Placeholder forgeable barding buffs (copying, adjusting and renaming other existing barding) until barding prot is moddable:

Enchanted Saddle gains invuln 10

Enchanted Barding prot body/head 8/10 → 11/15

Gossamer Barding prot body/head $10/13 \rightarrow 11/15$, cost $5 \rightarrow 4$

Blacksteel Barding HP +4 → +6

Lightweight Cataphract Barding cost $5 \rightarrow 4$, Const $5 \rightarrow 3$

Boar Leather Barding prot body/head 11/15 \rightarrow 13/20, HP +6 \rightarrow +8, gains str +2,

returned from Const $3 \rightarrow$ Const 5, cost $3 \rightarrow 4$

Fay Steed Barding cost $4/4 \rightarrow 4/3$

Sunrise Barding gains Affliction Resistance 2

- Certain cav riding **War Horse** (Leather Barding) upgraded to **War Horse** (Light Chain Barding) (total prot body/head 8/3 → 12/3, res cost +3). Cav affected: **Marverni**'s **Eponi Knights**, **MA Man**'s **Logrian Cavalry**, **Ys**'s **Kernou Cavalry**
- False Fetters/Bonds of Fire/Tangle Vines/Sleep Vines/Tangle Thicket/Vengeful Vines/Wild Growth range $20 \rightarrow 25$
- Battle Fortune fatigue 200 → 100
- Life after Death fatigue 400 → 300 (now that the effect it was primarily used for is gone)
- Wind Guide Ench $6 \rightarrow 5$
- Greater Farflight A4 → A3
- Warriors of the Dawn G4F1 → G3F1
- Cat-eyed Warriors N3 → N2
- Eagle-eyed Warriors N3 → N2
- Crawl Alt $7 \rightarrow 6$
- **Hellfire** dmg 9+1 → 11+1, range 25+5 → 30+5, cast time 150% → 125%
- Gift of the Hare AoE $1+1 \rightarrow 2+1$
- Summon Cave Crab cost $4 \rightarrow 3$, Call the Caverns cost $10 \rightarrow 8$
- Restored global indy attacks to The Thrones of Beasts, Bones and Gaia
- The Throne of Chains reverted prior SCBM buff to gem income, +1 Misfortune to pretender dominion → raises Misfortune scales locally
- The Shattered Throne blood bonus partially restored (0 → 20%, down from vanilla 30%)
- The Throne of Autumn spreads/adds to dominion +1 Death → Sloth
- Man-headed guardian spirit pretenders (**Shedu**, **Urmahlullu**, **Sphinx**, **Kamadhenu**) lose monstrous pretender -8 research penalty.
- Great Stag/Great White Stag gain Trample, cost 120 → 130
- **Demon Macaw** cost 170 → 140
- Raven of the Underworld cost 170 → 140
- Serpent of Heavenly Fires gains Fear 5, map move 20 → 28
- Vermilion Bird gains Fire Shield 10
- Black Tortoise of the North combat speed $6 \rightarrow 8$, cost $210 \rightarrow 200$
- Ancient Kraken prot 11 → 13, gains third misc slot
- Fixed **Bodhisattva of Mercy**'s **Dragon Girl** starting near old age.
- Further shield buffs:

Ice Aegis W1 cost 5 → W2 cost 6, gains Cold Aura 3

Totem Shield cost $2/2 \rightarrow 3/3$, MR $+2 \rightarrow +1$, gains Fateweaving (13 vs MR)

Vine Shield prot/parry 13/5 → 14/6, gains Unsurroundable 2

Eye Shield gains Unsurroundable 1

Lantern Shield gains Fire Res 5

Mirror of Long Lost Battles gains MR +2

Shield of Meteoritic Iron parry $7 \rightarrow 8$

- Wall Shaker Siege Bonus 50 → 75
- Ghouls/Pisachas gain second Poisoned Claw attack
- Reverted prior SCBM buffs to **MA Ermor**, **Asphodel**, **Lemuria** and **LA C'tis** allowing their undead rituals to be cast underwater, reverted SCBM buff giving **Lictors** and **Tomb Wyrms** Poor Amphibian.

- Reverted prior SCBM buff to **Yomi** income penalty reduction and non-sacred Oni dom freespawn increase, seeing as Yomi is stronger in Dom6.
- Partially reverted prior SCBM buff to **Asphodel**'s **Carrion Lady** D1N2G1H2 100% WEDG \rightarrow D1N1H2 100% WEG
- Reverted prior SCBM buff to **EA Agartha**'s **Mirror of Earth's Memories** W2E1 \rightarrow W2E2 now that it's much more useful in Dom6.
- LA Pyrene hero Crimson King gains extra misc slot, Broad Sword → Heart Finder Sword, updated starting army.
- Therodos's Kouretes recruitable from any templed underwater fort.
- Jotunheim's Thrymsgode W1H2 100% WDG \rightarrow W2D1H2 100% WDG, MR 15 \rightarrow 16, 340g \rightarrow 470g
- EA Ermor's Equite $40g \rightarrow 35g$, RP $46 \rightarrow 36$
- EA/MA Pelagia's Merman Scout and Merman (net)/Merman Net Thrower recruitable in coastal forts.
- **LA TC** gains access to **Contact Huli Jing** (why can't N2 Spirit Masters cast the N2 fox spirit ritual?)
- Brood of Garm quantity 5 → 6
- **Jomon**'s **Samurai Cavalry** gains Mobile Archer (now that it's moddable)
- MA Pythium Battle Vestal, MA/LA Pythium Battle Deacon Consecrated Spear/Mace gain 5 AN holy damage to undead and demons on hit
- MA Sceleria's Shadow Vestal/Umbra Maxima gain cold res 5, poison res 15
- MA Atlantis's Reef Warriors now recruitable in coastal forts, as their description states.
- MA/LA Arco's Heart Companion Formation Fighter $5 \rightarrow 6$ so that when enlarged goes from $5/\text{square} \rightarrow 4/\text{square}$ instead of $5/\text{sq} \rightarrow 3/\text{sq}$
- EA C'tis hero Consort of the Dead gains Corpse Stitcher 1
- Piconye's Crosswielder HP/str 6 → 7, prec 11 → 12, Dagger → Short Sword
- Ind/LA Piconye's Call Cyclops Tribe Cyclops quantity $5+1 \rightarrow 6+1/2$, Cyclops Hurler quantity $2 \rightarrow 2+1/2$
- Piconye Sage-Priest gains Fortune Teller 5
- Piconye inherits thematic pretender discounts held by Ind (Virtue, Phoenix, Celestial Lion, Statue of Order, Divine Glyph)
- Andramania gains pretender, pretender discount for Statue of Order
- Feminie gains pretenders Sphinx, Son of the Fallen, pretender discounts on Sphinx, Neteret of Many Names
- Fomoria/Marverni/TNN/Eriu/MA Man/LA Man gain pretenders Idol of Men, Idol of Beasts, Idol of Sorcery, Marverni gains pretender Irminsul
- EA/MA/LA Agartha gain pretenders Prince of Death, Serpent of Heavenly Fires, Mother of Storms
- Vanarus, LA Man, Midgard gain pretender Vampire Queen
- Bandar Log/Patala gain pretender Statue of Order, Bandar Log gains pretender, pretender discount on White Tiger of the West
- Therodos gains pretenders Prince of Death, Ferryman, Titan of the Sea
- LA UIm gains pretender discount on Bitch Queen

v1.03

- Incorporated **Improved Casting AI** as a submod, excluding the AI casting priority nerfs to useful point buffs so as not to nerf advance&cast point buff strats.
- Reverted majority of prior SCBM **Asphodel** buffs, excluded Asphodel from Growth 1+ low pop prov repopulation events.
- Bless **Twist Fate** S5 → S4G1 (non-incarnate)
- Bless Flight A8 → A7
- Bless **Flaming Weapons** SCBM buff partially reverted from F7 → F4E1 to F5 (returned to incarnate)
- Bless **Vitriol Weapons** SCBM buff partially reverted from W6F2 \rightarrow W4F2 to W5F1 (returned to incarnate)
- Divine Channeling H5 → H4
- Neglected Maws of the Earth AoE 7+1 → 9+1
- Gift of Cheated Fate AoE 1 \rightarrow 2+1, range 10 \rightarrow 15
- Rewrite Fate S4 → S3
- Reverted old SCBM **Warrior Illusion/Ghost Wolves** Al casting priority nerfs as they deal useful AN false damage now.
- Sanguine Dowsing Rod Const 5 → 3
- Skull Mentor/Homunculus Const $5 \rightarrow 3$
- Copper Plate Const 5 → 3
- Weightless Scale Mail prot 12 → 14
- Gossamer Gown prot 4 → 8
- Rams-Headed Serpent N2 → W1N1
- Annunaki of the Sky A3 → A2N1, cost 180 → 200
- Titan Mandragora battle summons additional 1d3 Mandragora, cost 270 → 220
- Mother Mandragora battle summons additional 1d3 Mandragora, cost 290 → 240
- Tiwaz of War/Celestial General gain Academy of War start site (enter to train for 6XP).
- Mother of Storms' The Cave of Storms start site gains 20% chance per turn to spawn one Aatxe.
- Fixed **Titan of Winds and Waves**' bugged missing Sistrum (made Rudder one-handed)
- Indy Cynocephalian Hunter/Warrior price hike mostly reverted (from 12g/15g \rightarrow 22g/25g to 14g/17g).
- Further reduced str on indy throne **Watchers** now that shock res is harder to come by (formerly $20 \rightarrow 15$, now 12). Ritual summon Watchers remain unaffected.
- Reverted prior SCBM buffs to **Heavenly Rivers**, **Heavenly Fires**, **Celestial Hounds**, **Call Celestial Soldiers**, **Summon Kappa**, **Summon Okami** now that there are vanilla buffs

- Reverted prior SCBM **Great Olm** Mind Blast paralyze strength buff (Great Olms became more widely available and have stronger bless options).
- Lanka's Kala-Mukha Warrior 50g → 45g
- Yomi gains pretender discount on Statue of War
- Cost reductions to never-used **MA Ermor** troop rituals updated to Dom6 standards.
- Asphodel's Black Minotaur $70g \rightarrow 60g$
- Asphodel's Carrion Bow cost $3/2 \rightarrow 2/2$
- Asphodel pretender Worm Soul cost 240 (220) → 170 (150)
- Na'Ba's Karib gains 30% FAE random
- Na'Ba's Mukarrib 170g → 145g
- Na'Ba's Summon Jinn Warriors cost 13 → 11
- Nazca's Summon Huacas cost 15 → 10
- Nazca's Summon Supayas cost 10 → 7
- MA Vanheim/Midgard's Skinshifter att/def 10 \rightarrow 11, MR 10 \rightarrow 12
- MA Vanheim/Midgard's Einhere Ambidextrous $1 \rightarrow 2$
- LA Mari's Deliverer of Justice MR/att/def 10 → 11
- LA Mari's Amalgamation rituals cost 10 → 8
- Feminie's Lady Knight 55g → 50g
- Summon Yazatas/Call Daevas cost 12/15 → 10/12
- Brood of Garm Jotun Wolf size $6 \rightarrow 5$
- Summon Glosos cost $13/10 \rightarrow 11/9$
- Awaken Jotun Draugar cost 15 → 12

Fortune Teller bump. Affected mages:

- MA Agartha's Earth Reader/Uruk's Ereshdingir/Ind's Abbot Sage/Na'Ba's Mukarrib/Jotunheim's Gygja/Utgard's Seithkona $5 \rightarrow 7$
- **Na'Ba**'s **Sahir** 5 → 10
- Jotunheim's Jarnvidja 10 → 15
- Vaettiheim's Vaetti Gygja gains Fortune Teller 5

Ind buffs:

- All military priests att/def/mor +1, Soldier/Archer Priest HP/str $10 \rightarrow 11$, Mirror Guard HP $12 \rightarrow 13$, all sacred unit gold cost +4, RP cost +3
- Baculite Scale Mail Cuirass → Scale Mail Hauberk
- Archer Priest Linen Cuirass/Leather Cap → Scale Mail Hauberk/Half Helmet
- Cynocephalian Dom6 gold costs increases mostly reverted (from 14g/18g/20g/28g \rightarrow 24g/28g/30g/35g to 15g/18g/21g/29g), unrest generation 0.3/0.4 \rightarrow 0.2/0.3).
- Cannibal tribes' units unrest generation 0.2 → 0.1
- Giant/King of the Lost Tribe upkeep halved while in home province.
- Fixed **Orionde Knight** price (went from 40g to 50g while being worse than a 45g Lady Knight), Orionde Knight/King Skilled Rider $1/2 \rightarrow 2/3$
- **Abbot Sage** 150g → 135g
- Primate King RP $4 \rightarrow 2$
- Piconye Scholar 20% WN → 50% WEN

- Great Huntress summons Lions of Strange Color x1 → x2, 65g → 85g
- Call the Birds of Splendour Conj $6 \rightarrow 5$, F2N1 \rightarrow F1N1
- Onyx Court training XP $4 \rightarrow 6$

Fixed bugged mounted resource costs list (vanilla bug)

- EA Ermor's Equite/Equite of the Sacred Shroud/Praefectus Equitum $33 \rightarrow 29$
- Hinnom's Avvite Charioteer 48 → 37
- MA Pythium's Serpent Lord 70 → 41
- MA Pyrene's Emerald Count 68 → 54
- Ind's Orionde Knight/King $67/64 \rightarrow 48/45$
- Ind's Lady Knight/Feminie Queen 71/68 → 52/49
- MA TC's Red Guard/Prince General $54 \rightarrow 40$
- MA TC's Imperial Horseman 39 → 34
- MA TC's General $51 \rightarrow 37$
- Ys's Morgen Champion/Princess 77/75 → 58/56
- LA Phlegra's Phlegran Cataphract Commander 63 → 49
- LA Agartha's Cave Knight/Drake Lord 36 → 29
- Ragha's Zhayedan/Zhayedan Spahbed 94 → 64
- Ragha's Turan Cavalry 39 → 34
- LA TC's Khan $57 \rightarrow 43$
- Bogarus's Styag $34 \rightarrow 30$
- Indy Knight Commander $74 \rightarrow 55$
- Indy Warrior Mage 74 → 55
- Indy Holy Knight $86 \rightarrow 57$

v1.02

- Fixed new Eriu units missing from roster.
- Fixed Bekryde Shaman losing its priest path.
- Nidavangr's Cub-Warriors xpshape into Bear Clan Warriors at 20 experience
- Berytos's Berytian Lancer att 10 → 1
- Berytos's Storm Caller RP $4 \rightarrow 3$
- Berytos's Berytian Priest cost 200 → 180
- Berytos's Mage Pilot cost 110 → 95
- All Moose (Moose Riders, Troll Moose Knight) gain Trample
- **Demon Whip** Const $7 \rightarrow 5$, cost $5/5 \rightarrow 4/4$
- Horned Helmet cost $5 \rightarrow 4$
- Horror Helmet cost 8 → 7
- Raw Hide Shield cost 2 → 1
- Weightless Kite/Tower Shield Const 3 → 1
- Shield of Meteoritic Iron cost 15/10 → 12/8
- Lucky Coin parry 5 → 6
- Totem Shield cost 3/2 → 2/2
- Golden Hoplon Const $5 \rightarrow 3$

- Shield of Gleaming Gold cost 5/5 → 4/4
- Lantern Shield cost 4/4 → 4/3
- Scutata Volturnus shock res 5 → 10

v1.01

- Fixed missing LA Marignon Royal Alchemist
- Fixed other **Cataphracted War Horses** gaining **MA TC**'s **Red Guard/Prince General**'s updated mount sprites.
- Vine Shield cost 10 → 6
- Multi-armed **Indian** titans enc $3 \rightarrow 2$ (no need for old penalty now that they get +1 enc per weapon)
- Ancient Kraken pathcost 80 → 60
- Floating Mind pathcost $60 \rightarrow 50$

v1.00

- Bless changes
- Luck/Misfortune scale influence on event quality 10% → 12%, to account for the relative nerf to Luck in Dom6 (it stacks in effectiveness and only specific pretenders can hit L3). Additional generic minor bad events added to Misfortune to dilute the event pool to avoid nerfing Misfortune.
- Pretenders **Oracle** and **Idol of Men** given Luck Scale Limit +1, allowing most nations a pretender option for taking Luck 3.
- Moved weaker Const 3-7 items down a tier if they didn't justify the new research. Boosters **Skull of Fire** and **Water Bracelet** moved from Const 7 to 5. Moved very weak artifacts to Const 7, buffed and discounted stronger artifacts left in Const 9.
- **Ur** swamp recruits and **LA C'tis Desert Rangers** readded as recruits in forted swamps/wastes.
- Scaled up EA TC national summons.
- MA Xibalba gains spell Knot of Jaguar Toads, Conj 4, N2, quantity 10+1, cost 4
- Added **Glamour** paths to certain pretenders, national seducer and succubi summons and heroes
- Reverted virtually all old nerfs implemented in SCBM. Nerfs that were left in are usually for one oppressive element of a nation that's receiving other buffs (Sceleria, LA Atlantis, etc.).
- Reverted most prior SCBM buffs to **Asphodel** and **LA R'lyeh**, as well as **Therodos**'s extra fort pop retention, most of **Yomi**'s bonus freespawn and **MA Ermor/Lemuria** infrastructure costs/popkill rebalancing. Will re-implement some of them if it turns out Dom6's changes weren't enough for them.
- Partially reverted prior SCBM buffs to **MA Machaka**.
- Buffed new Flaming Arrows and Poison Arrows buff spells.
- Reverted Dom6's secondary A1 paths added to Fire Cloud/Cloud of Death, Poison Cloud N3A1 \rightarrow N3W1

Original Content:

- New spell **Awaken Trees**, Alt 5, N2. AoE10 version of Animate Tree. Range 15, prec 100, fatigue 40.
- Removed N1A1 **Fae Flickers**, N2A1 **Faerie Fire**. Replacement crosspaths and X1X1 Glamour crosspaths may come later.
- Removed **Primal Will** and **Gaia's Protection** due to 6's MR buff rebalancing, the addition of mounts and it being a big unwarranted buff to Andramania.
- Removed AoE scaling from X1X1 crosspaths.
- Edited **Acidify Water** and replaced F1A1 **Cloud of Smoke** with **Stream of Smoke** until cloud effects become moddable again.
- Removed **Banner of the Lionhearted** until I can get it working again.

What isn't in:

- Modding bless effects, modifying or creating mount barding, modifying or creating spell cloud effects, adding pretender start sites and the Tight Rein ability are currently unmoddable. As and if these become moddable I will implement changes, but until then they're either left alone or getting placeholder changes.