

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.

- AI 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 → 1, with the exception of specific multi-attack units for balance reasons (Revelers, Kusarikku, Cynocephalians) and most commanders.

- Non-sacred animal base MR 5 → 7 (or otherwise +2 to animals/mundane monsters with low MR).

Sacred animal base MR 5-8 → 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 → 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 [artifact buffs](#).
- **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 AI

- 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 → 1
- **Club/Mace**-types +2 damage
- **Hammer** +1 damage, def -1 → 0, Hammer res cost 2 → 1
- **Maul** +2 dmg, def -1 → 0
- **Great Club**/other 2h blunt weapons +1 dmg

- **Morningstar** def -2 → -1
- **Obsidian Club Sword** 1h/2h dmg 4/7 → 6/8, 1h att 0 → 1
- **Axe**-types def -1 → 0, res cost 1 → 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 → 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 → -1, att -2 → -1
- **Pitchfork** att -1 → 0

Ranged

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

Armor

- **Buckler** parry 2 → 3
- **Hide Shield** parry 3 → 4, **Hide Shield/Great Hide Shield** prot 11 → 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 → 6
- **Leather Barding** prot 5 → 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 → -1, res cost 7 → 8
- **Crested Helmet** prot 14 → 15, res cost 3 → 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** → **Plate Cuirass**, Captain leadership 75 → 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 → 8, mor 9 → 11, str 16 → 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 → 4, prot 8 → 11, str/def 9/10 → 12/11, Giant Spider gains Web attack, Forest Survival
- **Great Spider**, mor 10 → 12, str 11 → 14
- **Jaguar/Tiger/Great Lion/War Lion/Lioness/Lion of Strange Colors** prot +2, def 11 → 12
- 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 → 4, str/def 13/10 → 14/11, gains Darkvision 50
- **Shark** prot 6 → 9, att 10 → 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% → 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 → +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 → A5
- **Thunder Weapons** A7 → A6
- **Charged Bodies** A8 → A7
- **Flight** A9 → 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 → S6

DEATH

- **Reanimators** D7 → D3 (non-incarnate)
- **Death Weapons** D8 → D6

NATURE

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

GLAMOUR

- **Luck** G8L2 → G7L2

BLOOD

- **Unholy Weapons** B6 → 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 AI 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 → F1N1, cost 9 → 8, **Fire Ant** gains Formation Fighter 2, Siege Bonus 1, Darkvision 100, Forest Survival
- **Scorpion Beast** MR 5 → 9, gains Forest Survival
- **Summon Fire Drake** Fire Drake prot 10 → 12, att/def 10/8 → 11/9
- **Will o' the Wisp** fire res 15 → 30, poison res 15 → 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 → 7, F6N4 → F5N2, **Erinyes** gain Blood Vengeance +4, **Torch of Strife** **Maddening Rage** on-damage → on-hit, AoE 1

ALT (F)

- **Blindness** range 20 → 25
- **Boil** F3W1 → F3

EVO (F)

- **Fire Flies** effects 6 → 7+, range 30+5 → 35+5
- **Fire Darts** range 30+5 → 35+5
- **Flame Bolt** prec 2 → 4, damage 15+2 → 18+2
- **Flare** prec 1 → 2, fatigue 50 → 30, AI cast preference -25
- **Fireball** dmg 16++ → 18++, prec 1 → 3
- **Fires from Afar** F4 → F3, cost 10 → 8
- **Fire Cloud** F3A1 → F3
- **Breath of the Desert** F3A1 → F3
- **Falling Fires** AI cast priority +20
- **Pillar of Fire** Evo 8 → 7, prec 0 → 4
- **Second Sun** F8 → F7, occasionally spawns fiery beings within the owner's dominion, EA/MA/LA Abyssia 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 → 4, F3 → F2
- **Vafur Flames** F5 → F4
- **Hail of Burning Embers** Ench 7 → 6, fatigue 200 → 100
- **Dome of Flaming Death** Ench 7 → 5, cost 8 → 6

THAUM (F)

- **Bonds of Fire** prec 3 → 5, range 20 → 25
- **Prison of Fire** AoE 3+1 → 5+1, fatigue 30 → 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 → N1A1, **Amphiptere** loses Undisciplined, prot 11 → 12, str/def/prec 17/10/10 → 18/12/12, gains **Wing Buff** attack, Darkvision 50, Mountain Survival
- **Summon Wyverns** quantity 2 → 3, Wyvern size 6 → 5, str 15 → 16, gains Darkvision 50
- **Storm Drake** gains Storm Immunity, Darkvision 50

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

EVO (A)

- **Orb Lightning** range 20 → 25

CONST (A)

- **Corpse Man Construction** Corpse Construct MR 4 → 7, Fist → Claw, gains Weak Bite attack as per [soulless buffs](#)

ENCH (A)

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

THAUM (A)

- **Winds of Arcane Drought** Thaum 9 → 7, A7S6 → A6S3, cost 90 → 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 → 11/17/11, mapmove 8 → 14, gains crown slot
- **Summon Yetis** cost 8 → 6, **Yeti** prot/prec 8 → 9, map move 14 → 18, Rock dmg 0 → 2
- **Summon Cave Cows** W2E2 → W2E1, Cave Cow size 6 → 5, prot 4 → 6
- **School of Sharks** Small Shark HP 2 → 3, prot 0 → 4, str 1 → 3, gains Darkvision 50
- **Summon Ice Drake** Ice Drake att/def 10/8 → 11/9
- **Summon Sea Serpent** Sea Serpent loses Undisciplined, prot 10 → 14, MR/str/enc 8/18/4 → 12/20/3, map move 14 → 20, gains Regeneration 5%, Recuperation, Darkvision 50, crown slot
 - **Sea Troll** att/def 9/10 → 10/9, gold cost (upkeep) 50 → 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 → 50, +1 Sea Troll/+½ Troll Guard per level, Sea Troll/Troll Guard att/def 9/10 → 10/9, gold cost (upkeep) for Sea Troll 50 → 40
 - **Summon Asp Turtle** W3 → N3, Conj 7 → 6, cost 10 → 8, affected by **Dragon Mastery**, Asp Turtle att 9 → 12, map move 14 → 18, gains Darkvision 50
 - **Summon Catoblepas** W3D2 → W3D1, cost 12 → 10, Catoblepas prot 8 → 14, MR 15 → 16, att/def/prec 8/7/5 → 12/9/9, AP/mapmove 6/14 → 8/16, gains crown slot
 - **Guardians of the Deep** Conj 8 → 6, W6 → W5, cost 60 → 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 size/resist spec (so they don't shut down awake gods and large summoned monsters indefinitely)

- **Bone Melter** range 25 → 30
- **Crawl** Alt 7 → 6, W3 → W2
- **Quickening** Alt 8 → 7, W2 → W3

EVO (W)

- **Slime** prec 2 → 4, range 30+5 → 35+5
- **Water Strike** dmg 13++ → 16++, prec 2 → 4, AI spell priority -50
- **Geyser** range 20+5 → 35+5
- **Cleansing Water** AoE 5+1 → 6+1, prec 0 → 2, range 30+5 → 35+5
- **Ice Strike** dmg 18 → 18+, prec 1 → 2, range 30 → 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 → 18, combat speed 2 → 4, Acid Touch attack dmg 10 → 12, gains disease immunity, Swamp Survival
- **Frost Dome** Ench 6 → 5, W5 → W4, cost 15 → 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 → 6, cost 60 → 50, Damned Buccaneers/Boatswains/Captains gain Buckler, Admiral Torgrin MR 15 → 17, str 12 → 14, Bronze Scale Cuirass → Golden Cuirass, Crown → Magic Crown, The Admiral's Sword hits twice
- **Thetis' Blessing** Ench 7 → 5

THAUM (W)

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

Earth

CONJ (E)

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

- **King of Elemental Earth** Oreigenes' summoned Earth Gnomes buffed, both Fist x1 → Stone Fist x2 (dmg +4)

ALT (E)

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

EVO (E)

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

CONST (E)

- **Crusher Construction** castable underwater, Crusher MR 12 → 14, gains second Stone Fist attack, Stone Fist dmg 0 → 2, Siege Bonus 25
- **Mechanical Men** Const 6 → 4, quantity 15+1 → 15+2, Mechanical Man HP 8 → 9, gains Bodyguard 2
- **Forge of the Ancients** cost 80 → 60
- **Siege Golem** Const 8 → 6, MR 12 → 15, Shatterfist dmg 0 → 3
- **Iron Dragon** E4F2 → F3E3, MR 12 → 16, Heat Aura 8 (base), gains Claw attack, crown slot, Siege Bonus 50, Death Explosion AoE 15 → 25
- **Mechanical Militia** Const 8 → 6, cost 80 → 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 → 1, E2A1 → E1A1, fatigue 20 → 10
- **Enliven Gargoyles** E3A1 → E2A1, Gargoyle att 10 → 11, gains Spirit Sight, Castle Defense 2, Bodyguard 2
- **Enliven Statues** cost 20 → 15, Living Statue gains Bodyguard 2
- **Hidden in Sand** E3D1 → F3D1, Dust Walkers gain Poor Amphibian, Kopesh dmg 5 → 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 → E1S1, Thaum 1 → 2

Astral

CONJ (S)

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

ALT (S)

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

EVO (S)

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

ENCH (S)

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

THAUM (S)

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

Death

CONJ (D)

- **Spirit Curse** single target → AoE 1
- **Black Servant** cost 5 → 4
- **Revive Wights** Conj 3 → 4, quantity 5 → 5+½, cost 20 → 13
- **Revive Bane** cost 7 → 5
- **Shade Beast** att/def 11/9 → 12/11, prec 0 → 9, Poor Amphibian → Amphibian
- **Ghost Grip** effects 5 → 7, range 25 → 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 → 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 → Claw (magic), Tail Sweep

ALT (D)

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

EVO (D)

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

CONST (D)

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

ENCH (D)

- **Animate Skeleton/Animate Dead** AI 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 → 5, castable underwater, Behemoth prot 7 → 9, att 7 → 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 → D2A1, castable underwater, Ziz prot 5 → 6, MR 13 → 15, gains Dive Attack, Poor Amphibian
- **Carion 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 → 6, cost 10 → 6, Leviathan MR 13 → 15, att 6/5 → 10/9, land AP 4 → 6
- **Fields of the Dead** D5E2 → D4E1

THAUM (D)

- **Decay** range 25 → 30

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

Nature

CONJ (N)

- **Tangle Vines/Tangle Thicket/Wild Growth** range 20 → 25, Vines/Thicket prec 2 → 3
- **Sea Dog** str/def/AP 10/11/12 → 11/12/16, mapmove 14 → 18, gains Darkvision 50, Swamp Survival
- **Crocodile** prot/str/att 12/14/10 → 13/16/11, mapmove 8 → 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 → N3, Werewolf summons Wolf x3 → 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** → **Summon Spine Frogs**, cost 1 → 3, quantity 1 → 3+½, prot 7 → 10, prec 8 → 9, gains Darkvision 50
- **Leogryph** prot 5 → 7, def 11 → 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 → 14, att/def 13/11 → 14/12, gains Darkvision 50, Flick Barbs prec -4 → -3
- **Vermin Feast** N4 → N3, prov range 4 → 5, initial cost 6 → 4
- **Forest Troll** gold cost (upkeep) 45 → 35
- **Winged Monkeys** N3S2 → N3S1
- **Forest Troll Tribe** Conj 6 → 5, cost 37 → 30, +1 Forest Troll per level, gold cost (upkeep) for Forest Troll 45 → 35
- **Contact Forest Giant** → **Contact Forest Giants**, quantity 1 → 3+½, cost 2 → 5, Forest Giant prot 6 → 9, MR 9 → 12, att 11 → 12, gains Stomp attack (1 blunt, def -1, size resists, 50% chance to use, intrinsic)
- **Lamia** def 9 → 12, Black Serpent prot 8 → 10, str/def 12/8 → 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 → N3, Conj 7 → 6, cost 10 → 5, Asp Turtle att 9 → 12, map move 14 → 18, gains Darkvision 50
- **Wild Growth** Conj 8 → 7, range 20 → 25
- **Faerie Court** cost 60 → 50

- **Tarrasque** prot 19 → 20, MR 18 → 20, str 27 → 30, att 13 → 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 → 5, range 20+2 → 30+5
- **Blood Poisoning** AI casting priority 0 → +20
- **Cat-eyed Warriors** N3 → N2
- **Eagle-eyed Warriors** Alt 6 → 4, N3 → 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 → 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 → 5, range 30+5 → 35+5
- **Poison Darts** range 30+5 → 35+5
- **Breath of the Dragon** prec -1 → 0, range 20+5 → 25+5
- **Poison Cloud** N3A1 → N3W1
- **Poison Arrows** effects 4+1 → 6+1
- **Storm of Thorns** Evo 7 → 6
- **Stream of Life** prec 2 → 5

CONST (N)

- **Construct Manikin** cost 7 → 6, castable underwater, Sleep Vines fatigue damage becomes AP
- **Wooden Construction** castable underwater, Lumber Construct MR 12 → 13, Fist x1 → Wooden Fist x2 (dmg -2 → 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 → 10, range 15 → 30
- **Serpent Fang Arrows** N3 → N2
- **Hail of Serpent Fangs** N4 → N3
- **Forest Dome** Ench 6 → 5, N5 → 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 → N2, prec 3 → 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, AI cast priority -50
- **False Fire** prec 1 → 3, range 30+5 → 35+5
- **Elf Shot** prec 4 → 5, range 30+5 → 35+5
- **Dance of Ephemeral Swords** G2 → 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 → 7, G7 → G6, cost 90 → 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 → 30, fatigue 20 → 10
- **Sleep** fatigue 20 → 10, AI cast priority -50
- **Curse** AI cast priority -75%
- **Confusion** prec 3 → 5
- **Battle Fortune** fatigue 200 → 100

Blood

- **Illearths** size 2-5 gain second Crystal Fist attack
- **Bleed** precision 0 → 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 → 11, str/att 12/12 → 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 → 2/22, Vampire hp 12 → 13, att/def 11 → 12
- **Improved Cross Breeding** B8 → B7, quantity 40+3 → 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 Hell** Blood 9 → Blood 8, B8 → 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 → 12, gains poison res 15, third misc slot
- **Buer** prot 9 → 13, Hoof x2 → Burning Hoof x3 (magic, 16AP fire on hit), gains crown slot, third misc slot
- **Ashmedai** str/att/def 23/14/13 → 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 → 13, mor/stratt/prec 8/9/8/5 → 10/14/11/9
- **Foul Spawn (size 7 humanoid)** renamed **Miscreation** for battle report clarity, prot 5 → 8, MR/def 12/10 → 14/11, mapmove 14 → 18, gains Unsurroundable 2, body slot
- **Foul Beast** prot 3 → 10, str 15 → 16, mapmove 14 → 16, gains head and extra misc slot
- **Cockatrice** size 6 → 5, prot 4 → 11, gains crown slot, Petrifying Gas attack usable underwater
- **Basilisk** prot 6 → 10, gains crown slot
- **Ettin** prot 6 → 10, def 7 → 9, gains Stomp attack (1 blunt, def -1, size resists, 50% chance to use, intrinsic), Affliction Resistance 2

- **Chimera** prot 8 → 12, MR/str/att/def 13/18/11/7 → 14/20/13/10, gains Darkvision 50, two crown slots
- **Draco Lion** loses Undisciplined, gains Tail Slap attack, prot 12 → 14, MR/att/def 12/10/7 → 14/13/11, gains poison res 10, Darkvision 50, crown slot, Dragon Gas attack usable underwater
- **Grotesque** prot 8 → 10, att/def/AP 12/6/6 → 14/8/9, mapmove 14 → 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 → 6, def 11 → 12
- **Sloth of Bears** Great Bear att/def 9/7 → 10/8, gains cold res 5, Darkvision 50
- **Herd of Buffalos** cost 8 → 7, Buffalo prot 5 → 8, gains Darkvision 50

NEW SPELLS

General

- [Low research X1X1 combat crosspath spells added](#) 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+½ **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 → 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 → D2
- **The Throne of the Second Age** income 0 → 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 → +3
- **The Throne of Stability** income 0 → E1S1
- **The Throne of the Deeps** income 0 → W2, enter to summon Kraken x1 → x3
- **The High Throne** income 0 → 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 → 2
- **The Throne of Vitality** income N1 → E1N1, +0.20% pop growth in local province
- **The Throne of the Fool** income G3 → G2, morale -1 → +1
- **The Black Throne** disease spread 10% → 5%
- **The White Throne** healing 20% → 25%
- **Seasonal** thrones no longer modify dominion scales, recruitable mages gain 10% random in their paths, no longer start old, RP 4 → 3

Level Two

- **The Throne of the First Age** income 0 → S2
- **The Throne of Law** gains Unrest Reduction 5, local PD gradually increases to 30, income 0 → S1
- **The Throne of Gaia** income N2 → 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 → S1
- **The Throne of Knowledge** income 0 → 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 → 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 → 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 → F2S1
- **The Throne of Sorcery** gains recruitable Seithmathr
- **The Throne of Elements** gains recruitable Wizard of High Magics
- **The Shattered Throne** blood bonus 30% → 20%, gains dominion Magic +1, spreads dominion 3 → 4, income S2B4 → S2D1B6
- **The Throne of Destiny** gains morale +2 to bless, spreads dominion 3 → 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 → N2, **Endless Bag of Wine** cost 5 → 4, **Cornucopia** supply bonus 50 → 75, **Summer Sword** cost 10/5 → 7/4, **Neverending Keg of Mead** cost 5/5 → 4/3.

Const 1

WEAPONS

** Const 1 → 5: **Ice Sword (Shiver Blade)**

** Const 3 → 1: **Bane Blade (1h), Bane Blade (2h), Hunter's Knife, Thorn Spear, Thorn Staff**

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

SHIELDS

** Const 3 → 1: **Weightless Kite Shield, Weightless Tower Shield**

- **Raw Hide Shield** parry 4 → 5, prot 13 → 15, cost 5 → 2
- **Enchanted Shield** cost 5 → 3

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

ARMOR

**** Const 3 → 1: Dire Wolf Pelt, Lightweight Scale Mail, Robe of Missile Protection, Shambler Skin Armor**

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

HEAD

**** Const 3 → 1: Ice Helmet**

- **Enchanted Helmet** cost 5 → 2, prot 15 → 20
- **Blacksteel Helmet, Ice Helmet** cost 5 → 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 → 4

MISC

**** Const 3 → 1: Barkskin Amulet, Amulet of Missile Protection, Ring of Water Breathing**

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

BARDING

**** Const 3 → 1: Enchanted Saddle, Enchanted Barding**

- **Enchanted Saddle** prot 0 → 3, gains invuln 10, cost 5 → 3
- **Enchanted Barding** prot body/head 8/10 → 11/15, cost 5 → 3

Const 3

WEAPONS

**** Const 3 → 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 → 3
- **Axe of Sharpness** dmg 11 → 12, att 2 → 3, cost 5 → 4
- **Stinger** def 1 → 2, cost 5 → 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 → 4

- **Knife of the Damned** cost 5/5 → 2/2
- **Doom Glaive** att 2 → 3, cost 5/5 → 3/2
- **Faithful** dmg 7 → 9, Affliction Resistance 1 → 3, gains MR +1, cost 5/5 → 3/2
- **Blade of Grass** cost 5/5 → 3/3
- **Piercer** range 35 → 40, cost 5/5 → 4/4
- **Ice Mist Scimitar, Eyecatcher** cost 5/5 → 4/3
- **Star of Heroes** def -2 → -1, armor break effect on-damage → on-hit, cost 10 → 6
- **Gloves of the Gladiator** dmg 3 → 4, cost 10 → 6
- **Vine Whip** dmg 0 → 2 (still capped at 1), cost 10 → 6
- **Mace of Eruption** dmg 8 → 13, att/def 1/0 → 3/1
- **Smasher** cost 10 → 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 → 5, prot 13 → 15, gains Fateweaving (13 vs MR), MR +1, cost 5/5 → 3/3
- **Shield of Valor** cost 5/5 → 3/3
- **Weightless Kite Shield, Weightless Tower Shield** A2 → A1, Tower prot 16 → 17, cost 10 → 4
- **Lead Shield** parry 6 → 7, cost 10 → 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 → 8, cost 15/10 → 12/8

ARMOR

**** Const 3 → 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 → 3
- **Fire Plate** cost 5 → 4
- **Mirror Armor** cost 5/5 → 3/2
- **Brightmail Haubergeon** cost 5/5 → 4/3
- **Copper Plate** prot 13 → 15
- **Gossamer Gown** prot 4 → 8, Awe 1 → 2
- **Kithaironic Lion Pelt** prot 6 → 7

HEAD

**** Const 3 → 1: Ice Helmet**

- **Crown of Lead** MR +1 → +2, cost 5 → 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 → 4
- **Chi Shoes** dmg 0 → 2, cost 5 → 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 → 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 → 3

- **Bracers of Protection** def +2 → +3, cost 5 → 4
- **Handful of Acorns, Ring of Levitation, Eye of Aiming, Cat's Eye Amulet, Amulet of**

Clarity cost 5 → 4

- **Ring of Warning** extra bodyguards +5 → +7, cost 5 → 4
- **Wound Fend Amulet** Affliction Resistance 2 → 4, gains HP +5, cost 5/5 → 2/2
- **Stone Bird, Effigy of War** cost 5/5 → 3/3
- **Gossamer Cloth** G2N1 → G1N1, cost 10/5 → 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 → 12
- **Soul Contract** cost 75/5 → 60/5

BARDING

**** Const 3 → 1: Enchanted Saddle, Enchanted Barding**

**** Const 5 → 3: Lightweight Cataphract Barding, Gossamer Barding**

- **Gossamer Barding** prot body/head 10/13 → 12/17, cost 5 → 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 → 5: Fire Brand, Evening Star, Star of Thraldom, Bow of War, Demon Whip**

- **Frost Brand** Frozen Flames damage reverted 8 → 12

- **Ice Sword** → **Shiver Blade** dmg 6 → 8, att/def 1/3 → 2/2, gains on-damage 10 AN cold damage

- **Lightning Spear** cost 5 → 4
- **Star of Thraldom** dmg 10 → 12, def -2 → -1, cost 5 → 4
- **Evening Star** dmg 10 → 12, def -2 → -1, cost 5/5 → 3/3
- **Elf Bane** gains MR +2, att 3 → 4, cost 5/5 → 3/3
- **Sling of Crystal Shards** cost 5/5 → 4/3
- **Fire Brand** cost 5/5 → 4/4
- **Demon Whip, Golden Arbalest, Vision's Foe** cost 5/5 → 4/4
- **Sword of Swiftess** cost 10 → 6
- **Wraith Sword** dmg 11 → 13, att 2 → 3, def 3 → 4, cost 10 → 8
- **Twilight Glaive, Thunder Bow, Starfire Staff** cost 10 → 8
- **Herald Lance** att/def 1 → 2, cost 10 → 8
- **Skull Standard** cost 10/5 → 5/5
- **Staff of Corrosion** cost 10/5 → 8/4
- **Wand of Wild Fire** F3 → F2, cost 15 → 10
- **Flambeau** def 2 → 3, cost 15 → 12
- **Star of Darkness** dmg 10 → 12, att 2 → 3
- **Implementor Axe** dmg 10 → 13, att 2 → 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 → 6, cost 10 → 6
- **Mirror of Long Lost Battles** gains MR +2, cost 10 → 7
- **Golden Hoplon** gains Heat 3, cost 10 → 6
- **Vine Shield** prot 13 → 14, gains additional 100 precision, range 1, AoE1, MR negates

Tangle Vines effect per round, cost 10 → 8

- **Charcoal Shield** parry 5 → 6, cost 10/5 → 6/4
- **Shield of the Accursed** cost 10/5 → 6/4

ARMOR

** **Const 5 → 3: Brightmail Haubergeon, Copper Plate**

** **Const 7 → 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 → 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 → 3, poison res 5 → 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 → D1N1, prot 10 → 14, MR +1 → +2, cost 10/5 → 3/3
- **Flame Helmet** F4 → F3, Exhaustion 3 → 1, cost 25 → 15

BOOTS

- ** **Const 5 → 3: Brimstone Boots**
- ** **Const 7 → 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 → 3: Sanguine Dowsing Rod, Skull Mentor, Homunculus, Amulet of Giants**
- ** **Const 7 → 5: Skull of Fire, Water Bracelet, The Copper Arm, Mirror of False**

Impressions

- **Girdle of Might, Amulet of the Dead** cost 5 → 4
- **Amulet of the Fish** W1A1 → W1, cost 5/5 → 5
- **Acorn Necklace** cost 5/5 → 3/2
- **Slave Matrix, Dancing Shield, Astral Serpent** cost 5/5 → 3/3
- **Neverending Keg of Mead** cost 5/5 → 4/3
- **Pills of Water Breathing** A2 → A1, GoW size 75 → 150, cost 10 → 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 → G2, cost 15 → 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 → E2F1, gains Ambidextrous 1, can't be picked up, cost 15/5 → 8/4
- **Slave's Heart** cost 15/5 → 12/4
- **Mirror of False Impressions** G4 → G3, cost 25 → 10
- **Miraculous Cure All Elixir** N5 → N4, Disease Healer 1 → 5, cost 40 → 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 → 13/20, enc 0 → 1, HP +6 → +10, gains str +2, cost 5 → 4
- **Golden Barding** cost 5/5 → 3/3

Const 7

WEAPONS

**** Const 7 → 5: Fire Brand, Evening Star, Star of Thraldom, Bow of War, Demon Whip**

**** Const 9 → 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 → W1A1, cost 10/5 → 5/3
- **Carmine Cleaver** cost 10/5 → 6/3
- **Shadow Brand** cost 10/5 → 7/3
- **Hell Sword** def 1 → 2, cost 10/10 → 6/6
- **Wave Breaker** def 3 → 4, cost 15 → 12
- **Gate Cleaver** cost 15 → 12
- **Ivory Bow** D3A1 → D1A1, cost 15/5 → 4/4
- **Rod of the Phoenix** F4 → F3, cost 25 → 15
- **Standard of the Damned** cost 25 → 20
- **Ethereal Crossbow** prec 5 → 10
- **Demon Bane** def 2 → 4
- **Treelord's Staff** IvyLord 1 → 2

Artifacts (Weapons):

- **Dawn Fang** becomes AP, att/def 3/3 → 4/5, MR +1 → +2, Affliction Resistance 1 → 3, gains fire res 5, cost 10/5 → 8/4
- **Hammer of the Forge Lord** E5F3 → E3F3, cost 40/15 → 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 → x7 Bane Fire Darts, range 35+5 → 45, horror mark 10% → 4%

SHIELDS

**** Const 9 → 7 (Artifacts): Shield of the Dawn**

- **Shield of Gleaming Gold** reverted from F/G to F/E, Awe 1 → 3, gains Darkvision 50, cost 5/5 → 4/4
- **Lantern Shield** D2F1 → D1F1, parry 6 → 8, gains fire res 5, cost 10/5 → 4/3
- **Scutata Voltturnus** cost 5/5 → 4/4, shock res 5 → 10

Artifacts (Shields):

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

ARMOR

**** Const 7 → 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 → 17, cost 10 → 8

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

Artifacts (Armor):

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

HEAD

**** Const 9 → 7 (Artifacts): Crown of the Ivy King, Helmet of the Dawn**

- **Crown of the Titans** cost 10/5 → 6/4
- **Iron Face** cost 15 → 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 → D4, cost 40 → 20
- **Headband of Woven Dreams, Crown of the Magi** gain MR +1

Artifacts (Head):

- **Crown of the Ivy King** casts **Awaken Vine Men** → **Levy Vine Men** (quantity 4(+3) → 10(+5)), battle summons Vine Men x5
- **Helmet of the Dawn** prot 23 → 25, Awe 1 → 2, Affliction Resistance 1 → 3, gains shock res 5, cost 10/5 → 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 → 6
- **Boots of Quickness** cost 10 → 7

Artifacts (Boots):

- **Sandals of the Crane** gains def +3

MISC

**** Const 7 → 5: Skull of Fire, Water Bracelet, The Copper Arm, Mirror of False Impressions**

**** Const 9 → 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 → 6/6
- **Pocket Ship** N3A2 → N3A1, cost 15/10 → 15/5
- **Barrel of Air** A4 → A3, GoW size 450 → 750, cost 25 → 12
- **Abominable Arms** B4N2 → B3N2, att/def -3 → -1, can't be picked up, cost 25/10 → 15/10
- **Ring of Invisibility** G5 → G4, cost 40 → 25
- **Eye Pendant** Disease Healer 1 → 3, Patrol Bonus 10 → 30, extra bodyguards +5 → +7

- **Blood Pendant** str 2 → 3, gains HP +4

Artifacts (Misc):

- **Holger the Head** Plate Hauberk → Armor of Knights, Enchanted Shield → Shield of Valor (+80% Air Shield), HP 8 → 11, combat speed 8 → 10, enc 4 → 3
- **Percival the Pocket Knight** str/att 11/11 → 14/13, attacks become magical, gains slash/blunt/pierce res, 15 shock res, Poor Amphibian, Hoof dmg 13 → 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 → 2, cost 25 → 20
- **Fountain of Youth** gains Unrest Reduction 8
- **Midget's Revenge** Invulnerable 20 → 25, str 2 → 3, gains mor +5
- **The Manual of Cross Breeding** bonus +20 → +25
- **Ardmon's Soul Trap** works underwater, gains cold res 5 to partially protect the wielder from his summons' Cold Aura

BARDING

**** Const 9 → 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 → 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 → 6/6
- **Sword of Justice** becomes AP, att 3 → 4, Holy Fire secondary effect AoE 3 → 5, cost 15/15 → 10/10
- **Bow of the Titans** ammo 10 → 30, cost 15/10 → 12/8
- **Tempest** gains Overcharged 1, Storm Immunity, Storm Power 3, x2 temporary air gems, cost 40 → 25
- **Trident from Beyond** att 2 → 3, number of attacks 1 → 2, gains MR +2, Void Sanity 5, Void Returning 10, cost 15/10 → 10/10
- **The Summit** cost 25 → 15
- **The Stone Sword** cost 40 → 20
- **Mage Bane** E6 → E4, dmg 10 → 12, gains Void Sanity 5, cost 60 → 15
- **The Tartarian Chains** E4F2 → E3F2, att/def 3/-2 → 4/-1, cost 8/4
- **The Sword of Many Colors** cost 25/15 → 15/15
- **The Sword of Aurgelmer** cost 60 → 45
- **Twin Spears** att/def 2 → 3, S/D spear raises two longdead every round of combat and undead command 5 → 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 → D5, cost 60 → 25
- **Sceptre of Dark Regency** cost 60 → 30
- **Sword of Injustice** dmg 6 → 10, att/def 3/2 → 4/3, casts **Protection of the Sepulchre** at start of battle → every round, cost 25 → 20
- **Woundflame** dmg 8 → 10, cost 25 → 15
- **Sun Slayer** cost dmg 13 → 18, cost 60 → 30
- **Picus's Axe of Rulership** becomes AP, def -2 → 0, reanimates on kill, cost 10/5 → 6/4
- **The Sharpest Tooth** dmg 3 → 8, att 2 → 5, Patience 2 → 4, cost 10/5 → 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 → 3, cost 40/5 → 20/5

SHIELDS

** Const 9 → 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 → 20

ARMOR

** Const 9 → 7 (Artifacts): Armor of the Dawn, Robe of Calius the Druid

- **Pebble Skin Suit** HP +10 → +15, str 2 → 4, gains cold res 5 (counteracts stoneskin weakness)
- **Aseftik's Armor** cost 25 → 15
- **Monolith Armor** def -8 → -6, enc 10 → 7, cost 25 → 20
- **Fenris' Pelt** HP bonus +10 → +15, Berserk +4 → +5, gains Animal Awe 3, Darkvision 50, Forest Survival, battle summons 2d6 **Wolves**, 1d5 **Dire Wolves**, x2 **Jotun Wolves**, cost 25 → 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 → F4S4, prot 9 → 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 → 15/15
- **Helmet of Perfection** prot 25 → 30, gains MR +2, cost 15/15 → 10/10
- **Crown of the Fire King** prot 9 → 13, Heat Aura 3 → 6, Exhaustion 1 → 0, battle summons 0-1 size 2 Fire Elementals every round, cost 25 → 15
- **Crown of the Frost King** prot 9 → 13, Ice Elemental start battle summon size 6 → 7, battle summons 0-1 size 3 Ice Elementals every round, cost 25 → 15
- **The First Crown** cost 25/25 → 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 → 25
- **The Boots of Calius the Druid** gains Mountain Survival, Swamp Survival, cost 25 → 15

MISC

**** Const 9 → 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 → 90, casts **Twist Fate** every round, cost 25 → 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 → 25/15
- **Draupnir** cost 40 → 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 → 5, fire res 5 → 10, gains poison res 10
- **Orb of Atlantis** GoW size 200 → 999, autocasts Triton's Grace (battlefield +4 att/ap to friendly terrestrials) instead of Friendly Currents, summons size 4 Water Elemental x1 → x2, cost 25/5 → 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 → 10, cost 40 → 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 → 10, cost 40/15 → 20/10
- **Tome of the Forgotten Masons** E5B1 → E4B1, cost 40/5 → 20/5
- **The Silver Arms** gains Ambidextrous 8, can't be picked up, cost 15/15 → 12/10
- **Tome of Legends** cost 40 → 25
- **The Trapped Dreams of Hruvur** cost 25/25 → 15/15
- **Orb of Elemental X** cost 25 → 15
- **The Void Sphere** cost 60/5 → 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 [SCALES](#) 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 → 18g, **Lava-born** 30g → 20g, RP 19 → 15, HP/str 14/12 → 15/13 to match Abyssian 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 → 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 → 50 to lead Woodsmen, gains 10% B random, 180g → 155g, **Woodsmen/Woodsmen Blowpipe** -1g, **Woodsmen Blowpipe** Dagger → 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 → 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 → 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 monopath 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 → 60, gain Darkvision 50 (Black Dragon gains 100), Green Dragon Dragon Gas attack usable underwater, cost 260 → 200
- **Solar Eagle** prot 11 → 15, str/def 23/12 → 24/13, gains Dive Attack, Heat Aura 8 (base), Affliction Resistance 3, Talons/Beak → Burning Claw/Burning Beak (additional 14 AP fire dmg on hit, Claw dmg 0 → 2), cost 240 → 160
- **Raven of the Underworld** D2 → A1D1, HP 77 → 92, prot 10 → 14, gains invuln 20, Fortune Teller 25 → 33, 50% chance to raise soulless on kill, cost 120 → 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 → 130
- **Eldest Dwarf** gains Forge Bonus 1 + 10%
- **Svartalf Mastersmith** Linnormr form gains Darkvision 100, Dragon Gas attack usable underwater, cost 260 → 240
- **Wyrms** prot 15 → 16, def 10 → 12, gains Darkvision 50
- **Son of Fenrer** prot 13 → 15, att 13 → 14, gains Claw attack, Darkvision 50, Mountain Survival, crown slot, battle summons 1d6 Jotun Wolves → 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 → 15, gains Awe 1, Affliction Resistance 3, Darkvision 50, crown slot, national pretender discount for EA Ulm
- **Ghost Moose** prot 12 → 14, gains Trample, Affliction Resistance 3, Spirit Sight, crown slot, cost 130 → 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 → 13, Great Sword → Rime Sword (dmg 13 slash, 2h, att 3, def 5, magic, AoE5 freezing mist), Furs → Jotun Wolf Pelt, cost 240 → 200
- **Asynja (stroller)** HP 65 → 72, att 10 → 12, Disease Healer 1 → 5, gains Forest Survival, cost 230 → 190
- **Deives of the Sun** gains Awe 3, +15% local tax boost
- **Irminsul** str 14 → 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 → 160
- **Idol of Sorcery** gains Fateweaving

Celtic

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

- **Dog of the Underworld** size 10 → 9, prot 13 → 15, att 13 → 14, gains Claw attack, invuln 20, Spirit Sight, crown slot, battle summons 1d6 Barghests and 3d6 Black Dogs, cost 130 → 160
- **Great Stag** HP 99 → 114, prot 11 → 14, gains Awe 1, Trample, Affliction Resistance 3, Darkvision 50, crown slot, battle summons 2d6 Sacred Stag → 2d6+5, cost 150 → 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 → 60, size 5 → 6, prot 1 → 3, gains Heavy Magic Robes, cost 280 → 200
- **Great Mother** gains Poor Amphibian, cost 270 → 260
- **Lord of the Forest** N2G1 → E1N1G1, HP/str 80/20 → 82/21, gains Animal Awe 3, Beastmaster 3, Spear → Enchanted Spear, Iron Cap/Scale Mail Cuirass → Enchanted Helmet/Weightless Scale
- **Horned One** N3 → N2G1, gains battle summon x2 Horned Serpents, fixed non-magical Antlers, cost 220 → 230
- **Son of the Sea** Undead Leadership 0 → 100, Javelin → Javelin of Flight, Bronze Scale Hauberk → Weightless Scale, cost 330 → 240
- **Morrigna** Morrigna #2 Fortune Teller 15 → 50, cost 380 → 320
- **Duiu of Thunder** prec 13 → 14, gains Ambidextrous 2, Stormpower 1, Power of the Turning Year 1 → 2, Lightning → 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 → 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 → Axe of Hate, cost 260 → 200
- **Matrona of the Healing Spring** Healer 1 → 5, battle summons 1d6 Hounds → 1d6+2, The Healing Spring start site 5% healing → 25%, cost 270 → 220
- **Mother of Storms** gains Stormpower 2, start site gains 25% chance per turn to spawn an Aatxe, Lightning → Thunder Bolt (AoE 1 + AoE 10 capped shock, ammo 10), cost 260 → 220
- **Father of the Sea** pathcost 80 → 60, att 5 → 6, gains Water Breath attack, poison res 15

Mediterranean

- **Gorgon** pathcost 80 → 60, gains Affliction Resistance 3, Darkvision 50, Snake Hair len 0 → 1 (less vulnerable to magic shield effects), cost 240 → 190
- **Immortal Gorgon** pathcost 80 → 60, gains Affliction Resistance 3, Darkvision 50, Snake Hair len 0 → 1 (less vulnerable to magic shield effects), cost 310 → 230
- **Prince of Death** pathcost 80 → 60, gains Poor Amphibian, Fist → Life Drain, domsummons Shadows and more rarely Shades, cost 240 → 190
- **Ferryman** pathcost 80 → 60, gains Poor Amphibian, summons one Shade per turn and rarely domsummons more, cost 250 → 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 → 132, prot 14 → 15, att 13 → 14, Serpent Tail att/def/len 0/-1/0 → 1/0/2, Serpent Mane length 0 → 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 → 50, resource bonus 30 → 50, Maul → Hammer of the Mountains, cost 250 → 190
- **Mother of Monsters** combat speed 8 → 12, Adept Cross Breeder 10 → 12, gains Tail Sweep attack, rare domsummon of either Hound of Twilight, Hydra or Kithaironic Lion, cost 240 → 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 → 28, prec 12 → 15, gains Stormpower 2, Storm Immunity, Lightning → 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 → 200
- **Lord of the Wild** HP 90 → 98, gains Affliction Resistance 3, Darkvision 50, cost 250 → 240
- **Titan of the Sea** HP 88 → 92, att 12 → 13, gains Siege Bonus 50, poison res 15, autocasts Friendly Currents, Bronze Trident → Wave Breaker, gains Magic Crown, cost 270 → 190
- **Titan of the Forge** pathcost 60 → 40, Limp → equivalent stat penalties, Forge Forge Bonus 20% → 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 → 190
- **Titan of Rivers** gains +1 Growth scale limit modifier, poison res 15, Poor Amphibian → 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 → 190
- **Titan of Love** gains Beguile attack (AoE 1 MR negates confusion), cost 270 → 230
- **Titan of Serpents and Medicine** HP 75 → 85, gains Ambidextrous 2, Disease Healer 3 → Healer 5, gains Lamia Lord 3, cost 250 → 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 → 220
- **Titan of Winds and Waves** def 12 → 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 → 190
- **Titan of Forethought** Disease Healer 1 → 3, Fortune Teller 15 → 50, gains Unrest Reduction 5, cost 270 → 210
- **Titan of the Hunt** N3 → N2G1, gains Patrol Bonus 50, Darkvision 50, Enchanted Bow dmg/prec/range/ammo 9/2/40/12 → 12/25/50/20, becomes AP, ignores shields and air shield, Bronze Dagger → Hunter's Knife, cost 260 → 200
- **Titan of Crossroads** cost 350 → 280, Bronze Daggers → Enchanted Daggers, Key to Every Entrance becomes AP, summons Hounds 1d6 → 1d6+5, domsummons Lampades

- **Titan of the Spring** D2N1 → W1D1N1, gains Supply Bonus 50, +15% local tax boost
- **Titan of Growth** entangles attackers, gains Ivy Lord 2, Forest Survival, +15% local tax boost, cost 190 → 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 → D2E1, rarely domsummons Ghosts and even more rarely Ghost Champions, cost 150 → 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 → 40, size 5 → 6, def 13 → 14, Healer 1 → 3, gains poison res 15, Throw Sutra → Throw Sutras (projectiles 1 → 7), fixed Dragon Girl starting near old age, cost 250 → 190
- **Dragon King** HP 77 → 105, str/att 20/12 → 22/13, gains Awe 1, autocasts Water Shield, Dragon Gas attack usable underwater
- **Celestial Dragon** HP 77 → 105, str/att 20/12 → 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 → 105, str/att 20/12 → 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 → 8, gains Trample, crown slot, cost 220 → 190
- **Vermilion Bird of the South** HP 68 → 78, prot 10 → 13, def 12 → 14, gains Fire Shield 10, Bringer of Fortune 25, Dive Attack, counts as sun, cost 180 → 130
- **White Tiger of the West** prot 13 → 16, gains Spirit Sight, good leader → superior leader, cost 150 → 160
- **Jade Emperor** att/def 10 → 11, Fortune Teller 33 → 50, gains domspread 1, battle summons x2 Celestial Soldiers, rarely domsummons Celestial Soldiers, cost 240 → 200
- **Nyorai** str 20 → 21, att 10 → 11, Bringer of Fortune 15 → 25, cost 240 → 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 → Armor of the Five Elements, cost 260 → 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 → 3, cost 260 → 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 → 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 → 60, gains Spirit Sight, Tight Rein, Claw/Claw → Golden Claw/Golden Horns, 50% chance to return from Inferno, battle summons 3d6 Imps → 3d6+5, cost 330 → 240
- **Scorpion King** HP 57 → 67, str 16 → 18, enc 3 → 2, gains Spirit Sight, cost 250 → 230
- **Shedu** E1S1 → E1S2, pathcost 80 → 60, size 9 → 10, prot 13 → 14, att 8 → 11, gains invuln 20, Spirit Sight, loses research penalty, cost 210 → 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 → S2G1, prot 12 → 14, att 13 → 14, gains invuln 20, Spirit Sight, AoE1 Hypnotize attack, Inspiring Researcher +1, loses research penalty, cost 200 → 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 → 16, att 14 → 15, gains Darkvision 50, Mountain/Waste Survival, Flick Barbs prec -4 → -3
- **Lord of the Desert Sun** gains Heat Aura 8 (base), Darkvision 50, Machaka Spear → Enchanted Spear, battle summons Great Lions 1d6 → 1d6+3, rarely domsummons Kithaironic Lions, cost 240 → 200
- **Lord of the Summer Plague** gains Sleep Aura 10, Disease Grinder 1, poison res 15, Darkvision 50, Fist → Bane Blade, Plague Bow → Bow of Plagues (dmg 12 → 10, prec 5 → 0, projectiles 1 → 5, disease becomes MR negates), cost 240 → 210
- **Annunaki of the Sky** A3 → A2N1, prec 12 → 14, gains Stormpower 1, Storm Immunity, Lightning → Thunder Bolt (AoE 1 + AoE 10 capped shock, ammo 10), battle summons x1 Gryphon → x2 Sacred Gryphons, 1d6 Great Hawks and 5d6 Black Hawks, cost 250 → 200
- **Annunaki of Sweet Waters** Adept Researcher +10 → +15, gains poison res 15, Quarterstaff → Magic Staff, cost 250 → 210
- **Annunaki of the Morning Star** cost 250 → 210
- **Solar Disc** size 6 → 7, HP 50 → 63, prot 0 → 5, att/def 12 → 13, invuln 15, poison res 15, Waste Survival, Fist/Talons x2 → Flaming Fist/Burning Claw x2, cost 190 → 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 → Enchanted Scimitar/Enchanted Bow (AP, ignores shields and air shields), battle summons 6d6 Falcons, cost 240 → 190
- **Ilah of the Sacred Mountain** gains Awe 1, battle summons x1 Horned Serpent → x1 Great Horned Serpent (sacred), start site The Sacred Mountain path E → H, can be entered to summon x3 Horned Serpents, cost 240 → 210
- **Ilah of the Moon** gains Darkvision 100, battle summons 4d6 Large Scorpions, 2d6 Large Spiders and 1d6 Giant Scorpions, cost 230 → 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 → 74, prot 10 → 13, str 19 → 21, gains Poor Amphibian, Blind Fighter, Spirit Sight, Golden Fist dmg -2 → 3, gains additional Wooden Fist attack, cost 250 → 230
- **Bronze Colossus** gains Blind Fighter, Spirit Sight, Fist x1 → Bronze Fist x2 (dmg -2 → 3), cost 380 → 350

Middle America

- **Bolon-ti-ku** pathcost 80 → 40, HP 27 → 35, invuln 15 → 25, battle summons Longdead 3d6 → 3d6+5, cost 230 → 200
- **Hun Balam** prot 13 → 16, gains Spirit Sight, battle summons 2d6 Jaguars → 2d6+3, cost 200 → 180
- **Demon Macaw** HP 68 → 78, prot 10 → 13, def 12 → 14, Awe 3 → 6, gains Killing Light attack (10 AN MR negates, AoE3), second Talons attack, counts as sun, cost 170 → 160
- **Serpent of the Underworld** prot 17 → 18, att/str 13/24 → 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 → 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 → 2, cannot repel (less vulnerable to magic shield effects), cost 280 → 240
- **Teotl of War** HP 82 → 85, str 22 → 24, gains Berserk 3, Tight Rein, battle summons 1d6 Jaguars → 1d6+3, Serpent Club dmg/def +2/+1, Weak → Death Poison, Crown → Obsidian Mask (prot 5 → 18, magic), cost 260 → 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 → 75, summons x3 Longdead per turn and domsummons more, battle summons Longdead 5d6 → 5d6+5, Crown → Magic Headdress (prot 5 → 10, magic), cost 240 → 200

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

Africa

- **Serpent King** gains Regeneration 10%, Darkvision 50, human form prot 2 → 5, serpent form prot 8 → 11, str/att/def 14/14/8 → 15/15/12, gains crown slot

- **Lich Queen** cost 180 → 140

- **Phoenix** HP 36 → 44, prot 5 → 8, str/att/def 12/10/10 → 16/12/13, Heat Aura 4 → 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 → 20, gains x2 Spider Claw attacks, Spirit Sight, Web/Web Spit become magical, fatigue cost 5 → 1, Web becomes AoE1, misc slots 2 → 3, battle summons 3d6 Large Spiders, summons 0-2 Large Spiders per round in combat, cost 220 → 190

- **Neter of Crafts** pathcost 60 → 40, Forge Bonus 2 → 3 + 10%, Master Smith 1, provides 100 resources, Iron Cap → Enchanted Helmet, cost 220 → 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 → 13, gains Fear 5, Dark Power 2, Stormpower 1, Storm Immunity, shock res 15, fire res 5, Darkvision 100, cost 240 → 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 → Enchanted Flail, cost 230 → 190

- **Neter of Kings** gains Awe 1, domspread 1, Amphibian, poison res 15, misc slots 2 → 3, cost 250 → 210

- **Neter of the Moon** pathcost 60 → 40, Adept Researcher +10 → +15, Fortune Teller 25 → 75, gains Beak and Stellar Bolt attacks, Darkvision 100, cost 230 → 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 → 14, cost 170 → 110

- **Kamadhenu** S1N1 → S2N1, pathcost 80 → 60, prot 12 → 14, att 8 → 11, Awe 1 → 3, gains Spirit Sight, loses research penalty

- **Nataraja** enc 3 → 2, gains Awe 3, Spirit Sight, cost 260 → 240

- **Destroyer of Worlds** enc 3 → 2, att 11 → 12, gains Awe 3, Spirit Sight

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

Deeps

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

Zoroastrian

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

- **Angra Mainyu** gains Invulnerable 15, cost 280 → 230

Misc Pretenders

- **Vampire Queen** D1B2 → D1G1B1, HP 16 → 22, gains Blood Searcher 2, cost 270 → 220
- **Ghost King (Atlantian)** D1 → D2, gains intrinsic magical Bite attack as other Deep Ones, cost 210 → 180
- **Virtue** F1A2 → F1S2, pathcost 80 → 60, Awe 5 → 6 (bringing her on par with Arch Angel), cost 260 → 230
- **Telkhine God-King** cost 280 → 240
- **Tiwaz of War** sprite size +10%, HP 75 → 85, gains Academy of War start site (enter to train for 6 XP), Tight Rein, Inspirational 1, Full Plate Mail → Blacksteel Full Plate, Broad Sword → Sword of Sharpness, cost 250 → 210
- **Volla of the Bountiful Forest** HP 65 → 72, att 10 → 11, gains Amphibian, cost 200 → 180
- **Son of the Fallen** pathcost 60 → 30, cost 220 → 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** → **Scale Barding** (total prot body/head 12/3 → 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 Ivy Lord 1, cost 25 → 15
- **Summon Hound of Twilight** Conj 5 → 4, E2D1 → E1D1, Hound of Twilight Serpent Tail att/def/len 0/-1/0 → 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** → **Craft Keledones**, Const 6 → 4, E2S2 → E2S1, quantity 1 → 2
- **Forge Brass Bull F3E3** → F2E2, **Khalkotauros** MR 14 → 16, prec 5 → 7, Heat Aura 3 → 6, Fiery Breath dmg 0 → 4, gains crown slot
- Hero **Monster in the Maze** gains Recuperation, MR 13 → 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** → (25 XP, -20 XP) → **Rorarus** → (25 XP, -10 XP) → **Hastatus** → (40 XP, -25 XP) → **Principe**
- **Equite/Equite of the Sacred Shroud/Praefectus Equitum** Light Scale Barding → Scale Barding (total prot body/head 12/3 → 14/20, def -1, res cost +2)
- **Equite of the Sacred Shroud/Praefectus Equitum** cost partially reverted 60g/195g → 50g/180g
- **Equite** 40g → 35g, RP 46 → 36
- **Principe** 14g → 13g, RP 20 → 18
- **Triarius** 15g → 14g, RP 25 → 21, base (before old age) hp/str/att 12/10/12 → 13/12/13, start age 55 → 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 → 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 Ivlord 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 [new combat crosspath spells](#), buffs to [Axe](#), [Maul](#), [Throwing Axe](#) and [magic item costs](#)

Marverni

- Cap income E2S3N1 → E2S2N2
- **Boar Warrior** MR 10 → 11, mor 13 → 14, def 10 → 11
- **Marverni Noble Warrior/Chieftain** gain Javelin
- **Eponi Knight/Eponi Chieftain War Horse** Leather Barding → Light Chain Barding (total prot body/head 8/3 → 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 → 12, mor 14 → 15, def 11 → 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
- **Sunder of Boars** cost 15 → 10
- **Awaken Tattoos** AoE 5+2 → AoE 5+5
- **Iron Pigs** Alt 6 → 5, E3N1 → 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 → 3, leadership 10 → 40, gains Inspirational -1, minimum turn arrival 5 → 0
- Hero **Blinded** minimum turn arrival 5 → 0
- Starting army and commander upgraded
- PD upgraded
- Benefits from buff to [Axe](#), new ritual summon [Iron Sounder](#)

Sauromatia

- **Androphag/Manflyer** MR 10/10 → 11/12, Manflyer gains H1
- **Lancer/Sauromatian Lancer/Chieftain, Light Scale Barding → Scale Barding** (total prot body/head 12/3 → 14/20, def -1, res cost +2)
- **Sauromatian Raider's Steppe Horse** gains Leather Barding (prot 3/3 → 9/3, res cost 0 → 2)
- **Hydra** 200g → 160g, prot 8 → 9, gains Darkvision 50
- **Hydra Hatchling** 35g → 25g, prot 4 → 7, def 9 → 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 → 8, N5D2 → N4D2, summons commander instead of unit, cost 30 → 45, Daughter of Typhon prot 13 → 14, str 19 → 20, enc 3 → 2, map move 12 → 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 → 2, spring power 50 → 25, 35g → 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 → 325g
- **Master of the Way** 265g → 240g
- **Master of the Dead** gains 20% AESNG random, same cost
- **Ancestral Spirits** are autoblessed
- **Celestial Servant → Celestial Servants**, quantity 1 → 2, cost 1 → 2, **Celestial Servant** prot 4 → 6, Rake def -1 → 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 → 4, cost 5 → 2
- **Celestial Chastisement** range 20 → 25
- Item **Sword of the Five Elements** dmg 8 → 10
- Gains access to pretenders **Thrice Horned Boar, Wyrn, 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 → 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 → 6, def 11 → 12, "stronger and braver than normal lions" HP/mor/str

20/13/15 → 23/14/16

- **Spider Clan Witch Doctor** gains 100% FEDNG random, Inept Researcher 4 → 2, 140g → 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 → 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 → 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 → 15 (powerful assassin hero), Spirit of the Lion gains Tight Rein, crown slot
- Starting army and commander upgraded
- PD upgraded
- Benefits from [new combat crosspath spells](#), buffs to [Long Spears](#), [Hide Shield](#) and [Fire magic](#)

EA Mictlan

- **Sun Warrior** gains Sun Awe 1, 18g → 24g, RP 18 → 25
- Obsidian Club Sword (2h) dmg 7 → 8
- **Summon Jaguar Toads** N1H1 → N1, **Jaguar Toad** prot 3 → 7, MR 5 → 9, str 11 → 14, att 7 → 8, prec 5 → 9, gains Darkvision 50, Forest Survival
- **Summon Jaguars** N2H1 → N1H1, **Jaguar** prot 4 → 6, MR 8 → 9, def 11 → 12
- **Monster Toad** prot 6 → 9, MR 7 → 9, str 17 → 20, att 7 → 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 → 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 Alysians +1 prec
- **Burning One** combat speed 11 → 13, map move 12 → 14, maxage 35 → 160 (matching **Anointed of Rhuax**)
- **Salamander** prot 10 → 12, gains Darkvision 50
- **Misbred** starting affliction chance 75% → 50%, randomly older by 0-300 years → 0-200, prec 7 → 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 → 20% E 10% FSB, map move 14 → 16, 630g → 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 → 2, range 30+5 → 35+5
- **Contact Scorpion Man** Conj 8 → 6, cost 12 → 6, Gaze of Fear usable underwater, Bow of Plague prec +5 → +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 → 12, RP 23/31 → 18/23, Kavi Archer str 9 → 10, Short Bow/Ice Knife → Composite Bow/Ice Blade

- **Spire Horn Archer** str 9 → 10
- **Mairya Ahu** gains H1, MR 12 → 13, 90g → 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 → 20, cost 230 (210) → 160 (140)
- Hero **Unwinged** missing armor fixed, domsummons Airya Temple Guard
- Hero **Storm Knight** autocasts Personal Luck, str 12 → 13, enc 5 → 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 → Scale Mail Hauberk (+3 prot, +4 res), Bronze Cap →

Iron Cap

- **Runner** Spear → Light Lance, Light Lance becomes 2h, def 0 → 1
- **Falchioneer** HP/str/def 11/10/11 → 12/11/12, RP 18 → 16
- **Lizard King** RP 4 → 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 → W1N1, MR 8 → 10, str/att/AP 21/11/7 → 22/12/9, mapmove 8 → 12, gains Tail Slap attack, Darkvision 50
- **Monster Toad** prot 6 → 9, MR 7 → 9, str 17 → 20, att 7 → 8, gains Darkvision 50, Forest

Survival

- **Contact Couatl** Conj 7 → 6, cost 40 → 35
- **Contact Scorpion Man** Conj 8 → 6, cost 12 → 6, Gaze of Fear usable underwater, Bow of Plague prec +5 → +10, gains body slot

- Item **The Jade Mask** D6N3 → D6N2, cost 60/15 → 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 → 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 → Rusty Scale Mail Hauberk/Iron Cap, Falchion → Enchanted Falchion, gains Poor Amphibian, extra misc slot, minimum turn arrival 0 → 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 → 240
- Hero **Blessed Couple/Grieving Dryad** gains G1
- Hero **Wise Satyr** gains G1, minimum turn arrival 5 → 0
- Starting army upgraded

EA Agarthia

- 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 → Rock/Hammer (unarmored/armored), benefits from [Boulder buffs](#)
- 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 +½ per level, castable underwater
- **Bind Penumbra** → **Bind Penumbrals**, quantity 1 → 2, cost 1 → 2
- **Mirror of Earth's Memories** Thaum 4 → Conj 4
- **Liquid Flames of Rhuax** prec 0 → 2, range 30+5 → 35+5
- Pretender **Leader of the Closed Council** Fortune Teller 20 → 33, cost 150 (130) → 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 → 5, Fortune Teller 20 → 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 → 3
- **Bean Sidhe** 285g → 250g
- **Sidhe Champion** 225g → 210g
- **Sidhe Lord** Golden Spear → Golden Lance
- **Summon Cu Sidhe** G2 → G1, cost 5 → 8, **Cu Sidhe** def 12 → 13, gains Glamour, Patrol Bonus 2, Bodyguard 2

- **Shillelagh** Const 3 → 1, cost 3/2 → 2/2, dmg 5 → 10, def 1 → 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 → 12/13, def 10/11 → 11/12
- **Fomorian Javelinist/Militia** Bronze Spear becomes 2h, def 0 → 1
- **Fir Bolg Slinger** Bronze Dagger → Bronze Hatchet
- **Summon Morrigan** cost 5 → 4, castable underwater, **Morrigan** gains Amphibian
- **Summon Black Dogs/Barghests** D2 → D1, **Black Dogs** prot/def 4/10 → 5/12, gains

Bodyguard 1, **Barghest** prot/def 6/11 → 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 → 100, Bronze Spear/Javelin → Enchanted Spear/Javelin of Flight, Bronze Scale Hauberk → Weightless Scale, cost 310 (290) → 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 → 0
- Starting army upgraded
- Tier 2 PD upgraded

Helheim

- **Valkyrie** 45g → 40g
- **Draug** gains Iron Cap
- **Brood of Garm** quantity 5 → 6, **Jotun Wolf** size 6 → 5, def 11 → 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 → 6, **Jotun Wolf** size 6 → 5, def 11 → 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 → 10, Fortune Teller 15 → 25, minimum turn arrival 20 → 15
- Starting army upgraded
- PD upgraded
- Benefits from [buffs to Water magic](#) and [Axe](#)

Rus

- **Chud Hunter/Berserker** 25g/35g → 20g/30g, Berserker's Scale Mail Cuirass → 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 → 2, **Simargl** def 11 → 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 → 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**, **Irmisul**
- 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 → 15, snake Crush → Tail Sweep
- Hero **Daughter of the Thunder** minimum turn arrival 15 → 0, Oak form gains Ivy Lord 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 → 18
- **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 → 8, cost 55 → 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 → 10, str +2 → +3, cost 5 → 4
- Gains access to pretenders **Wadjet**, **Celestial Carp** and **Irmisul**
- 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 → 9, def 0 → 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 → 10, str +2 → +3, cost 5 → 4
- Gains access to pretenders **Serpent of Chaos**, **Wadjet**, **Celestial Carp**, **Irmisul** 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 → 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 → 6, **Oni** cost 8 → 7, **Kuro-Oni** cost 9 → 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 → Thaum 5, F5 → F4, cost 60 → 50
- **End of Weakness** castable underwater
- **Summon Karasu Tengu** quantity +½ per level
- **Nushi** gains G1, serpent form homesickness 50% → 20%, human form gains poison res 15, both forms gain Darkvision 50
- **Contact Dai Tengu** cost 55 → 45, both Tengu summons quantity +½ per level
- **Summon Gozu Mezu** Conj 6 → 5
- **Summon Araburu-kami** Conj 7 → 6, Araburu-kami MR 14 → 15, gains fire res 5, Flaming Fist secondary Fire dmg 12 → 14, cost 5 → 4
- Pretender **Oni Kunshu** prec 9 → 11, domsummons size 3+ Oni and more rarely Amanojaku, gains Inspirational 1, Oni Summoner 75 → 100, battle summons 1d6 Wolves → 1d6+5 and 1d3 Dire Wolves, No-Dachi → Enchanted No-Dachi, Heavy Samurai Armor → Enchanted Samurai Armor, cost 260 (240) → 210 (190)
- Gains access to pretenders **Wyrms**, **Thrice Horned Boar**, **Irmisul**
- 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 → 11, Full Scale Archer Armor def -4 → -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
- **Melqart** 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 fortified 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 → 10, str +2 → +3, cost 5 → 4
- Pretender **Enkidu Great Sage** Twiceborn Wight Mage → Wight Shaman, cost 130 (110) → 120 (100)
- Pretender **Bone Mother** D1 → E1D1, Fortune Teller 25 → 33, Twiceborn Wight Mage → Wight Shaman, cost 110 (90) → 120 (100)
- Pretender **Apkallu** pathcost 80 → 40, Adept Researcher +10 → +15, gains Spirit Sight, cost 290 (270) → 210 (190)
- Hero **Entu of the Moon** gains Adept Researcher 4, Fortune Teller 20
- Hero **Favoured of Enki** N3H2 → A1W1E1N3H2, minimum turn arrival 5 → 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 → 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 Melqart Melqart** gains Tight Rein
- Pretender **Melqart** B3 → F1E1B1, pathcost 60 → 40, cost 190 (170) → 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 → 5
- Starting army upgraded
- PD upgraded
- Benefits from [new combat crosspath spells](#) and [buffs to Water magic](#)

EA Xibalba

- **Sun Guide** RP 24 → 18, Obsidian Shard Blade def 1 → 2

- **Xibalban Warrior/Dart Thrower** RP 6 → 5, Dart Thrower prec 5 → 6, Xibalban Warrior Stone Lance becomes 2h, def 0 → 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 → 5
- **Onaqui** 790g → 715g
- **Summon Jaguars** N2H1 → N1H1, **Jaguar** prot 4 → 6, MR 8 → 9, def 11 → 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 → 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 → 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 → 6, E4F4 → E4F3, cost 60 → 50, cap rebate on **Polemarch**, **Elder Cyclops** and **Basileus** 10g → 50g
- **Summon Hound of Twilight** Conj 5 → 4, E2D1 → E1D1, Hound of Twilight Serpent Tail att/def/len 0/-1/0 → 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
- **Forge Brass Bull** F3E3 → F2E2, **Khalkotauros** MR 14 → 16, prec 5 → 7, Heat Aura 3 → 6, Fiery Breath dmg 0 → 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 → 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 [new combat crosspath spells](#), [buffs to Fire magic](#) and [heavy armor encumbrance](#)

Ubar

- **Ifrit Warrior** gains Golden Helmet
- **Jinn Warrior/Guardian of the Forbidden Chamber** given reclimit 8/5
- **Ghul** HP 12/15 → 13/16, prot 2/4 → 4/6, MR 13 → 14, str 11/13 → 12/14, def 11 → 12, RP 20 → 18
- **Shaytan** RP 2 → 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 → 5, prot 3 → 5, def 11 → 12
- **Summon Binn** Conj 6 → 5, prot 4 → 6, def 12 → 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) → 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 → 13, att/def 11 → 12, 20g → 22g
- **Mairu Warrior/Hurler** 35g → 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 → 75, gains Spirit Sight (vanilla bug), misc slots 1 → 2

- 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 → 6, **Jotun Wolf** size 6 → 5, def 11 → 12, gains Darkvision 50, Mountain Survival
- **Summon Glosos** cost 10 → 9, **Gloso** prot 8 → 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 → 4, **Monster Fish** prot 12 → 14, att 12 → 13, map move 8 → 18, gains Darkvision 100
- Pretender **Dark Crystal** cost 190 (170) → 180 (160)
- Hero **Wanderer** minimum turn arrival 5 → 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 → 9/7, def 8 → 10, RP 41 → 29, Gibodai receives full strength paralysis Mind Blast (10 → 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 → 1
- **Androdai** 265g → 225g

- **Grandmother** S1 → S2, gains Inept Researcher -2, slightly increased **Polypal Spawn** freespawn, battle summons 3d6 **Polypal Spawn**, 400g → 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 → 10, quantity 5+½ → 5+1, **Slave Troll** loses upkeep cost, att/def 8/9 → 10/9
- Item **Anemone Mace** cost 5 → 3, def 1 → 2, length 1 → 2, gains poison res 5
- Pretender **First Spawn** pathcost 40 → 30, cost 140 (120) → 120 (100)
- Pretender **Polypal Queen** battle summons 6d6+0-3/round **Polypal 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 → 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 → 13, Pearl Spear → Pearl Trident (dmg 3 → 5, att 1 → 0, res cost 2 → 4), Pearl Shield res cost 8 → 6, 20g → 23g, RP 23 → 25
- **Pelagian Shore Fighter/Turtle Warrior** 11g → 10g, RP 12 → 11
- **Sideraspist** att 10 → 11, 13g → 12g, RP 16 → 12
- **Triton Rider** gains **Turtle Cap**, **Tail Flipper** → **Tail Slap**, dmg -5 → -1, att -2 → -1, mount **Hippocampus** gains Turtle Shell Barding (body prot 3 → 11), 50g → 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 Thaumaz, 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 → 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 Ivlord 2, minimum turn arrival 15 → 0

- Hero **Pearlsmith** minimum turn arrival 15 → 0
- PD upgraded
- Benefits from [buffs to Water magic](#), [turtle shell armor](#), [Shambler Skin Armor and Amulet of 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 → 35g, Bronze Spear becomes 2h, def 0 → 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 → 400g, map move 18 → 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 → 4, E2D1 → E1D1, Hound of Twilight Serpent Tail att/def/len 0/-1/0 → 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
- **Forge Brass Bull** F3E3 → F2E2, **Khalkotauros** MR 14 → 16, prec 5 → 7, Heat Aura 3 → 6, Fiery Breath dmg 0 → 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 [buffs to supply items](#) and [population recovery in friendly Growth 1+ dominion](#)

Middle Age

MA Arcoscephale

- **Heart Companion** att/def 11/13 → 13/12, 20g/23 RP → 23g/27 RP, Formation Fighter 5 → 6 (when enlarged, goes from 5/square → 4/square instead of 5 → 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 Ivy Lord 1, cost 25 → 15
- **Summon Hound of Twilight** Conj 5 → 4, E2D1 → E1D1, Hound of Twilight Serpent Tail att/def/len 0/-1/0 → 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** → **Craft Keledones**, Const 6 → 4, E2S2 → E2S1, quantity 1 → 2
- **Forge Brass Bull** F3E3 → F2E2, **Khalkotauros** MR 14 → 16, prec 5 → 7, Heat Aura 3 → 6, Fiery Breath dmg 0 → 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 → 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 → 5, D4 → D3, cost 15 → 5, **Longdead Legionnaires** → mix of **Longdead Velites, Legionnaires, Principes** and **Triarii**
- Hero **Dusk Elder** minimum turn arrival 15 → 10
- Starting army upgraded
- Indirectly nerfed by [buffs to supply items](#) and [population recovery in friendly Growth 1+ dominion](#)

Sceleria

- **Scelerian Cultist** cost 65g → 90g
- **Lictor** 26g → 23g, RP 31 → 25
- **Shadow Vestal** 45g → 40g, undead → 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 → 14g, RP 25 → 21, base (before old age) hp/str/att 12/10/12 → 13/12/13, start age 55 → 50 (same old age penalties, but takes much longer to incur worse ones)
- **Praetorian Guard** 20g → 15g, RP 31 → 24, starting affliction chance 50% → 20%, start age 55 → 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 → Consecrated Spear (dmg 3 → 5, att 1 → 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 → 14g, RP 25 → 21, base (before old age) hp/str/att 12/10/12 → 13/12/13, start age 55 → 50 (same old age penalties, but takes much longer to incur worse ones)
- **Emerald Guard** 20g → 18g, RP 31 → 24
- **Hydra** 200g → 160g, prot 8 → 9, gains Darkvision 50
- **Hydra Hatchling** 35g → 25g, prot 4 → 7, def 9 → 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 → S5F2, cost 144 → 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 → 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 → 50

- **Summon Cu Sidhe** G2 → G1, cost 5 → 8, **Cu Sidhe** def 12 → 13, gains Glamour, Patrol Bonus 2, Bodyguard 2

- **Summon Black Dogs/Barghests** D2 → D1, **Black Dogs** prot/def 4/10 → 5/12, gains Bodyguard 1, **Barghest** prot/def 6/11 → 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 → 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 → D1, **Black Dogs** prot/def 4/10 → 5/12, gains Bodyguard 1, **Barghest** prot/def 6/11 → 7/12

- **Summon Cu Sidhe** G2 → G1, cost 5 → 8, **Cu Sidhe** def 12 → 13, gains Glamour, Patrol Bonus 2, Bodyguard 2

- **Shillelagh** Const 3 → 1, cost 3/2 → 2/2, dmg 5 → 10, def 1 → 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 [buffs to magic item costs](#) and [blunt weapons](#)

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 → 5, dmg 7+ → 8+, prec 1 → 3
- **Harbinger's** Heavenly Horn becomes intrinsic
- **Heavenly Wrath** cost 35 → 30
- **Heavenly Choir** S7F2 → S5F2, cost 144 → 99, **Angel of the Heavenly Choir** gains **Heavenly Hymn** attack
- Gains access to items **Cockerel/Mercybrand**, costs 10 → 8/7, Mercybrand Patrol Bonus 10 → 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 → 24g, RP 18 → 25
- Obsidian Club Sword (2h) dmg 7 → 8
- **High Priest of the Sky** 100% FWSN 10% FAWSN → 100% FAWSN 10% FWSN, Fortune Teller 10 → 15
- **Sky Priest** 10% FWSN → 100% FAWSN, 100g → 145g
- **Couatl** prot/str/def 5/11/10 → 9/13/13
- **Summon Jaguar Toads** N1H1 → N1, **Jaguar Toad** prot 3 → 7, MR 5 → 9, str 11 → 14, att 7 → 8, prec 5 → 9, gains Darkvision 50, Forest Survival
- **Summon Jaguars** N2H1 → N1H1, **Jaguar** prot 4 → 6, MR 8 → 9, def 11 → 12
- **Monster Toad** prot 6 → 9, MR 7 → 9, str 17 → 20, att 7 → 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
- Pretender **Lawgiver** pathcost 40 → 20, cost 100 (80) → 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 → 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 → 25, str 10/11 → 11/12, **Cataphracted War Horse's** Cataphract Barding → Heavy Scale Barding (total prot body/head 15/22 → 18/22, def -1 → -2, enc 2 → 3, res cost +4), gain horse sprites that match the original artwork
- **Imperial Horseman/General Light Scale Barding** → **Scale Barding** (total prot body/head 12/3 → 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 → 3
 - **Celestial Servant** → **Celestial Servants**, quantity 1 → 2, cost 1 → 2, **Celestial Servant** prot 4 → 6, Rake def -1 → 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 → 4, cost 5 → 2
- **Thousand Year Ginseng** Const 5 → 3, cost 8 → 2
- **Celestial Chastisement** range 20 → 25
- Item **Sword of the Five Elements** dmg 8 → 10
- Gains access to pretenders **Thrice Horned Boar**, **Wyrms**, **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 → 50, Supply Bonus 50 → 100, Patrol Bonus 10 → 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 → 16g, RP 31 → 21, def 11 → 12, Spider Armor res cost 26 → 23, def -3 → -2, enc 4 → 3
- Partially reverted unintentional(?) nerf of **Spider Knight/Rider** Venomous Fangs damage (went from dmg 14 → 9) by buffing Great Spider str 11 → 14 (VF dmg 9 → 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 → 2, gains poison res 5 as EA's, 110g → 160g
- **Weavers of the Wood** N4 → 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 → 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 [new combat crosspath spells](#), buffs to [Long Spears](#), [Hide Shield](#) and [Fire magic](#)

MA Agarthia

- 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 → 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 → 33, cost 150 (130) → 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 → 5, Fortune Teller 20 → 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% → 80%, Fortune Teller 15 → 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 → 2, 375g → 345g, Blood Searcher 1 → 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 → 2, range 30+5 → 35+5
- **Contact Scorpion Man** Conj 8 → 6, cost 12 → 6, Gaze of Fear usable underwater, Bow of

Plague prec +5 → +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 → 13/11/11, Frost Bow statted as Composite Bow (dmg/prec 6/0 → 8/1, range 35 → 40), Ice Knife → Ice Blade, Ice Studded Armor → Ice Cuirass, gains Ice Cap
- **Temple Guard** HP/mor/str +1
- **Storm Guard** 15g → 14g, RP 21 → 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 → 6+½, Summon Yazatas cost 12 → 10
- **Call Ahurani** castable underwater
- **Jahi** gains G1
- Pretender **Yazad King** cost 230 (210) → 160 (140), shock res 15 → 20
- Hero **Storm Knight** autocasts Personal Luck, str 12 → 13, enc 5 → 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 → 12/11/12, RP 18 → 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 → W1N1, MR 8 → 10, str/att/AP 21/11/7 → 22/12/9, mapmove 8 → 12, gains Tail Slap attack, Darkvision 50
- **Monster Toad** prot 6 → 9, MR 7 → 9, str 17 → 20, att 7 → 8, gains Darkvision 50, Forest Survival
- **Contact Couatl** Conj 7 → 6, cost 40 → 35
- **Contact Scorpion Man** Conj 8 → 6, cost 12 → 6, Gaze of Fear usable underwater, Bow of Plague prec +5 → +10, gains body slot
- Item **The Jade Mask** D6N3 → D6N2, cost 60/15 → 30/5
- Pretender **Grand Saurollich** 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 → 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 Ivlord 1, cost 25 → 15
- Pretender **Centaureid 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 → 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 → 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 → 240
 - National item **Carrion Bow** cost 3/2 → 2/2
 - Gains national discount on **Vine Shield**
 - Hero **Ettin Mandragora** prot 4 → 7, gains Stomp attack, Affliction Resistance 2, Poor Amphibian, misc slots 1 → 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 → 11, MR 10 → 12, gains Mountain Survival, **Werewolf** gains Darkvision 50, RP 31 → 25
 - **Einhere** Ambidextrous 1 → 2, RP 31 → 25
 - **Fay Boar** 100g → 80g, halved upkeep, gains Darkvision 50
 - **Draug** gains Iron Cap
 - Hero **Dragon Slayer** loses feet slot, gains Affliction Resistance 2, misc slots 2 → 3
 - Hero **Keeper of the Rose Garden** gains G1, Ivylord 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 → 8, mor 9 → 10, str 16 → 18, 30g → 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 → 3, AoE 1 → 5+5, fatigue 20 → 30
- **Brood of Garm** quantity 5 → 6, **Jotun Wolf** size 6 → 5, def 11 → 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 → 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
- Hero **Wolf Lord Wolf** summoning quantity 3 → 8, autosummons **Wolf Riders** x4 → **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 → 10, Fortune Teller 15 → 25, minimum turn arrival 20 → 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 → Battleaxe (2h), keeps its shield, def 14 → 12, enc 3 → 4, 35g → 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 → 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 → 2, **Simargl** def 11 → 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 → A4E1N3 (corresponding to EA Rus Perkunu Magic Duel immunity change), minimum turn arrival 5 → 0
 - Hero **Last Runesinger's** name and animated tool attacks fixed, Unrest Reduction 1 → 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 → 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 → 25
- **Tiger Rider** mount benefits from animal buffs
- **Royal Swordsman** 24g → 21g
- **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
- **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 → 8, cost 55 → 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 → 10, str +2 → +3, cost 5 → 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 [Buckler](#) and [Mace](#)

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 → 23g, size 5 → 4
- **Kappa/Kappa Chief** MR 8/10 → 11/12, Kappa 20g → 18g
- **Bakemono Shaman** 115g → 95g
- **Bakemono Sorcerer** size 5 → 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 → W1, castable underwater, **Kappa** MR 8 → 11
 - Gains access to N1 version of **Gift of the Moon**, Ench 4 → 3, AoE 1 → 5+5, fatigue 20 → 30
- **Oni** unit summons discounted: **Ao-/Aka-Oni** cost 7 → 6, **Oni** cost 8 → 7, **Kuro-Oni** cost 9 → 8, **Oni** size 3/4 unrest generation 0.3/0.5 → 0.2/0.3
- **Summon Karasu Tengu** quantity +½ per level
- **Summon Omukade** cost 5 → 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% → 20%, human form gains poison res 15, both forms gain Darkvision 50
- **Contact Kitsune** cost 30 → 25, gains Spirit Sight
- **Contact Jorogumo** cost 32 → 28, battle summons Larger Spiders 2d6 → 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 **Wurm**, **Thrice Horned Boar**, **Oni Kunshu**, **Irmisul**
- 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 → A2S2N2G3, minimum turn arrival 10 → 0
- Hero **Dragon of the Cave** W3N2 → W3N3, prot 13 → 14, str/def 15/12 → 17/13, minimum turn arrival 10 → 0
- Hero **Heart Hider** F1D1 → F1D2, size 4 → 5, prot 3 → 7, MR 13 → 16, gains pierce res, No-Dachi → Enchanted No-Dachi, Long Bow → Ivory Bow, Heavy Samurai Armor → 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 → 10, 20g → 18g
- **Bashanite** att 11 → 12, 50g → 45g
- **Gileadite** att 11 → 12
- **Gileadite Archer** prec 10 → 11, Full Scale Archer Armor def -4 → -3
- Gains access to spell **Release Lord of Civilization**
- **Strange Fire** AoE 3 → 4, prec 1 → 3
- **Dirge/Banquet for the Dead's Ditanu/Malik** gain Poor Amphibian, Gore attacks become magical, Malik Shattered Soul 15 → 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 → 7
- **Call Anzus** Water Breath attack usable underwater
- Item **Headdress of the Bull** prot 8 → 10, str +2 → +3, cost 5 → 4
- Pretender **Enkidu Great Sage** Twiceborn Wight Mage → Wight Shaman, cost 130 (110) → 120 (100)
- Pretender **Bone Mother** D1 → E1D1, Fortune Teller 25 → 33, Twiceborn Wight Mage → Wight Shaman
- Pretender **Apkallu** pathcost 80 → 40, Adept Researcher +10 → +15, gains Spirit Sight, cost 290 (270) → 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 → 1

- **Paqos of the Earth Mother/Mountain Spirits** 135g/145g → 95g/110g, PotMS Bringer of Fortune 1 → 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 → 15, gains Awe 3, battle summons Condors 1d6 → 1d6+5, cost 160 (140) → 140 (120)
- Pretender **Ayar** pathcost 80 → 60, Scale Cuirass → Weightless Scale, cost 240 (220) → 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 → Thunder Bolt (AoE 1 + AoE 10 capped shock, ammo 10), battle summons size 4 Air Elementals x2 → 1d3+2, cost 250 (230) → 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 → 11, att/def 11/10 → 12/11, Obsidian Blade def 0 → 1
- **Chak Muuch Obsidian Warrior** HP/str/att/def 15/12/11/10 → 16/13/12/11, RP 29 → 21, Poisoned Obsidian Blade def 0 → 1
- **Chak Muuch Dart Thrower** HP/att/def/prec 14/10/9/9 → 15/11/10/10, RP 19 → 18, Poison Dart → Poisoned Obsidian Dart (dmg 0 → 1, ammo 4 → 5, magical), Leather Hauberk → Bronze Scale Hauberk, gains Bronze Cap
- All **Chak Muuch** gain poison res 15
- All **Muuch** dart throwers gain Hide Shield
- **Zotz Warrior** RP 6 → 5, Zotz Warrior Stone Lance becomes 2h, def 0 → 1
- Obsidian Club Sword (1h) dmg 4 → 6, att 0 → 1
- Obsidian Club Sword (2h) dmg 7 → 8
- Obsidian Dart ammo 4 → 5
- **Bacab** 635g → 595g, resource bonus 5 → 15
- **Muuch K'uhul** 405g → 345g, att/def 9/8 → 10/9, Twiceborn/Lich shape default size 3 → size 6/5 Atlantian King
- **Chaak Muuch Assassin** MR 11 → 12, HP/str/att 16/12/12 → 17/13/13, gains Obsidian Cap and Hide Shield, Poison Dart → Poisoned Obsidian Dart, dmg 0 → 1, ammo 4 → 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 → N1, **Jaguar Toad** prot 3 → 7, MR 5 → 9, str 11 → 14, att 7 → 8, prec 5 → 9, gains Darkvision 50, Forest Survival
- **Monster Toad** prot 6 → 9, MR 7 → 9, str 17 → 20, att 7 → 8, Darkvision 50, Forest Survival
- **Jade Serpent** prot 12 → 14, str 17 → 19, def 9 → 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 → 32/17, to have higher HP and str than size 4 shamblers
- Hero **Chilan Balam's** bugged stats fixed, startitem Healer 1 → 3, minimum turn arrival 15 → 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 → 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 → 17 (same speed as cyclopes), Spear → Monstrous Spear, 2h, dmg 3 → 5, length 3 → 4, res cost 1 → 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 → 17
- **Shackled Mage** 95g → 85g
- **Sow Dragon Teeth** castable underwater
- **Gigantomachia** Thaum 7 → 6, E4F4 → E4F3, cost 60 → 50, cap rebate on **Elder Cyclops** and **Phlegran Tyrant** 10g → 50g
- **Summon Hound of Twilight** Conj 5 → 4, E2D1 → E1D1, Hound of Twilight Serpent Tail att/def/len 0/-1/0 → 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
- **Forge Brass Bull** F3E3 → F2E2, **Khalkotauros** MR 14 → 16, prec 5 → 7, Heat Aura 3 → 6, Fiery Breath dmg 0 → 4, gains crown slot
- Item **Oppressor's Headband** cost 15 → 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 → 0, **Architect of Oppression** 10 → 5, **Cursed King** 0 → 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 → 4, Bodyguard 1/3 → 2/4
- **Summon Hound of Twilight** Conj 5 → 4, E2D1 → E1D1, Hound of Twilight Serpent Tail att/def/len 0/-1/0 → 1/0/2
- Gains spell **Summon Twilit Pack**, Conj 6, E2D2, cost 8 for 3+½ Hounds of Twilight
- **Bind Keres** cost 12 → 9
- **Craft Keledone** → **Craft Keledones**, Const 6 → 4, E2S2 → E2S1, quantity 1 → 2
- **Call Ladon's** Ladon's attacks become magical, gains Tail Sweep attack
- **Forge Brass Bull** F3E3 → F2E2, **Khalkotauros** MR 14 → 16, prec 5 → 7, Heat Aura 3 → 6, Fiery Breath dmg 0 → 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 → 11, att/def 9 → 11, mor/prec 11 → 12, enc 4 → 3, Short Bow → Composite Bow, Dagger → Short Sword, Linen Cuirass/Leather Cap → Scale Mail Hauberk/Half Helmet, 13g → 17g, RP 9 → 14
- **Soldier Priest** hp/str 10 → 11, att/def 11 → 12, mor 12 → 13, 15g → 19g, RP 14 → 17
- **Mirror Guard** hp 12 → 13, att/def 12 → 13, mor 13 → 14, 19g → 23g, RP 21 → 24
- **Baculite** att/def 11 → 12, mor 13 → 14, Baculus dmg 4 → 6, Scale Mail Cuirass → Scale Mail Hauberk, 19g → 23g, RP 31 → 27
- **Cynocephalian** Dom6 gold costs mostly reverted (from 14g/18g/20g/28g → 24g/28g/30g/35g to 15g/18g/21g/29g), unrest generation 0.3/0.4 → 0.2/0.3)
- **Cannibal tribes'** units unrest generation 0.2 → 0.1
- **Giants/Kings of the Lost Tribe** homesickness 30% → 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 → x2, leadership 10 → 50, 65g → 85g, **Lions of Strange Color** prot +2, def +1
- **Prestor King**, heroes **Arch Pope**, **Protopop** gain retinues of x2 **Mirror Guards**
- **Onyx Court** training XP 4 → 6
- Gains access to **Strange Fire**, AoE 3 → 4, prec 1 → 3
- **Call Cyclops Tribe** quantity 5+½ Cyclops → 6+½ Cyclops Warrior, 2+½ Cyclops Hurler (Siege Bonus 5), cost 9 → 8, unit descriptions fixed
- **Call the Birds of Splendour** Conj 6 → 5, F2N1 → 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 → 2
- Hero **Arch Pope** minimum turn arrival 5 → 0
- Hero **Protopope** minimum turn arrival 5 → 0
- Starting army upgraded
- Benefits from buff to [Plate Cuirass](#)

Na'Ba

- **'Adite Archer** prec 10 → 11, Full Scale Archer Armor def -4 → -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 → 5, prot 3 → 5, def 11 → 12
- **Summon Binn** Conj 6 → 5, prot 4 → 6, def 12 → 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 → 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) → Small Area Fire (AoE 1 14 dmg), misc slots 2 → 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 → H2, **Bear** Berserk 3 → 4, also in bear form, **Wolf** W2 → 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 → 11/12, enc 3 → 2 (same as their junior Coral Guards), Mother Guard MR 10 → 11
- **Coral Guard** 15g → 14g, RP 21 → 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 → 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 → 4, **Monster Fish** prot 12 → 14, att 12 → 13, map move 8 → 18, gains Darkvision 100
- Changed size 6 Atlantian kings' HP/str, which was copy pasted from Pans, from 27/16 → 32/17, to have higher HP and str than size 4 shamblers
- Pretender **God-King of the Deep** pathcost 20 → 10, cost 180 (160) → 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 → 5, Affliction Resistance 2, named magical weapon and shield with higher stats, misc slots 2 → 3
- Hero **Seer King** minimum turn arrival 10 → 0, gains G1, Fortune Teller 15 → 25
- Hero **Escaped Slave Prince** bugged low morale fixed, prot 6 → 8
- Starting army and commander upgraded
- PD upgraded
- Benefits from [buffs to Water magic](#) and [Glaives](#)

MA R'Iyeh

- **Crab Hybrid** gains Recuperation, Pincer dmg 1 → 3, 35g → 30g, RP 33 → 28
- **Illithid/Illithid Soldier** att 10 → 11
- **Hybrid/Hybrid Trooper** RP 21/24 → 9/12, 13g/12g → 12g/10g
- **Slave Guardian** (Merman) gains Net attack like Trooper version
- **Shambler Thrall** 20g → 18g
- **Slave Trooper/Guardian** Stone Spear becomes 2h, def 0 → 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 → 3, def 1 → 2, length 1 → 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 → 40, att/def 10/12 → 11/13, enc 2 → 1, gains Mind Slimer 10, poison res 15, Void returning 50%, Tentacle attacks become intrinsic, Mind Blast → Greater Mind Blast (AoE 1), cost 190 (170) → 200 (180)
- Pretender **Void Lord** prec 5 → 9, gains Void returning 50%, Mind Blast → 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 → 0, Void Sanity 10 → 15
- Starting army upgraded
- PD upgraded
- Benefits from [buffs to Water magic](#)

Void Being Buffs

- **Othernesses** att/def 5/5 → 8/6, **Lesser Otherness** size 3 → 4, HP 16 → 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 → 11, att 5 → 8, combat speed 2 → 4
- **Elder Thing** prot 9 → 13, att/def 6/4 → 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** → **Tail Slap**, dmg -5 → -1, att -2 → -1
- **Champion of the Closed Realm** MR/str 12/11 → 13/12, RP 27 → 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 → 15, 250g → 225g
- **Pearl Mage** gains 10% AWSN random, 245g → 230g
- **Pelagian Mermage** 135g → 110g
- **Pelagian Mystic** RP 4 → 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 → 525g
- **Summon Daktyl** Conj 6 → 5, cost 30 → 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 Ivy Lord 2
- Starting army and commander upgraded
- PD upgraded
- Benefits from [buffs to Water magic](#), [Long Spears](#), [Plate Cuirass](#), [Shambler Skin Armor](#) and [Amulet of the Fish](#)

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 → 40g/35g, Bronze Spear becomes 2h, def 0 → 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 → 400g, map move 18 → 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** → **Tail Slap**, dmg -5 → -1, att -2 → -1
- **Knight of Ys/Knight Commander of Ys's Kelpie** → **Armored Kelpie** (prot 5 → 20), 35g/125g → 40g/130g, RP 33 → 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 → 3
- Pretender **Fomorian God King** W1D2 → A1W1D1, gains Tight Rein, Undead Leadership 0 → 100, Bronze Spear/Javelin → Enchanted Spear/Javelin of Flight, Bronze Scale Hauberk → Weightless Scale, cost 310 → 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 → 13/12, 20g/23 RP → 23g/27 RP, Formation Fighter 5 → 6 (when enlarged, goes from 5/square → 4/square instead of 5 → 3)
- **Cerulean Warrior** str 15 → 16, benefits from Mace/Buckler buffs
- **Hoplite** att 11 → 12
- **Hypaspist** att 11 → 12, Hypaspist/**Hypaspist Commander** map move +2 (14/16 → 16/18)
- **Phalangite/Phalangite Commander** Scale Mail Hauberk → Plate Cuirass (+1 prot, +2 map move, +4 res cost), map move +2 (total map move 12/14 → 16/18), combat speed 12 → 13 to match Hypaspist's
- **Rhapsody of the Dead** range 15+5 → 25+5, AoE 4+2 → 6+2
- **Rhapsody of Life** range 15+5 → 25+5, single target → AoE 2+1, prec 5 → 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 → 4, E2D1 → E1D1, Hound of Twilight Serpent Tail att/def/len 0/-1/0 → 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** → **Craft Keledones**, Const 6 → 4, E2S2 → E2S1, quantity 1 → 2
- **Forge Brass Bull F3E3** → **F2E2**, **Khalkotauros** MR 14 → 16, prec 5 → 7, Heat Aura 3 → 6, Fiery Breath dmg 0 → 4, gains crown slot
- Hero **Hierophant S2** → **S3**
- Hero **Monster in the Maze** gains Recuperation, MR 13 → 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 → 11, mor 12 → 13
- **Hydra** prot 8 → 9, gains Darkvision 50
- **Hydra Hatchling** 35g → 30g, prot 4 → 7, def 9 → 11, gains Darkvision 50
- **Palatine** 20g → 16g, RP 31 → 21
- **Comitatense** 15g → 14g, RP 21 → 18
- **Primani Solaris** 18g → 15g, RP 27 → 18
- **Limitane Solaris** 14g → 13g, RP 18 → 14
- **Standard** 30g → 24g
- **Serpent Lord** gains H1, leadership 50 → 100, MR 11 → 12, 130g → 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 → 40% N/B, Heretic 3 → 2
- **Centurion**, at 100 XP, loses 50 XP and becomes **Magister Militum**
- **Orgy** cost 1 → 2, **Satyr** summons 1 → 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 → 5+5
- **Epopteia** cost 12 → 7
- **Daughter of Typhon** Conj 9 → 8, N5D2 → N4D2, summons commander instead of unit, cost 30 → 45, Daughter of Typhon prot 13 → 14, str 19 → 20, enc 3 → 2, map move 12 → 16, attacks become magical, gains domspread 1 (autoblessed), Spirit Sight, crown and extra misc slot
- **Awaken Hamadryad** N4 → N3, Hamadryad gains Ivlord 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 templd forts (vanilla rates are extremely low)
- **Spectral Triarius** att/str 12/11 → 13/12, to stay consistent with living Triarius buffs, gains missing Formation Fighter 2
- Starting army upgraded
- Indirectly nerfed by [buffs to supply items](#) and [population recovery in friendly Growth 1+ dominion](#)

LA Man

- **Warden** 26g 31 RP → 23g 25 RP, **Warden/Lord Warden** MR 11/12 → 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 → 11g, RP 14 → 10, Royal Forester command 10 → 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 → 50% F1 50% D1, RP 1 → 2
- **Magister** 25% S1 → 33%
- **Magister Arcane** average start age 63 → 48
- **Castellan** Shield → Kite Shield, gains Crossbow
- **Summon Cu Sidhe** G2 → G1, cost 5 → 8, **Cu Sidhe** def 12 → 13, gains Glamour, Patrol Bonus 2, Bodyguard 2
- **Summon Black Dogs/Barghests** D2 → D1, **Black Dogs** prot/def 4/10 → 5/12, gains Bodyguard 1, **Barghest** prot/def 6/11 → 7/12
- **Herd of Unicorns** G2N1 → G1N1, cost 10 → 6
- **Summon Bean Sidhe** cost 25 → 20, gains base W1, castable underwater, **Bean Sidhe** gains Amphibian, Claw → 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 → 3, AoE 1 → 5+5, fatigue 20 → 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 → 21g
- **Deliverer of Justice** MR/att/def 10 → 11
- **Palace Guard/Royal Guard** 20g → 15g/16g, RP 31/31 → 21/24, Royal Guard Iron Cap → 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** → **Bind Harlequins**, quantity 1 → 3, cost 1 → 4
- **Amalgamation** rituals cost 10 → 8
- **Amalgamation of Air/Water and Flesh** A2S1/W2S1 → A1S1/W1S1, **Pearl Trident** statted as 2h trident (dmg 5 → 7, att -1 → 0, def 0 → 1, becomes 2h)
- **Harbinger's** Heavenly Horn becomes intrinsic
- **Fallen Angel** gains Tight Rein, Dark Fire Sword's 12 AP Fire → Small Area Fire (14 AP Fire, AoE 1)
- **Holy Pyre** AoE 3 → 5, dmg 7+ → 8+, prec 1 → 3
- **Heavenly Wrath** cost 35 → 30
- **Heavenly Choir** S7F2 → S5F2, cost 144 → 99, **Angel of the Heavenly Choir** gains **Heavenly Hymn** attack
- Gains access to items **Cockerel/Mercybrand**, costs 10 → 8/7, Mercybrand Patrol Bonus 10 → 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 → 2, Plate Cuirass → starts with Fire Plate, gains Combat Caster, fire res 5, third misc slot
- Hero **Last Conquistador** summons Heavy Crossbowman x3 → 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 [new combat crosspath spells](#), buffs to [Halberd](#), [Plate Cuirass and heavy armor encumbrance](#)

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 → N1, **Jaguar Toad** prot 3 → 7, MR 5 → 9, str 11 → 14, att 7 → 8, prec 5 → 9, gains Darkvision 50, Forest Survival
- **Summon Jaguars** N2H1 → N1H1, **Jaguar** prot 4 → 6, MR 8 → 9, def 11 → 12
- **Monster Toad** prot 6 → 9, MR 7 → 9, str 17 → 20, att 7 → 8, gains 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 → 50
- Changed size 6 Atlantian kings' HP/str, which was copy pasted from Pans, from 27/16 → 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 → 13, to match Dom5 values, **Cataphracted War Horse's** Cataphract Barding → Heavy Scale Barding (total prot body/head 15/22 → 18/22, def -1 → -2, enc 2 → 3, res cost +4), gains appropriate mount barding in both mounted and riderless sprites
- **Barbarian Heavy Horseman/General Light Scale Barding** → **Scale Barding** (total prot body/head 12/3 → 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** → **Celestial Servants**, quantity 1 → 2, cost 1 → 2, **Celestial Servant** prot 4 → 6, Rake def -1 → 0
- **Celestial Hound** def 11 → 12, gains Bodyguard 2, Storm Immunity
- **Internal Alchemy** Alt 5 → 4, cost 5 → 2
- **Celestial Chastisement** range 20 → 25
- **Call Celestial Soldiers** Conj 6 → 5
- Item **Sword of the Five Elements** dmg 8 → 10
- Gains access to pretenders **Thrice Horned Boar**, **Wyrms**, **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 → 0, prot 13 → 14, str/def 17/12 → 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 → 11, prec 11 → 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 → 15, **Shikigami** def 12 → 14, Claw → 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 → 30
- **Meditation Sign** fatigue reduction 15 → 25+5
- Gains access to N1 version of **Gift of the Moon**, Ench 4 → 3, AoE 1 → 5+5, fatigue 20 → 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 → 6, **Oni** cost 8 → 7, **Kuro-Oni** cost 9 → 8, Oni size 3/4 unrest generation 0.3/0.5 → 0.2/0.3
- **Summon Karasu Tengus** quantity +½ 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 → 1d6 Wolves, 1d3 Boars, 1 Great Bear, cost 21 → 18
- **Contact Dai Tengu** cost 55 → 45, both Tengu summons quantity +½ per level
- **Nushi** gains G1, serpent form homesickness 50% → 20%, human form gains poison res 15, both forms gain Darkvision 50
- **Contact Kitsune** cost 30 → 25, gains Spirit Sight
- **Contact Jorogumo** cost 32 → 28, battle summons Larger Spiders 2d6 → 2d6+5, gains Spirit Sight
- **Summon Oni General** Conj 6 → 5, upkeep removed
- **Summon Gozu Mezu** Conj 6 → 5
- **Contact Tatsu** Conj 6 → 5, cost 19 → 15, prot 13 → 14, str/def 17/12 → 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 → 50, summons **Shikigami** x1 → x3
- Gains access to pretenders **Wurm**, **Thrice Horned Boar**, **Irmisul**
- 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 → 14, gains poison res 5, autocasts Water Shield, weapon stats boosted and hits thrice, armor enc 3 → 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 Agarthia

- **Blindfighter** Blind Helmet prot 23 → 25, res cost 5 → 4
- **Blindlord** gains H1
- **Entrance Guard** 16g → 14g, RP 23 → 18
- **Agarthan Sapper** Full Leather Armor → Chain Mail Cuirass (prot +3), Cave Fire Bottle ammo 1 → 2, dmg 10 → 12, Pick Axe att/def -1 → -2, len 1 → 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+½ **Flame Barrel Nightmares**

- **Awaken Shard Wights/Awaken Sepulchral/Tomb Oracle/Hall of the Dead** castable underwater
- **Iron Corpse Reanimation** quantity 5+½ → 6+1, **Iron Corpse** MR 7 → 10 (as per [soulless buffs](#))
 - **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 → 4, **Flame Barrel Nightmare** MR 10 → 12, gains fire res 15, +0 dmg Bite attack
 - **Ktonian Legion** Ench 6 → 5, cost 15 → 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 → 33, cost 150 (130) → 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 → 5, Fortune Teller 20 → 33, can summon x2 Cavern Wight per month, cost 240 (220) → 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 → S2, Insane 10 → 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 → 12g
- **Warlock Adept Cross Breeder** 6 → 9
- **Warlock Apprentice** Adept Cross Breeder 2 → 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 → 2, range 30+5 → 35+5
 - **Contact Scorpion Man** Conj 8 → 6, cost 12 → 6, Gaze of Fear usable underwater, Bow of Plague prec +5 → +10, gains body slot
 - **Reawaken Fossil** E2D1 → F2D2, quantity 5+1/2 → 5+1, cost 10 → 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 → 14g, RP 21 → 18
- **Spire Horn Archer** str 9 → 10
- All **Yazata/Daeva** gain +5 shock res
- **Call Daevas/Summon Yazatas** quantity 6 → 6+1/2, Summon Yazatas cost 12 → 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 fortified wastes, str 10 → 11, prec 10 → 11, RP 18 → 16
 - **Tomb Flame Wielder's Banefire Crossbow** on-damage MR negates Decay → on-hit 8 AP
- Banefire** with additional on-damage MR negates Decay
- **Tomb Guard** def 11 → 12
 - **Falchioneer** HP/str/def 11/10/11 → 12/11/12, RP 18 → 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 → 10, str 12 → 14, def 8 → 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 → 6, cost 40 → 35
- **Contact Scorpion Man** Conj 8 → 6, cost 12 → 6, Gaze of Fear usable underwater, Bow of Plague prec +5 → +10, gains body slot
- Item **The Jade Mask** D6N3 → D6N2, cost 60/15 → 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 → Rusty Scale Mail Hauberk/Iron Cap, Falchion → Enchanted Falchion, gains Poor Amphibian, extra misc slot, minimum turn arrival 0 → 10
- Starting army and commander upgraded
- PD commanders upgraded

LA Pangaia

- **Minotaur Soldier** att 9 → 10, 40g → 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 → 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 → 11, MR 10 → 12, gains Mountain Survival, **Werewolf** gains Darkvision 50, RP 31 → 25
- **Einhere** Ambidextrous 1 → 2, RP 31 → 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, Ivylord 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 → 6, **Jotun Wolf** size 6 → 5, def 11 → 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
- 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 → 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
- 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 → 11, gains Shield, **War Horse's** Leather Barding → Scale Barding (total prot body/head 8/3 → 14/20, def 0 → -1, res cost +5)
- **Black Hood/Styag** gain Buckler, Black Hood gains Leather Barding (prot 3/3 → 9/3, res cost 0 → 2), **Styag** Light Scale Barding → Scale Barding (total prot body/head 12/3 → 14/20, def -1, res cost +2)
- **Khlyst** 10g → 8g, str 9 → 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 → 2, **Simargl** def 11 → 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 → 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 → 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 → 10, str +2 → +3, cost 5 → 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 → 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 → 4, prec 1 → 3
- **Memories of Stone** +½ per level → +1, cost 10 → 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 → 0
- Starting army upgraded
- PD upgraded

Ragha

- **Iceclad Zhayedon** +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** → **Scale Barding** (total prot body/head 12/3 → 14/20, def -1, res cost +2)
- **Airyah Shah** mor/att +1, MR/def +2, leadership 75 → 100
- 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 **Great Warlock** Adept Cross Breeder 8 → 10
- Hero **Mighty Bowman's** Great Bow ammo 12 → 30, prec 5 → 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 → 5, Dart Thrower prec 5 → 6, Zotz Warrior Stone Lance becomes 2h, def 0 → 1
- **Zotz Guard** RP 12 → 9
- Obsidian Club Sword (1h) dmg 4 → 6, att 0 → 1
- Obsidian Club Sword (2h) dmg 7 → 8
- Obsidian Dart ammo 4 → 5
- **Bacab** 685g → 645g, resource bonus 5 → 15
- Muuch with enc 4 → 3 (vanilla bug)
- **Summon Jaguar Toads** N1H1 → N1, **Jaguar Toad** prot 3 → 7, MR 5 → 9, str 11 → 14, att 7 → 8, prec 5 → 9, gains Darkvision 50, Forest Survival

- **Summon Jaguars** N2H1 → N1H1, **Jaguar** prot 4 → 6, MR 8 → 9, def 11 → 12
- **Monster Toad** prot 6 → 9, MR 7 → 9, str 17 → 20, att 7 → 8, gains Darkvision 50, Forest Survival
- **Jade Serpent** prot 12 → 14, str 17 → 19, def 9 → 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 → 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 → 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 → 3, minimum turn arrival 15 → 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 → 6, E4F4 → E4F3, cost 60 → 50, cap rebate on **Cyclope Smith**, **Laestrygonian** and **Laestrygonian Tyrant** 10g → 50g
- **Summon Hound of Twilight** Conj 5 → 4, E2D1 → E1D1, Hound of Twilight Serpent Tail att/def/len 0/-1/0 → 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
- **Forge Brass Bull** F3E3 → F2E2, **Khalkotauros** MR 14 → 16, prec 5 → 7, Heat Aura 3 → 6, Fiery Breath dmg 0 → 4, gains crown slot
- Item **Oppressor's Headband** cost 15 → 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 → 8, mor 9 → 10, str 16 → 18, 30g → 28g
- **Vaetti Gode** wolf summoning quantity 2 → 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 → 3, AoE 1 → 5+5, fatigue 20 → 30
- **Brood of Garm** quantity 5 → 6, **Jotun Wolf** size 6 → 5, def 11 → 12, gains Darkvision 50, Mountain Survival
- **Summon Glosos** cost 13 → 11, **Gloso** prot 8 → 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 → 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
- 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 → 8, autosummons **Wolf Riders** x4 → **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 → 10, Fortune Teller 15 → 25, minimum turn arrival 20 → 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 → 4, prec 1 → 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 → 4, prec 1 → 3
- **Call Cyclops Tribe** quantity 5+½ Cyclops → 6+½ Cyclops Warrior, 2+½ Cyclops Hurler (Siege Bonus 5), cost 9 → 8, unit descriptions fixed
- Pretender **Arch Emperor** starting dominion 1 → 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 → 0.3, 40g → 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 → 12, Bone Cuirass → Bone Hauberk (prot +3, def -1), Bone Glaive att/def 0/-1 → 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 → 9/10
- **Snow Captain** Ice Glaive → Ice Spear/Ice Aegis (gets shot less)
- **Summon Monster Fish** cost 6 → 4, **Monster Fish** prot 12 → 14, att 12 → 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 → 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 → 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 → Claw, Dagger → Stone Dagger
- **Crab Hybrid** gains Recuperation, Pincer dmg 1 → 3, 35g → 30g, RP 33 → 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 → 9/12/14, 14g/13g/12g → 13g/12g/10g, Hybrid Soldier gains Iron Cap
- **Shambler Thrall** 20g → 18g
- **Slave Trooper/Guardian** Stone Spear becomes 2h, def 0 → 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 → 3, def 1 → 2, length 1 → 2, gains poison res 5
- Hero **Traitor King** gains Void Sanity 5
- Pretender **Firstborn of the Star** Void Sanity 15 → 20, Void returning 10%, cost 150 (130) → 130 (110)
- Pretender **King in Yellow** pathcost 80 → 40, att/def 10/12 → 11/13, enc 2 → 1, gains Mind Slimer 10, poison res 15, Void returning 50%, Tentacle attacks become intrinsic, Mind Blast → Greater Mind Blast (AoE 1), cost 190 (170) → 200 (180)
- Pretender **Void Lord** prec 5 → 9, gains Void returning 50%, Mind Blast → 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 → 0, Void Sanity 10 → 15
- Starting army upgraded
- PD upgraded

- Benefits from [buffs to Water magic](#), countered by [generic forgeable Void Sanity \(Moon Token\)](#), affected by [buffs to supply items](#) and [population recovery in friendly Growth 1+ dominion](#)

Void Being Buffs

- **Othernesses** att/def 5/5 → 8/6, **Lesser Otherness** size 3 → 4, HP 16 → 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 → 11, att 5 → 8, combat speed 2 → 4
- **Elder Thing** prot 9 → 13, att/def 6/4 → 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 → 12, Bronze Hauberk/Hoplite Helmet → Gleaming Hauberk/Helmet (body/head prot +1/2, enc -1, res cost +3, magical), Pearl Shield res cost 8 → 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** → **Tail Slap**, dmg -5 → -1, att -2 → -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 → 5, cost 30 → 25
- **Summon Hound of Twilight** Conj 5 → 4, E2D1 → E1D1, Hound of Twilight Serpent Tail att/def/len 0/-1/0 → 1/0/2
- Gains spell **Summon Twilit Pack**, Conj 6, E2D2, cost 8 for 3+½ Hounds of Twilight
- **Craft Keledone Const 6** → **4**, E2S2 → E2S1, cost 5 → 4
- **Call Ladon's** **Ladon's** attacks become magical, gains Tail Sweep attack
- **Forge Brass Bull** F3E3 → F2E2, **Khalkotauros** MR 14 → 16, prec 5 → 7, Heat Aura 3 → 6, Fiery Breath dmg 0 → 4, gains crown slot
- Hero **Geryon** minimum turn arrival 15 → 10, gains Affliction Resistance 2, sub-hero **Herdsmen** can summon an additional **Red Cattle**, Red Cattle prot 5 → 7, gains Darkvision 50, Herdsman Great Club → Quarterstaff
- Hero **Library Founder** minimum turn arrival 15 → 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 → G2, morale -1 → +1
- **The Black Throne** disease spread 10% → 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 → 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 → -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 → 14, gains Trample, Affliction Resistance 3, Spirit Sight, crown slot, cost 130 → 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 → 12, str 10 → 16, same as Flame Barrel Nightmare (vanilla bug)

- Partially reverted SCBM buff to **EA C'tis Lizard King**, RP cost 2 → 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 → 7, W2E1 → 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 → 12, enc 3 → 4, 35g → 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 → 4, 100g → 135g
- **MA TC's Imperial Alchemist** RP 4 → 3
- **MA TC's Prince General** 275g → 250g
- **Andramania's Calystri City Guard, Calystri Footman, Calystri Soldier** and **Calystri**

Pikeman 25g → 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 → 11), Triton Rider 40g → 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** → **Armored Kelpie** (prot 5 → 20), 35g/125g → 40g/130g, RP 33 → 42

- **Lemuria** gains additional 2% chance per candle to spawn a **Spectral Lictor** in templated forts (vanilla rates are extremely low)

- **Fomoria's Summon Morrigan** cost 5 → 4 (never received discount between Dom5 and Dom6)

- **EA Agatha's Ancient Stone Hurler** (armored) weapon Rock → Hammer
- **MA Agatha'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 → W2
- **Giant Warriors** AoE 10 → 15
- **Messenger Crows** A4 → 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 → 8
- **Soul Contract** cost 75/5 → 65/5
- **The Manual of Cross Breeding** bonus +20 → +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 **Melqart** B3 → F1E1B1, pathcost 30 → 40, cost 150 (170) → 160 (180)
- **Irmisul'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 Irmisul** 2 → 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)
 - EA Ermor**
 - Centurion** → (100 XP, -50 XP) → **Legatus Legionis**
 - Accensus** → (25 XP, -20 XP) → **Rorarus** → (25 XP, -10 XP) → **Hastatus** → (40 XP, -25 XP) → **Principe**
 - Sceleria/MA Pythium**
 - Centurion** → (100 XP, -50 XP) → **Legatus Legionis**
 - Hastatus** → (40 XP, -25 XP) → **Principe**
 - LA Pythium**
 - Centurion** → (100 XP, -50 XP) → **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 → 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 → 10, 20g → 18g
- **Vanarus's Vanabog** RP 4 → 3
- Reverted old SCBM buff giving **Asphodel's Dryad Hags** Reanimator Priest
- **EA/MA Machaka's Weavers of the Wood** N4 → 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 → 190
- **Demon Macaw** HP 68 → 78, gains Killing Light attack (10 AN MR negates, AoE3), cost 140 → 160
- **Vermilion Bird of the South** HP 68 → 78
- **Sphinx** gains Inspiring Researcher +1, Hypnotize attack
- **Urmahlullu** gains Fortune Teller 50, x2 Claw → x2 Apotropaic Claw (additional 8 AN damage vs demons)
- **Gannag Menog** cost 210 → 250 (his Sword of Injustice has gotten turbocharged since I discounted him in Dom5)
- **Volla of the Bountiful Forest/Asynja** HP 65 → 72
- **Celestial General** starts with Sword of the Five Elements
- **Skull Talisman** discount (cost 5 → 4) reverted, Longdead retinue x1 → x2
- **Handful of Acorns** cost 5 → 4
- **Amulet of the Dead** cost 5 → 4
- **Gossamer Gown/Ind's Salamander Silk Garments** Awe 1 → 2
- **Mirror of False Impressions** Const 7 → 5
- **Hinnom's Dawn Guard** become rec limit 4, 40g → 35g

- Reverted giving **LA Agarth**a 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% → 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 → 9g, **Lion Tribe Archer** 9g → 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 → 2

- New **Throne of Vitality** gains E1 income, +0.20% pop growth in local province

- New **Throne of Gates and Conjunctions** income 2S → 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 → 8), **Asp Turtle** gains Drake tag (is now affected by **Dragon Mastery**)

- **Spirit Curse** single target → AoE1

- **Demon Lords:**

Pazuzu prot 10 → 12, gains poison res 15, third misc slot

Buer prot 9 → 13, gains crown slot, Hoof x2 → 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 Thaumias, 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 → +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 → 2, gains Awe 2 → 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 → 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 → 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 pootypes, 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 → 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 → 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 → S2G1
- **Astral Healing** heal amount 2 → 3
- As Dom6 moved it from Const 9 → 8, partially reverted some SCBM **Iron Dragon** buffs: loses Storm Immunity, reverted att/str buffs, removed third misc slot, MR 17 → 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 → 5+5, fatigue 40 → 30)
- Added **Dog Trainer** recruitable commander to **MA Ulm** 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 → 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 AI's** point buff deprioritization, as Dom6's AI 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 → **Scale Barding** (total prot body/head 12/3 → 14/21, def 0 → -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** → **Heavy Mail/Scale Barding** (total prot body/head 15/22 → 19/22, def -1 → -2, enc 2 → 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 → 11/15, cost 5 → 4

Blacksteel Barding HP +4 → +6

Lightweight Cataphract Barding cost 5 → 4, Const 5 → 3

Boar Leather Barding prot body/head 11/15 → 13/20, HP +6 → +8, gains str +2, returned from Const 3 → Const 5, cost 3 → 4

Fay Steed Barding cost 4/4 → 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: **Marvern'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 → 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 → 5
- **Greater Farflight** A4 → A3
- **Warriors of the Dawn** G4F1 → G3F1
- **Cat-eyed Warriors** N3 → N2
- **Eagle-eyed Warriors** N3 → N2
- **Crawl** Alt 7 → 6
- **Hellfire** dmg 9+1 → 11+1, range 25+5 → 30+5, cast time 150% → 125%
- **Gift of the Hare** AoE 1+1 → 2+1
- **Summon Cave Crab** cost 4 → 3, **Call the Caverns** cost 10 → 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 → 8, cost 210 → 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 → 3/3, MR +2 → +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 → 8
- **Wall Shaker** Siege Bonus 50 → 75
- **Ghouls/Pisachas** gain second Poisoned Claw attack
- Reverted prior SCBM buffs to **MA Earmor**, **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 → D1N1H2 100% WEG
- Reverted prior SCBM buff to **EA Agatha's Mirror of Earth's Memories** W2E1 → 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 → W2D1H2 100% WDG, MR 15 → 16, 340g → 470g
- **EA Ermor's Equite** 40g → 35g, RP 46 → 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 → 6 so that when enlarged goes from 5/square → 4/square instead of 5/sq → 3/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 → 6+1/2, **Cyclops Hurler** quantity 2 → 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 Agatha** 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 Ulm** 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 → 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 → 2+1, range 10 → 15
- **Rewrite Fate** S4 → S3
- Reverted old SCBM **Warrior Illusion/Ghost Wolves** AI casting priority nerfs as they deal useful AN false damage now.
- **Sanguine Dowsing Rod** Const 5 → 3
- **Skull Mentor/Homunculus** Const 5 → 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 → 22g/25g to 14g/17g).
- Further reduced str on indy throne **Watchers** now that shock res is harder to come by (formerly 20 → 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 → 60g
- **Asphodel's Carrion Bow** cost 3/2 → 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 → 11, MR 10 → 12
- **MA Vanheim/Midgard's Einhere** Ambidextrous 1 → 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 → 5
- **Summon Glosos** cost 13/10 → 11/9
- **Awaken Jotun Draugar** cost 15 → 12

Fortune Teller bump. Affected mages:

- **MA Agarth's Earth Reader/Uruk's Ereshdingir/Ind's Abbot Sage/Na'Ba's Mukarrib/Jotunheim's Gygja/Utgard's Seithkona** 5 → 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 → 11, **Mirror Guard** HP 12 → 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 → 24g/28g/30g/35g to 15g/18g/21g/29g), unrest generation 0.3/0.4 → 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 → 2/3
- **Abbot Sage** 150g → 135g
- **Primate King** RP 4 → 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 → 5, F2N1 → F1N1
- **Onyx Court** training XP 4 → 6

Fixed bugged mounted resource costs list (vanilla bug)

- **EA Earmor's Equite/Equite of the Sacred Shroud/Praefectus Equitum** 33 → 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 → 48/45
- **Ind's Lady Knight/Feminie Queen** 71/68 → 52/49
- **MA TC's Red Guard/Prince General** 54 → 40
- **MA TC's Imperial Horseman** 39 → 34
- **MA TC's General** 51 → 37
- **Ys's Morgen Champion/Princess** 77/75 → 58/56
- **LA Phlegra's Phlegran Cataphract Commander** 63 → 49
- **LA Agarth's Cave Knight/Drake Lord** 36 → 29
- **Ragha's Zhayedon/Zhayedan Spahbed** 94 → 64
- **Ragha's Turan Cavalry** 39 → 34
- **LA TC's Khan** 57 → 43
- **Bogarus's Styag** 34 → 30
- **Indy Knight Commander** 74 → 55
- **Indy Warrior Mage** 74 → 55
- **Indy Holy Knight** 86 → 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 → 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 → 5, cost 5/5 → 4/4
- **Horned Helmet** cost 5 → 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 → 3

- **Shield of Gleaming Gold** cost 5/5 → 4/4
- **Lantern Shield** cost 4/4 → 4/3
- **Scutata Voltumnus** 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 → 2 (no need for old penalty now that they get +1 enc per weapon)
- **Ancient Kraken** pathcost 80 → 60
- **Floating Mind** pathcost 60 → 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 → 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.