

INTRODUCTION

- This document attempts to list all of Hellenika v2.19's content and will be updated with all new Hellenika releases.
- Hellenika's full patch history and download link are accessible here: <http://dominionmods.com/index.php?showtopic=3424>
- The discord of Hellenika's community is open to anyone for feedback, questions and discussions: <https://discord.gg/m2BknaY>
- Hellenika includes with very minor changes: Thalamanth v1.36, Triliax v1.30, Nephelococcygia v1.39, Isphenople v1.30, Arcadeia v1.26, Nabatem v1.29, Karanaac v1.33, Cyanautha v1.20, Zun v1.21, U v1.18, Bethel She'em v1.14 and Ylthule v1.10; none of them should noticeably affect vanilla nations, spells or items except by adding new interesting Wish targets and trade options; only exception is Nephelococcygia, which makes the Treelords sacred for all nations.
- Hellenika also includes Pantheon Reborn v1.25, which affects the majority of vanilla pretenders, including all Titans, and as such also affects every vanilla nation in the game; see Pantheon Reborn's thread for a full changelist (second post of the thread): <http://dominionmods.com/index.php?showtopic=3410>
- Hellenika also includes Rebirth v1.06, which slowly repopulates dead provinces while under Growth scales and friendly dominion if no Blood mage is present; see Rebirth's thread for a full changelist: <http://dominionmods.com/index.php?showtopic=3263>
- Hellenika also includes with heavier changes its own versions of Zonk's Knoss and Mirokan's Makedon; this document doesn't list changes to these nations, but Hellenika's patch history does so chronologically, and none of them should affect vanilla nations.
- Hellenika's Isphenople has a different Foreign Savant list as in the stand alone version.
- The lore of some of Hellenika's mod nations differs slightly compared to their stand alone versions.
- Hellenika is not compatible with either Dominions Enhanced, Magic Enhanced, Pretenders Enhanced, Worthy Heroes or Better Arena, because it modifies vanilla nations, pretenders and arenas just as these mods do, although differently; and it also shouldn't be combined with any of the mods it already includes, such as Rebirth.
- Hellenika is designed for Early Ages games exclusively. Unless stated otherwise, if one of the nations named below exists in several ages, the relevant version is the EA one.
- All the modified vanilla nations below will be balanced in future updates according to feedback and multiplayer testing.
- The below changes are not included in any other mod, are specific to Hellenika and do not directly affect the above mod nations unless stated otherwise.

GENERAL

- All provinces with exactly 0 population now automatically recover 10 population during the event phase.
- All non-besieged provinces now automatically and immediately gain 1 PD if they don't have any.
- All vanilla arena rewards now generate 100 gold per month while equipped, but also grant their bearer the unhealable Slayed Soul affliction, which removes immortality; also, the Champion's Medal and the Champion's Headband were removed and replaced with a new shield and sceptre reward, the Champion's Aegis and the Champion's Sceptre, with stats and abilities similar to other rewards.
- All vanilla EA female mages and priests except for the Queens of Air can equip special national "female only" items like Thalamanth's Amazon Jewels; this shouldn't affect most nations unless they trade for such items or loot them.
- Most female mages now twiceborn into a female wight sorceress, but some (mostly

supernatural spirits like nymphs) now instead twiceborn as either themselves or Kokythiades (also affects some mod nations, such as Arcadia); a few (all sacred, and none of which has native Death magic) now even twiceborn as domimmortal sacred Kokythiades from Nabatem; a few other beings like Telkhines and Ether Lords also received different twiceborn shapes (usually themselves); and Wight mage female Titans are now actually female.

- Like in Pantheon Reborn, most pretender gods were made to change into a special shape with great drawbacks (reaper 5, shattered soul 25, tainted 100) when resurrected by Twiceborn. This also affects pretenders that come from Hellenika or its mod nations. A few pretenders however were instead made to return to life in their base shape, as indicated in their descriptions.
- The following mod nations received access to the Eternal Gate pretender from Bethel She'em: Knoss, Makedon, Thalamanth, Triliax, Nephelococcygia, Isphenople, Arcadia, Nabatem, Cyanautha, Zun.
- Thalamanth, Triliax, Arcadia, Nabatem and Cyanautha received access to the Medusa pretender, with a 20 points rebate for Triliax, Arcadia and Nabatem.
- Nephelococcygia received access to the Vodun of the Sky pretender.
- Nabatem received access to the Vodun of the Underworld pretender.
- U received access to the Great Primogenitor pretender.
- A generic version of Twiceborn whose cost does not scale with size was added at research level 6; Bethel She'em does not receive access it.
- The Transformation ritual no longer can be cast by all Nature mages. Only a few specific monsters can now cast it. These monsters usually have an indication in their description that they are able to do so. Most N2+ recruitable mages are in this case, and a few recruitable N1 are as well; however, most summons and all unique monsters are unable to cast this spell. Finally, most Transformation results are able to cast this spell, but crossbreeds are not. You can check the .dm for #montag 4153 to find a full list of the monsters who are able to cast this spell. Monsters from other mods than those included in Hellenika can never cast this spell unless they have that montag or said mod adds another version of this spell.
- Any fully controlled province with non-hiding commanders launching raids on the enemy will now generate 20 extra gold (note: to raid, use a commander with pillager and troops with pillager; first order an attack on an enemy province, then change the commander's action to "Raid")
- Some heavily modified monsters (mostly some heroes) no longer can be wished for.
- Bane Venom Charm is now cursed and no longer can be found when the wearer is killed.
- Regular water elementals' underwater regeneration was reduced from 20 to 10 in all forms. Furthermore, Fire, Water, Ice, Earth and Air elementals had their MR reduced by 5 in all forms. Lastly, all the above as well as Illearth and Living Mercury no longer are considered to have eyes.
- The scrying range of all scrying sites available in Hellenika (including Zun's) was increased from 6 to 10
- Manikins now raise as other manikins anyone that they kill, and mandragoras, as other mandragoras; this does affect the corresponding generic spells
- Ladon from the Call Ladon ritual (Phaeacia, Erytheia, Triliax, Arcadia, Cyanautha) can now be recalled after having been killed and comes as a commander; only the nation that currently controls him (which requires him to be alive) will get Golden Apples, and the spell won't warn the caster if Ladon has already been summoned, adding a chance for failure unless information about other nations has been gathered.
- Rock throwers throughout the game were buffed, now dealing 1 AN damage and 10 fatigue

damage, both in an aoe of 1, in addition to their vanilla effect; this affects Agatha, Niefelheim, Phlegra, Porphyron (LA Phlegra) and The Pebble Pouch item.

- The Hamadryad summon accessible to most greek-ish nations received Awe 3, an additional N magic level, and the ability to automatically summon 2 harpies per month (also affects Nephelococcygia, Arcadeia and Knoss).
- Maenads lost their patrol bonus, but also had their precision reduced to 0 (so that their patrol strength is no longer negative; this mostly affects Arcadeia and Pangaea).
- Zun received a N4 version of Summon Lilot.
- Sauromatia's troops and commanders have been modified, which also affects Trilix's Pact of the Amazons.
- All Telkhines (including heroes and pretenders) received +3 strength and +50% HP.
- Vampire lords received a new sprite more appropriate to the era, a magic staff, a magic helmet, and their thralls' description and sprite were modified.
- Gnomes are now half as costly to recruit while under Celestial Rainbow.
- Disease Demons are now stealthy 80 and assassins (but this shouldn't affect how they behave when summoned by Infernal Disease).
- Indie Animists received poison resistance 10 in order to prevent them from dying from their own allies' poisoncloud when they spawn from random events.
- All wolves, all bears, all werewolves except for Arcadeia's received coldres 3 if they didn't already have better.
- Hippocampi, Sea Stags and Cyanautha's dolphin riders of all kinds received mapmove 24.
- The following independents received +50% HP: Pale Ones, Enkidus, Shamblers, Kulullu.
- The following pretenders received increased HP (+50% by default) as compared to Pantheon Reborn, without any cost alteration: Risen Oracle, Ghost King (Atlantian), Leader of the Closed Council, God-King of the Deep, Fomorian God King, Fomorian Sorcerer, Eldest Cyclops (+25%), Sahira, Bone Mother, Enkidu Great Sage, Apkallu (+25%), Great Archon (+10%), Primeval Spirit of Dawn (Thalamanth & Arcadeia).
- The following pretenders received increased fear values as compared to Pantheon Reborn, without any cost alteration: Undying God (5 → 15), Moloch (5 → 15), King in Yellow (5 → 30), Void Lurker (10 → 30), Hound of Hades (10 → 30), Prince of Death (10 → 30), Dracolich (15 → 30), Fountain of Blood (20 → 50).
- Hellenika includes a dark secret for any nation to investigate with great rewards.

STARTING POSITIONS

- Some mod nations had their automatic start placement conditions altered; as a result:
- Knoss will prefer coasts, highlands and mountains and avoid wastes, farms, forests and swamps;
- Makedon will prefer forests and avoid swamps and wastes;
- Thalamanth will prefer highlands and mountains and avoid forests, swamps, farms and wastes;
- Trilix will prefer coasts, mountains and highlands and avoid forests, swamps, wastes and farms;
- Nephelococcygia will prefer forests, highlands and mountains and avoid swamps, wastes and farms;
- Isphenople will prefer nothing and avoid forests, farms, swamps and wastes;
- Arcadeia will prefer highlands and mountains and avoid swamps and wastes;
- Nabatem will allow caves, prefer mountains and highlands and avoid forests, farms and swamps;
- Karanaac will prefer coasts and avoid mountains, highlands, swamps, wastes and farms;
- Cyanautha will prefer nothing and avoid gorges, deep seas and forests;

- Zun will prefer mountains and highlands and avoid farms, forests and swamps;
- U will prefer caves, mountains and highlands and avoid forests, farms, wastes and swamps;
- Bethel She'em will prefer nothing and avoid swamps, farms and forests;
- Ylthule will prefer islands and avoid farms, swamps and wastes.

ARCOSCEPHALE

- Automated capital placement will now prefer mountains and highlands and avoid farms, swamps, wastes and forests.
- Arcoscephale's prophet will now always be S5.
- Received 1 astral bless point to keep S gods viable.
- Philosophers gained a prophetshape that generates 1 S gem per month.
- Wind Lords gained a prophetshape that generates 1 A gem per month.
- Icarid Champions gained sacred status (but can still be recruited without a temple) as well as a prophetshape with reinvigoration 2 and all the other abilities of their new xpshape (see below) that also generates 1 F gem per month.
- Mage Engineers gained a prophetshape that generates 1 E gem per month.
- Melissae gained a prophetshape that generates 1 N gem per month.
- Mystics gained a prophetshape with communion master, master ritualist 1, foretelling 10 and farcaster 2.
- Engineers and Sceptics now have a basic research ability of 3, and Sceptic gold cost was reduced to 40.
- Philosophers now cost 0 com points (up to 10 can be recruited per month in the capital without consuming com points) and are sacred (which means that they now cost holy points).
- Mage Engineers are now sacred and received the ability to cast spells from an increased range.
- Provinces with a laboratory and at least one mage-engineer controlled by Arcoscephale now have 3% chance per month to generate 2d6 (exploding) clockwork soldiers.
- Provinces with a laboratory, Magic 1+ and at least one mage engineer controlled by Arcoscephale now have 2% chance per month to generate a Siege golem.
- Provinces with a laboratory, Luck 1+ and at least one mage engineer controlled by Arcoscephale now have 2% chance per month to generate a set of Stympthalian wings.
- Provinces with a laboratory, Magic 2+, Luck 2+ and at least one mage engineer controlled by Arcoscephale now have 3% chance to see that mage engineer empowered in S, E or A.
- Provinces with a Mage Engineer, 5 Engineers and a laboratory will now receive a permanent +3 resources per turn every turn.
- Oreiad and Melissa gold cost reduced by 50% when the Kindly Ones global is active; in the case of Oreiades, this also affects Arcadeia.
- Arcoscephale can now recruit four different types of Wind Rider in the capital, each with a slightly different sprite and a different weapon. The first type received from its weapon +3 damage, +1 att and +1 def; the second type, animal awe 1, +2 length and x3 damage versus bigger targets; the third type, x3 damage versus undead and demon; and the last type, magic damage and x2 damage versus magic beings. Also, Wind Lords received a new weapon as well, giving them +3 damage, +1 att, +1 def, +2 length, armor piercing damage, magic damage and x2 damage versus demons. Finally, all Wind Riders and Wind Lords received +1 att, +1 str, +2 mr, and a new chest armor named the Dendra panoply with +4 protection.
- Cardaces, Myrmidons, Icarids, Myrmidon Champions and Icarid Champions received woundfend 1.
- Icarids received patrolbonus 1 and a sacred xpshape that also has improved armor, improved magic resistance and sun awe 1, but they also now are reclimited 5.

- Icarid Champions received patrolbonus 15 and a sacred xpshape with all the same bonuses as sacred Icarids as well as H1 and combatcaster.
- Keledones are now sacred and summoned at a rate of three per cast (still for 5 gems per cast); also affects Phaeacia, Delphanes, Erytheia and Cyanautha.
- Received a N4A4 and 30 gems version of the Kindly Ones.
- New generic ritual, available to all nations: Tribute to the League, Thaum 0, W1/S1/H1, 0 gems, can only be cast in a capital other than Arcoscephale itself and up to once per month in any given province, the province's owner gains 50 gold and Arcoscephale gains 100 gold as well as local scouting information for 1 turn. Can be cast by Arcoscephale from conquered capitals, and only works if Arcoscephale is still in the game.
- New ritual: Celebrate the Panacephalia, S5H3, Thaum 0, 0 gems, can only be cast in the capital and during midsummer, creates a site which spreads dominion like three temples and generates 12 S and 12 N gems immediately before disappearing the following month, generates 120 unrest and about 200 gold, the following month removes 60 unrest along with the site.
- New ritual: Prepare the Panacephalia, S5H3, Thaum 0, 0 gems, can only be cast in the capital and during midspring, causes a loss of 300 gold and announces a magicless arena event to the world, if Celebrate the Panacephalia is cast successfully following summer then such an event actually occurs and Arcoscephale gains 600 gold after the arena resolves.
- Five new rituals at research level 9, one in each school except Construction and Blood: Call Triad of Literature/Science/Harmonics/Dramatics/Excellence; S5H3, 45 gems, summons one of 15 unique Astral Muses (only 3 per spell) with S5H3, either A2, W2 or N2, bringer of fortune 15, innate teleportation, awe 8 and ethereality. In addition, in all provinces with at least one Astral Muse, 5 Philosophers (prophets do not count) and a temple, there is 50% chance per month that Arcoscephale will gain 2d4 S gems (doesn't stack). The Astral Muses may also be wished for by any nation.
- Access to Phaeacia's Windcatcher Sails, which also now only require A1 and cost 4 gems (Arcoscephale now gets access to sailors through its heroes).
- Received a 20% rebate on vanilla Pocket Ships.
- Received access to a W2 and 20 gems version of Pocket Ships.
- New item: Explorer's Vessel, N1A1, misc 4, 4 N gems and 2 A gems, identical to Pocket Ships but cursed and reduces the user's mundane leadership by 120.
- Heroes were buffed in various ways.
- Two new heroes: Periklas the Great Strategos and Agamemnous the King of Kings.
- Received access to the new Eternal Gate and Medusa pretenders.
- The Titan of Serpents and Medicine pretender received a 40 points rebate.

ERMOR – OLD ERMOR & NEW ERMOR

- Renamed to Old Ermor, New Faith.
- A new identical copy of Old Ermor called New Ermor, Twin Empire was added at the end of the list of vanilla nations with a new flag and graph color. Both versions of Ermor may be played in the same game and received new lore to reflect that change.
- Automated capital placement will now prefer nothing and avoid forests, mountains, highlands, swamps and wastes.
- New capital site, the Imperial Senate, which generates 100 extra gold per month and increases Order scales by 6 in owner's dominion.
- Four new future sites indicate the capital effects of casting the Decree rituals (see below).
- Now starts with Misfortune 1 in pretender creation.
- Starting commanders and troops changed: 1 scout, 1 acolyte, 3 centurions, 6 standards, 6d6

Hastati, 6d6 Principes and 6d6 Triarii.

- Triarii received +2 att and +1 def and mor.
- Augur Elders gained researchbonus 16 and their fortune teller ability was increased from 10 to 20.
- Augurs are now 10 years younger.
- Pontifex gained 1 additional Fire magic level.
- New rituals: Decrees, which heavily transform the nation but abolish the Imperial Senate and cause some worldwide unrest upon completion.
- Decree of Theurgy, which bans necromancers from the empire (no Death mage allowed except for the God) but gives Ermor access to Arch Theurgs, Emerald Lords and Emerald Guards (both of which became sacred) in the capital and, in every fort, Theurgs, Theurg Acolytes, Theurg Communicants, Battle Deacons and Battle Vestals; also gives Ermor access to Angel summon rituals and increases its base gem income.
- Decree of Thaumaturgy, which bans Fire worshipers from the empire (no Fire mage allowed except for the God) but gives Ermor access to Grand Thaumaturgs and Shadow Vestals in the capital as well as to Thaumaturgs, Cultists, Lictors and Praetorian Guards in all forts; also gives Ermor access to special priestly spells from Sceleria.
- Decree of Extinction, which basically transforms Ermor into the Ashen Empire (MA Ermor), with slight differences; so, heavy popkill dominion and Death scales, lots of undead freespawn (very similar to vanilla but unaffected by fort type), access to reanimator priests and Dusk Elders, access to many new spells, heavy Death gem income...
- Decree of Sanctity, which bans necromancers from the empire (no Death mage allowed except for the God) but gives Ermor access to sacred and immortal saints, martyrs and Eternal Knights, to powerful priest-mages of Fire and Air in the capital, and to thirteen summonable immortal Apostles; also gives Ermor access to Angel summon rituals and a FH version of Apostasy called Conversion that is harder to resist.
- New ritual: Presage, A1, 1 gem, as Scrying Pool.
- New ritual: Desiccate the Ground, a pure D version of Burn the Ground.
- New ritual: Imperium, S1, Thaum 0, 40 gems, can only be cast in the capital and only takes effect after a decree was cast, global spell, all provinces under Ermor's dominion receive 20% chance per candle to receive +2 Order scales.
- New ritual: Announce the Numinaria, H1, 0 gem, can only be cast from the capital, only functions if cast while the Imperial Senate or the Imperium is ongoing, and only if the capital is under full Ermorian control and dominion. As an immediate effect, the entire world will be warned about it and unrest will be reduced by 10 worldwide. Then, for as long as these conditions are fulfilled, Ermor's taxes will be increased by 5% in all provinces it controls that have positive Order scales. These effects last until next Mid Winter, at which point unrest is once more reduced worldwide by 20 and a magicless arena event is triggered. Even if the Imperium is interrupted or the capital besieged, the festival still will occur provided that the Imperium is restored and the siege lifted before Mid Winter's dawn.
- New ritual: Oath of Repentance, S1, Thaum 0, 3 gems, can only be cast by Augur Elders, lose all powers in Fire and Death magic, gain 3 temporary Astral pearls, stealth 40, spirit sight, research bonus 8 and upkeep 0.
- New ritual: Baptism, F1 or D1, Thaum 0, 2 gems, can only be cast by living and sentient beings, lose all powers in Fire and Death magic, gain the stats and abilities of an Augur and W1.
- New ritual: Levy Imperial Legion, exists in nine variants: Thaum 0, S2D2, 35 gems; Thaum 0, S1F3, 35 gems, Pater Ecclesiae only; Thaum 0, F1S3, 35 gems, Arch Theurg only; Thaum 5, S2D2, 27 gems; Thaum 5, S1F3, 27 gems, Pater Ecclesiae only; Thaum 5, F1S3, 27 gems, Arch Theurg only; Thaum 8, S2D2, 20 gems; Thaum 8, S1F3, 20 gems, Pater Ecclesiae

only; Thaum 8, F1S3, 20 gems, Arch Theurg only. A very large army of recruitable troops and commanders is summoned; that army is larger and includes more elites if the spell is cast in higher Production scales; the army's composition is different for each Decree or lack thereof, and it always includes some sort of sacreds, though most summoned troops aren't; can only be cast up to once per month per province, and only in friendly dominion. Up to three Legions can be summoned per cast that way, each costing 150 gold (the ritual failing if it is cast without enough gold in the treasury). Check the in game description for more details.

- New ritual: Raise Archer Century, D4F2, Ench 9, 25 gems, summons 100 Longdead Archers with banefire bows, can only be cast at an Altar of Ashes (Decree of Extinction).
- New ritual: Allegory of the Spheres, Conj 9, F6H3, 144 gems, extremely powerful summon for the Decree of Theurgy.
- New ritual: Allegory of Light, Conj 9, S6H3, 144 gems, extremely powerful summon for the Decree of Sanctity.
- New ritual: Allegory of Darkness, Conj 9, D5H3 or D4S3, 144 gems, extremely powerful summon for the Decree of Thaumaturgy.
- Many units of MA Ermor, MA Sceleria and MA Pythium were modified to better fit the addition of Decrees.
- Received a 20% rebate on Gloves of the Gladiator and Standard of the Damned.
- Received access to the Phoenix pretender and to the new Medusa and Eternal Gate pretenders, as well as a 20 points rebate on the following pretenders: Titan of Forethought, Titan of Winds and Waves, Titan of Heaven, Titan of War and Wisdom, Virtue; the Virtue pretender also received a new sprite to differentiate it better from the summon.
- The Divine Emperor pretender received master ritualist 1.
- Heroes were buffed in various ways and new ones were added, however all of them are now late hero 15; possible heroes vary depending on Decree. All but Extinction: Master of the Games, Primate, Queen Beyond the Sea, First Consul, Second Consul, Third Emperor. Senate and Sanctity: Pontifex Maximus, Gladiatrix. Theurgy: Patriarch, Gladiatrix. Thaumaturgy: Master Thaumaturg, Scythe Wielder. Extinction: Forgotten King, Arch Censor, Dusk Prelate, Wraith King, Cursed Lich, Fallen Consul (1), Fallen Consul (2), Fallen Emperor. Note: the Third Emperor and Fallen Emperor can only spawn if both Old Ermor and New Ermor are in the game, the First Consul/Fallen Consul (1) can't spawn for a nation that has had the Second Consul/Fallen Consul (2) unless there is only one Ermor in the game. Furthermore, only up to four heroes may spawn per Ermor. Lastly, no hero can spawn for both Ermors, and all heroes are mutually exclusive by pair for any given Ermor. In spite of this, both Ermors use the same pool of heroes.

ULM

- Automated capital placement will now prefer forests, mountains and highlands and avoid swamps, wastes and farms.
- So long as Ulm's capital is fully under control and under friendly dominion, one random const 0-2 item is added to Ulm's treasury every month, and two random const 4-6 items are added to its treasury every Early Spring.
- Fort cost increased by 50%, mercenary cost increased by 100%, income reduced by 25%.
- Was given a PD rebate for provinces with poptypes of barbarians, woodsmen, deer tribe and wolf tribe (note: some of those might already be in vanilla).
- New recruitable cap only commander: Son of Steel.
- New recruitable commander in all forts: Warrior Champion.
- All troops except for Steel Warriors had their gold cost and upkeep reduced to 0; also, all troops' skirmisher value was increased by 2, and all troops' base morale value was reduced

by 1 except for Iron Warriors and Steel Warriors.

- Archers had their recruitment point cost reduced from 9 to 5 and their resource cost increased from 6 to 8.
- Warriors had their resource cost reduced from 10 to 6 and their recruitment point cost increased from 9 to 13.
- Axe Warriors had their recruitment point cost reduced from 9 to 6 and their resource cost increased from 10 to 14.
- Mountain Warriors and Forest Warriors received +2 mapmove, +1 hp, +3 mor and +1 att.
- Warrior Maidens, Steel Maidens and Shield Maidens received berserk 3.
- Warrior Maidens received pillage bonus 2, +2 prec and -1 enc; their recruitment point cost was increased from 14 to 17 and their resource cost from 13 to 16.
- Shield Maidens received +2 def; their recruitment point cost was increased from 16 to 20 and their resource cost from 13 to 16.
- Steel Maiden had their recruitment point cost increased from 18 to 22 and their resource cost increase from 13 to 16.
- Iron Warriors received +2 hp, +2 mor, berserk 5 and reinvigoration 2; their resource cost was increased from 13 to 16 and their recruitment point cost from 18 to 22.
- Warrior Chiefs received +4 mor.
- Steel Warriors received +1 hp, +4 morale, +10 mr and halt heretic 1, and their great sword was replaced with an ancestor sword.
- Antlered Shamans received an extra 100% F/E/D/N, and each Antlered Shaman now has 8% chance per month to summon a Steel Warrior while in friendly dominion.
- Warrior Smith forge bonus increased from 1 to 2.
- Warrior Scouts received all special abilities of LA Ulm's wolfherds, and their cost was increased from 25 to 40 gold.
- Received a D1H1 version of Curse.
- Received a F1H1 and 5 gems version of Raging Hearts.
- Received a N1H1 and 8 gems version of Forest Dome.
- Received a E2H1 version of Tempering of the Will.
- Received a N3H1, Conj 6 and 1 gem version of Howl.
- Received a N1H1 and Ench 0 version of Gift of the Moon.
- Added a new N4, research level 4 and 40 gems version of Mother Oak called Grandmother Oak which can only be cast from the Irminsul capital site (in Ulm's capital) but by any nation.
- New battle spell: Power of the Moon, N2H1 and Ench 5 version of Gift of the Moon which affects the entire battlefield.
- New battle spell: Summoning Trance, Thaum 6, D1H1, 1 gem, as Hell Power.
- New battle spell: Strength of the Ancestors, Ench 7, as Strength of Giants but affects the entire battlefield.
- New battle spell: Bestial Wrath, Alt 3, N1H1, 0 gem, increases every friendly living nonmindless being on the battlefield's speed and attack skill.
- New battle spell: Ardent Wrath, Alt 5, F1H1, 1 gem, increases every friendly living nonmindless being on the battlefield's morale, and affects all non-mindless enemies with the effect of three times Terror.
- New battle spell: Ruthless Wrath, Alt 7, N3H1, 3 gem, enlarges all friendly living nonmindless beings on the battlefield.
- New battle spell: Unyielding Wrath, Alt 8, E5N3, 3 gem, grants all friendly living nonmindless beings on the battlefield slash, blunt and pierce resistance as well as fireres 5, shockres 5, coldres 5 and poisonres 10.
- New battle spell: Slaughtering Wrath, Alt 9, F1N2, 3 gem, quickens all friendly living

nonmindless beings on the battlefield.

- New battle spell: Hordes of Steel, E5H1, Const 7 and 2 gems or E3H1, Const 9 and 0 gem, affects all friendly combatants on the battlefield with Legions of Steel and Weapons of Sharpness (+3 prot to all armor parts and all melee attacks deal AP damage).
- New national item: Crown of Iron, Const 6, E3H1, can only be used by a Son of Steel or the Chosen of Steel hero, cursed, command 150 (note that in spite of having 10 leadership Sons of Steel are able to set formations and grant +1 morale to their troops), inspirational 3, mr +1, warning 5, generates 20 gold per month, grants 3 xp per month. This item can be picked up by uncrowned Sons of Steel if the user dies.
- New national artifact: the Crown of Steel, Const 8, E4H1, 40 gems, can only be used by a Son of Steel or the Chosen of Steel hero, cursed, command 350 (note that in spite of having 10 leadership Sons of Steel are able to set formations and grant +1 morale to their troops; also note that such a high command value will automatically grant awe 8 to the user), inspirational 5, +3 mr, warning 10, generates 150 gold per month, grants 3 xp per month, luck, spiritsight, unrest reduction 25, summons 2 Steel Warriors per turn, can spend the turn creating 5 additional Steel Warriors for free, wearer ages thrice as fast as normal. This item can be picked up by uncrowned Sons of Steel if the user dies; furthermore, when it is given to a new Son of Steel after having been forged, the entire world is made aware of it and unrest increases by 15 worldwide; however, should the King of Steel be killed and the crown not being immediately picked up, unrest would be reduced by 50 worldwide and all of Ulm's lands would gain 150 unrest. This entire process can happen again after the crown has been reforged.
- Received access to the Serpent of the Underworld pretender.
- Received a 20 points rebate on all available Titans and on the Son of Fenrer pretender.
- The Guardian of the Tree hero now domsummons Steel Warriors like other Antlered Shamans, and he also received inspiring researcher 2.
- The Maker of Heroes hero summons one Steel Warrior per turn.
- The Son of Steel hero was renamed to Chosen of Steel and received +5 hp, +15 morale, +11 mr, +8 def, +4 str, +3 att, +5 prec, 3 to poison, shock and fire resistance, reinvigoration 8, berserk 8, wounfend 9, fear 5, halt heretic 12, ambidextrous 3, pillage bonus 5, dominion spreading 1, tax collector, inspirational 1, stealth, and seduction 16 vs Mor; furthermore, he is now a good leader, but with only 10 leadership.

MARVERNI

- Automated capital placement will now prefer forests and avoid swamps, wastes, mountains and highlands.
- Received 2 nature bless points and 1 astral bless point.
- Laboratory cost in forests reduced to 250.
- If a non-besieged fort province contains at least 5 non-sacred national troops of the same type and a commander of the appropriate tribe, there is 50% chance per month that one more troop of that type will be created for free.
- Likewise, every fort fully owned by Marverni with a temple, a lab, friendly dominion, an Elder Druid and 5 Druids has 11% chance per month to spawn an additional Druid for free.
- If at least 5 Vergobrets are located in a province where units or druids are being generated that way, this chance is tripled AND each generated unit type increases local taxes: 6% per unit type for the Marverni tribe (up to 30%), 10% per unit type for the Ambibate and Carnutes (up to 20% each), 15% for the Eponi, and 15% for the druids, adding up to 100% under optimal conditions.
- Vergobrets received fixed research 1 (not improved by magic scales).
- Boar Lords received power of the turning year 2, beast master 2 and a retinue of 1 Boar Warrior (also affects Karanaac).

- Boar Warriors received power of the turning year 2 (also affects Karanaac).
- Gutuaters, Boar Warriors and Boar Lords are now also recruitable in all forests (even without a fort) but require a temple and a lab.
- Iron Boars received +3 mr.
- Reduced Sounder of Boars' cost from 20 to 12 gems.
- Received a 10 gems version of Summon Fall Bears.
- Received a pure Earth version of Rain of Stones at research level 5 for 1 gem and at research level 9 for 0 gem.
- Received a Blood/Holy version of the Curse spell.
- Received a Blood/Holy version of the Vengeance of the Dead spell for 3 slaves and with 1 extra province range.
- Received a N2H2 and 8 gems version of Forest Dome.
- Received a N2H1 and research level 4 version of Growing Fury.
- Received a N4H1 version of Wild Hunt for 25 gems.
- Received a N5H1 version of Enchanted Forests for 65 gems.
- Received a 15 gems version of Awaken Ivy King called Call of the Treelord which can only be cast by the three unique Treelords, the Irminsul pretender and Nephelococcygia's Sky Trees (however Nephelococcygia doesn't access this spell).
- Received a research level 7 and 0 gem version of Awaken Vine Ogres called Call of the Ivy King which can only be cast by Ivy Kings.
- New ritual: Consult the Forest, which works like Haruspex, but has research level 0, path requirement N1H1, gem cost 0, province range 1, and can only target forests.
- New ritual: Hymn to the Forest, Ench 4, N1H1, 1 gem, can only be cast in forests, only takes effect if the spell casting order is given during Middle Spring, Middle Summer, Middle Fall or Middle Winter, summons 4 great bears and 12 deers unless the province is captured by the enemy.
- New battle spell: Divine Thunder, a N3H1 version of Thunderstrike.
- New battle spell: Divine Mist, a N3H1 version of Mist.
- New battle spell: Divine Wrath, a N4H1 version of Wrathful Skies.
- New battle spell: Invoke Air Elemental, a N3H1 version of Summon Air Elemental.
- New battle spell: Divine Clouds, a N4H1 version of Living Clouds.
- New ritual: Invoke Spring Hawks, a N1H1 version of Summon Spring Hawks for 12 gems.
- New battle spell: Divine Warriors, a N5H1 version of Fog Warriors.
- New battle spell: Divine Ward, a N2H1 version of Thunder Ward.
- New battle spell: Divine Immunity, a N4H1 version of Thunder Fend.
- New battle spell: Awaken Animal Spirits, Ench 6, N3H1, like stygian skin but affects all friendly animals on the battlefield.
- New battle spell: Awaken Sacred Spirits, Ench 7, N3H1, like flying shield but affects all sacred friendly animals on the battlefield.
- New battle spell: Ogham of the Nine Circles, Thaum 9, N9H1, 9 gems, casttime 500, range 100, aoe 1, as Charm but no MR check.
- Received access to the Awaken Warriors and Awaken Army spells from DE (work as Awaken Tattoos but in greater areas), but renamed to Tattooed Warriors and Tattooed Army; Tattooed Army also lost its gem cost but gained 1 additional required research level.
- 6 new Thaum 0, E2H2 rituals for 12 gems, castable only in the capital: Conclave of Stones, Trees, Hearts, Beasts, Ages and Spirits. For 6 months, Marvernî receives the selected site in its capital, and it then disappears and can be replaced by casting one of the Conclave rituals again. Only one Conclave's enchantment can be active at a time. Stones: +3 magic resistance

bless. Trees: +2 animal awe and +6 HP bless. Hearts: +5 shock resistance and +6 morale bless. Beasts: +4 strength bless. Ages: +3 reinvigoration bless. Spirits: spread dominion like 4 temples and increases the level of all owned priests by 1 when calling God.

- New item: Blessed Oaknut, misc 6, N1H1, 1 gem, can only be used by Ivy Kings, blesses them.
- New item: Treelord Seed, misc 6, N4, can only be used by the three unique Treelords, the Irminsul pretender and Nephelococcygia's Sky Trees, gives the user dominion spreading 5 and +2 N.
- Received a 20% rebate on the following items: Staff of Storms, Mistletoe Garland, Crown of the Ivy King, Robe of Calius the Druid, Boots of Calius the Druid, Treelord's Staff, Moonvine Bracelet, Thistle Mace, Acorn Necklace, Ivy Crown, Handful of Acorns, Barkskin Amulet.
- Received access to the Irminsul and Serpent of the Underworld pretenders.
- Received access to the Symbol of Creation pretender from Karanaac.
- Received a 40 points rebate on the Duiu of Thunder.
- Received a 20 points rebate on the Monolith, Morrigna, Son of the Sea, Tiwaz of War, Blue Dragon, Red Dragon, Dog of the Underworld, Raven of the Underworld and Arch Druid.
- Wanderer Hero now summons candles/2 Great Boars per turn and has ivylord 2, animal awe 3 and stealth.
- Blinded Hero received foretelling 50 and unrest reduction 10/month.
- Antlered One Hero received shock resistance 25, overcharged, recuperation, animal awe 3, glamour, 80 magic leadership, 80 undead leadership, A1D1N2H1, combatcaster and the ability to automatically cast Dance of the Morrigans at the start of every battle but is now late hero 15.
- New hero: Ordugham the Bloodhenge Elder.

SAUROMATIA

- Automated capital placement will now prefer nothing and avoid wastes, farms, mountains and highlands.
- Each province that is fully controlled by Sauromatia and has friendly dominion now has 8% chance per Death scale per month to generate 1d3 Nature gems and 1d3 W/D/N/B gems.
- Each swamp fully controlled by Sauromatia other than the capital now has 1.5% chance per candle each month to spawn 1d3 Hydras and 2d6 (exploding) Hydra hatchlings.
- The capital received +1 ritual range for sorcery spells.
- Received a province defense bonus for all Amazon poptypes as well as the Horse Tribe poptype.
- Soothsayer gold cost reduced from 55 to 40.
- Spirit Guides, Enaries, Witch Kings and Skögu received cursed luck shield, death curse and sorcery range 1.
- Spirit Guides and Enaries received the ability to equip female-only items (like Thalamanth's Amazon Jewels) as if they were female.
- Spirit Guides received a fixed forge bonus of 1.
- Chieftains that patrol in plain, farmland or wasteland provinces that lack a relay are killed and establish a permanent relay site there that generates 25 resources and 50 supplies per month.
- Warrior Sorceresses received +25% W.
- Warrior Queens received +4 morale, province defense organizer 3 and a retinue of 3 Cataphracts.

- Sauromatian Manflayer commander no longer costs commander points.
- Sauromatian Cataphracts received +4 morale (also affects Trilix).
- Manflayers received a retinue of 3 Androphags as well as a 80 gold cost and 1 com point cost increase.
- Androphags, Manflayers, Witch Kings and Skögu lost their Light Lance and instead received an Unholy Lance that is magical, has +3 attack and paralyzes sacreds on hit, as well as a Net and +5 poison resistance.
- Androphags received poisonskin 20 and poisonres 5 on their secondary shape.
- Warrior Priestesses received a 20 gold cost reduction.
- Sauromatian Amazons received +2 mapmove, +1 def, berserk 1 and bodyguard 3.
- Hydra Tamers now can be recruited in all swamps as well as the capital and received stealthy 50.
- Androphag Archers received swamp survival.
- All national troops except Androphags, Hydras and Hydra Hatchlings received a 15% gold cost reduction.
- Hydra gold cost reduced from 250 to 170; this also reduces the upkeep of the sacred hydras summoned by Trilix.
- Hydra Hatchling gold cost reduced from 35 to 30 and upkeep cost removed.
- Raider and Lancer recruitment point cost was reduced to 1.
- Sauromatian Raider's and Sauromatian Lancer's resource and recruitment point costs were halved from 23 (Raiders) and 18 (Lancers) to 12 and 9 for resources and from 46 to 23 for recruitment points.
- The Daughter of Typhon received N1H3 (but still needs to be promoted through Gift of Reason or Divine Name to use her paths).
- Received a research level 2 version of Bind Serpent Fiend.
- Received access to Curse Tablet (with gem cost reduced from 3 to 1 for the research level 0 version and to 0 for the research level 7 version), Summon Hound of Twilight, Procession of the Underworld, Monster Boar and Bind Keres.
- Received access to the Awaken Warriors and Awaken Army spells from DE (work as Awaken Tattoos but in greater areas), but renamed to Tattooed Warriors and Tattooed Army; Tattooed Army also lost its gem cost but gained 1 additional required research level.
- Received a D2N2 version of Quagmire, a W4N6 version of Call Ancient Presence, a N4D4 version of Awaken Tarrasque and a W1N2 version of Mist.
- Call Ancestor's fatigue cost was reduced from 20 to 10 (also affects Nabatem).
- New battle spell: Ancestral Blessing, Thaum 0, D1, 0 gem, 30 fatigue version of Blessing which only affects undead sacred beings that aren't demons.
- New battle spell: Ophidian Blood, N1D3/N3D1/N1H3, 1 gem, blesses all friendly units in an area centered on the caster even if they are not sacred BUT also deals them heavy armor negating poison damage, doesn't affect inanimate, undead or mindless beings.
- New spell: Raise Longdead Partholonians, D4W2, Ench 3, 20 gems, can only be cast in swamps, summons 9 +1/level vanilla longdead partholonians.
- New spell: Awaken Longdead Partholonians, 25 gems and Ench 4 version of Raise Longdead Partholonians which can be cast in the capital even if it isn't a swamp.
- New spell: Gift of Typhon, D1, Thaum 6, 6 gems, the caster permanently gains Poison Cloud 8, doesn't affect undead or inanimate beings.
- New ritual: Awaken Unholy Vines, 24 slaves and Blood 6 version of Awaken Dark Vines that summons sacred versions of that monster.
- New ritual: Rite of Exsanguination, D2N1, 16 gems, can only be cast by Enaries and only

from the capital, the caster becomes an immobile inanimate undead being with 18 HP and no item slot, gains 80 undead leadership, automatically loses 2 HP per month, and generates 3 Nature gems per month.

- New ritual: Curse the Soil, thaum 0, D1, 0 gem, province range 1, can only target provinces already controlled by Sauromatia; if during the event phase the province is still controlled by Sauromatia, its scales will be set to Death 3 for two months; additionally, if the province had Growth 1 or more, Sauromatia will receive about 50 gold, and if it had Growth 3, that number will be doubled.
- Received a D1 version of the Rabbit Foot Charm and Spell Focus items.
- New item: Black Fruit of the Underworld, Misc 6, D2, 5 gems, cursed, curses user, allows casting Blood Feast at will.
- New item: Ceremonial Spear, N1W1, one handed weapon 4, can only be used by mounted female commanders, apotropaic spear, gold -30/month, allows the bearer to summon one Oiorpata per month for free through the temple trainer ability, +4 mor, mr, att and def, reinvigoration 2, autobless, Sauromatian Manflayers die when attempting to use this item.
- New item: Ophidian Orb, B6N1, misc 6, cursed, cannot be used by undead or inanimate beings, +10 HP, limited regeneration 10, reinvigoration 5, recuperation, fire resistance -10, dragonlord 2, lamialord 2.
- Received a 20% rebate on the following items: Serpent Kryss, The Sharpest Tooth, Armor of Twisting Thorns, Snake Ring, Astral Serpent and Rabbit Foot Charm in addition to the vanilla rebate on Hydra Skin Armor.
- Lost access to the following pretenders: Statue of Order, Statue of War, Monolith, Great White Bull, Great Black Bull, Solar Eagle, Phoenix, Celestial Gryphon, Frost Father, Master Enchanter, Arch Mage.
- Received access to the new Eternal Gate, Medusa, Vodun of the Underworld and Vodun of Flesh pretenders.
- Gained a 20 points rebate on the following pretenders: Titan of Crossroads, Titan of Serpents and Medicine, Titan of the Underworld, Titan of the Spring, Hound of Hades, Medusa.
- Kirke's autohealer value increased from 1 to 5.
- Skögu's blood magic skill increased by 1.
- Delgnat received recuperation.

T'IENT CH'I

- EA version of T'ien Ch'i removed from Hellenika and replaced with MA version of T'ien Ch'i, with rewritten lore; note: due to a bug with Dominions that can't be fixed through modding, the new lore and national summary had to be displayed in symbolic Information pretenders in the pretender creation screen.
- Automated capital placement will now prefer coasts and avoid wastes, swamps, mountains and highlands.
- Starting gem income increased by +1 F.
- Now starts with a Great Walled City (3 com points) and can now build underwater forts.
- Provinces under T'ien Ch'i's full control and dominion now receive +3% income bonus if they have neither Turmoil nor Sloth scales, and an additional +3% for every additional simultaneous level of Order and Production, up to +12% at Order 3 Production 3.
- Every mid Fall, the nation receives a free army in its capital based on how large a military force is already present there; from 0 to 50 units, an average of 15 units is received; from 51 to 100, an average of 35; from 101 to 150, and average of 70; from 151 to 200, an average of 140; from 201 to 300, an average of 280; from 301 to 450, an average of 560; and starting

from 451, an average of 1024. The quality of the received troops also increases with each step, the later steps including more elite infantry, cavalry, chariots, and even sacred cavalry.

- May now recruit EA T'ien Ch'i's Nobles, Noble Commanders (out of forts, 2 com points, +4 mor), Masters of the Dead (received a temporary D gem), Masters of the Five Elements and Warriors of the Five Elements.
- May now recruit the following units from LA Jomon: Kannushi (mountain only, spellsinger, costs no upkeep and requires no infrastructure, must be present to recruit other Jomon terrestrial units), Monks of the Fivefold Path (mountain only, gcost 55 down from 70, 1 com point down from 2, received divine inspiration, drain immune and spellsinger), Ashigaru (mountain only, gcost 5), Aka-Oni Samurai (mountain only, +1 hp, +4 mr, +4 mor, +2 str, +5 att, reclimit 3, renamed to Samurai), Sohei (mountain only, +3 mor), Yamabushi (mountain only, +4 MR), Ronin (mountain only, reclimit 1, gcost 15, resource and recruitment point cost 1, same combat stats as samurai but unarmored), Ryujin (magicboost and temporary W gem removed from the pearl and moved on the chassis itself as in Pantheon Reborn, also received an extra Flaming wheel attack), Crab Generals (good leaders, +11 MR), Shrimp Soldiers (gcost 5, +12 MR) and Shark Warriors (received formation fighter 2 and +25% HP).
- Celestial Masters lost E, received spiritsight, flying, 30 undead command, +100% F/E and +100% F/A/W/E/S/D, their 10% random became a 20% random, and their gold cost was increased from 275 to 320.
- Celestial Masters and Masters of the Way will now sometimes rarely gain true immortality when standing in high dominion; in each province the base chance for this to happen is 0.5% per candle for Celestial Masters and 0.25% per candle for Masters of the Way, it is doubled if there is no Misfortune scale or tripled if Luck scales are optimal, and it won't be increased if several units of the same type are in the same province. Whenever this happens to Masters of the Way, they are also empowered in a random path other than B or D and they gain flying, spiritsight and research bonus 4.
- Imperial Alchemists had their alchemy bonus increased from 50 to 100, received autohealer 1 and may now change W gems into S pearls by 5.
- Alchemists of the Five Elements had their alchemy bonus increased from 25 to 50.
- Apothecaries received army healer 10.
- Each fully controlled province with at least one Apothecary, friendly dominion and no Medicinal Garden site has a 1% chance per month of spawning this site, generating 1 Nature gem per month. Each fully controlled province with at least one Apothecary, friendly dominion and a Medicinal Garden site has a 20% chance per month of generating an extra 1d3 Nature gems.
- Masters of the Five Elements now each have a 8% chance per month in friendly dominion to summon a Warrior of the Five Elements, and can spend the month in a temple to train another one.
- Warriors of the Five Elements, Red Guards and Prince Generals received +2 def; Red Guards also received +2 HP and Prince Generals +3 HP.
- Prince Generals received an extra 120 leadership (total 240), which also grants them awe 1.
- Ceremonial Masters and Ministers of Rituals received a Throw Salt attack.
- Imperial Consorts received sailing +20 stealth.
- Received access to Heavenly Fires, Heavenly Rivers, Call Ancestor and Wrath of the Ancestors from EA T'ien Ch'i.
- Received access to the following spells from MA Shinuyama and LA Jomon: Summon Okami (N2, received a magic bite attack that deals double damage versus magic beings and triggers Bane of Heresy), Contact Tanuki (7 gems, deserter 5, +1 E), Contact Kaijin (fastcast

100, combatcaster, their weapon now deals triple damage to larger foes and has a MR neg instant kill effect against magic beings), Contact Tatsu (A3E1, +2 H, fear, awe 3, 2 temporary gems of F/A/W/E/N, fastcast 100), Summon Karasu Tengu (N2A2), Summon Konoha Tengu (N2E2), Contact Dai Tengu (N3E4, 35 gems), Contact Nushi (+1 E, +1 D), Contact Jigami (farm only, homesick, generates 300 pop per month in farm provinces), Contact Mori-no-kami (now amazing leaders in their forest shape but poor leaders otherwise, and now also domsummon animals in their forest shape), Contact Yama-no-kami, Contact Bakeneko (D2N2, 3 gems), Summon Omukade (E1D2, 5 gems, +7 MR, +50% HP), Teaching Sign (spellsinger only), Fear-not Sign (spellsinger only), Welcome Sign (spellsinger only), Earth-touching Sign (spellsinger only), Meditation Sign (spellsinger only).

- May now summon Ox-heads (renamed as Demon Soldiers, received formation fighter 2, +25% HP, standard 4 and fear), Noppera-bo (no upkeep), Shuten-doji (no upkeep, sleep aura 10 -> 30, immortal 12, D1).
- Celestial Soldiers now cost S gems and require S2A1 and received formation fighter 2 and +25% HP.
- Celestial Hounds received bodyguard 5, overcharged 8, +10 shock res, a Thundering Bite instead of their normal bite attack and a Burning Claw attack instead of their normal claw attack.
- Demons of Heavenly Fires received +25% HP.
- Celestial Servants and Demons of Heavenly Rivers received +50% HP.
- Huli Jings are now seducers in their human forms and invisible in their animal form.
- Contact Huli Jing (Conj 6) path requirement increased from N2 to N2A3.
- New version of Contact Huli Jing: N5, Conj 8, 10 gems.
- New ritual: Windcraft, Conj 5, A3H2, 0 gem, only castable by Dai Tengu, grants the caster spellsinger permanently.
- New ritual: Summon Kenzoku, Conj 9, H2, 0 gem, castable only by Kannushi with magic randoms, summons a vanilla Kenzoku with +2 mor, +3 att, and if commander inspirational 5 and H2.
- New Summon Kappa Tribe ritual, Conj 1, W1N1, 17 gems, summons a W1 Kappa Mage and 15 Kappa troops.
- New Terracotta Battalion ritual: as Terracotta Army, but +6 summons at level 1 and +1 summon per level.
- New Terracotta Legion ritual: as Terracotta Army, but Const 7, 35 gems, 90 summons at level 1, +9 summon per level.
- New Mandate of Industry ritual: Thaum 0, E1, 3 gems +1/month, can only be cast by Ministers of Magic, provrange 1, only works if the province doesn't already have an active Mandate and is under full control and friendly dominion; permanently increases the province's gold and resource incomes by 2 every month while active.
- New Mandate of Unity ritual: Thaum 0, S1, 3 gems +1/month, can only be cast by Ministers of Magic, provrange 1, only works if the province doesn't already have an active Mandate and is under full control and friendly dominion; while active, spreads dominion like a temple, increases local supplies by 100, increases ritual casting range by 1, and increases PD by 4 every month (up to 100).
- New Mandate of War ritual: Thaum 0, A1, 3 gems +1/month, can only be cast by Ministers of Magic, provrange 1, only works if the province doesn't already have an active Mandate and is under full control and friendly dominion; while active, increases T'ien Ch'i's bless by +1 str, but generates 9 unrest in the province each month.

- New Mandate of Serenity ritual: Thaum 0, W1, 3 gems +1/month, can only be cast by Ministers of Magic, provrange 1, only works if the province doesn't already have an active Mandate and is under full control and friendly dominion; while active, generates 1d3 W gems per month but increases Drain in the province by 3 per month.
- New Alchemy of Fire/Air/Water/Earth/Nature rituals, Alt 0, F1N1/A1N1/W1N1/E1N1/N1 and 3 gems, can only be cast by an Alchemist of the Five Elements, increases its upkeep by 30 gold per month (25 for W) but generates 1 gem of the corresponding type per month, may at any time interrupt the spell with the shapechange command.
- New Imperial Pearl item: Misc 6, W2N2, 10 W gems, can only be used by eastern dragons (including Thalamanth's Cloud Dragons) and the Son of the Dragon King hero, grants regeneration 5, reinvigoration 5, combatcaster, +1 to all paths and blesses user.
- Vanilla heroes were buffed. In addition, received access to the Kitsune (renamed to Kitsune Lady), Tengu king and Son of the Dragon King heroes from Shinuyama and Jomon in improved versions (but with latehero 25) which also let them receive the Red Tengu and the Dragon of the Cave.
- The Dharmapala of the Underworld is 20 points more expensive than in Pantheon Reborn, but every nation that has him received a 20 points rebate for him. This is to remove T'ien Ch'i's vanilla rebate for that pretender.
- Received access to the Eternal Gate and Divine Emperor pretenders as well as to the new Kami of the Wilds pretender.

MACHAKA

- Automated capital placement will now prefer nothing and avoid swamps and forests.
- The first non-capital cave province that Machaka conquers outside its cap circle will now host the Cradle of Mankind, an extremely powerful site which may be claimed by any nation or permanently destroyed by Nabatem's Ultimate Desecration ritual.
- Lion Kings received a lion pelt armor that doesn't protect the head, +1H, +1N, +3 HP, +3 mor, +2 str, +1 att and +1 def and now cost -4 resources but +30 gold.
- Lion Queens received +1H, +1F, +3 mor, +3 HP, +2 str, +1 att and +1 def and now cost -4 resources
- Spider Clan Sorcerers received +100% E/D.
- Voices of Lion received a fur and leather cap armor, temple trainer for War Lions as well as inquisitor.
- Voices of Spider now increase Misfortune scales and have 5% chance to trigger a bad event in their province.
- Lion Warriors received +3 HP, +2 str, +1 att, +1 def and now cost -10 gold and -6 resources.
- A H2 commander can now enter the Great Mababwe capital site to summon two Lion Warriors.
- New recruitable, stealthy Hyena Clan Commander.
- Non-sacred troops had their upkeep halved.
- Machaka Militia, Machaka Warriors and Bird Clan Archers now recruitable out of forts; the recruitment point cost of Machaka Militia was also reduced from 3 to 1, and that of Machaka Warriors from 9 to 5.
- Bird Clan Archers received +5 prec.
- Hyena Clan Warriors received stealthy and are now recruitable in all wastes.
- Lion Clan Warriors and Commanders received +3 mor and +3 mr.
- Spider Clan Archers and Spider Clan Warriors are now also recruitable in all forests but out of the capital require a lab with reclimit 3.

- Spider Riders are now also recruitable in all forests with reclimit 1.
- War Lions received berserker 2.
- War Elephants gold cost reduced to 95 and they received +1 mor.
- Rhino Clan Commanders and Warriors received resource cost -1, woundfend 1, +1 att and +1 prot.
- Lion Clan Warriors and Commanders received +2 HP, +1 str, +1 att, +1 mor and -1 enc.
- Received a F3E1 version of Breath of the Desert.
- New ritual: Authority of Lion, which works like a N3F2 Dispel.
- New ritual: Rule of Lion, F4N2 or N4F2, 1 gem, research level 0, provrange 3, finds all F and N sites.
- New ritual: Rule of Spider, D3N1, 3 gems, research level 0, provrange 3, finds all E and D sites.
- New battle spell: Roar of Victory, F2N3 Astral Healing that heals for 3 instead of 2.
- New ritual: Totemic Blessing, 30 gems (flat), research level 7. Two versions, one castable only by Lion Kings and the other only by Lion Queens. Both act like Twiceborn, but instead of transforming the caster into a wight, transforms them into a powerful sacred lion spirit that spreads dominion and has limited immortality.
- New ritual: Enliven Fetishes; summons several sacred Fetishes with Earth magic.
- New ritual: Locate the Cradle of Mankind, Thaum 7, E4, 50 gems, creates the Cradle of Mankind in a province of any terrain type, only functions if the Cradle of Mankind wasn't located yet, and only in non-capital provinces that aren't in Machaka's cap circle.
- Received a N2D1 version of the Winged Monkeys ritual for 7 gems.
- Received a N1D1 version of the Curse battle spell.
- Received a E2H2, 2 gems and research level 7 version of the Earthquake battle spell.
- New battle spell: Glory of the Wild, N5F3, Alteration 9, 0 gem, works like Divine Blessing but affects animals only and affects them even if they are not sacred.
- Received access to a D1 version of Totem Shield for 5 gems.
- Received a 20% rebate on Amulets of Giants and Effigies of War.
- Received access to the Vodun of War, Colossal Head, Statue of the Bloody Mother and Great Primogenitor pretenders.
- Removed access to all non-ape vanilla Machakan heroes (will be part of MA Machaka if it eventually gets ported to EA).
- The Ape Oracle and Crowned Ape heroes received various buffs, loosely following Worthy Heroes.
- New hero: Dziva the Hippopotamus Clan Elder, from Worthy Heroes, slightly buffed.
- New hero: Omaro the Lion Hero, from Worthy Heroes, slightly modified (new attack sprite, new events, slightly different stats).

MICTLAN – NOK

- Renamed to Nok, Reign of Blood.
- Converted to an imaginary West/Central African rainforest nation with rewritten lore; all human and pretender sprites were adjusted to better represent the region with wonderful sprite work by Mormacil. All references to jaguars were replaced with references to leopards, all mesoamerican words were replaced; independent Jaguar Tribes received the same treatment and were renamed to Leopard Tribe. The Obsidian Club Sword weapon was renamed to Obsidian Battleaxe (or, for Leopard Tribe, Obsidian Axe).
- Automated capital placement will now prefer forests and avoid farms and wastes.

- Ideal temperature changed from Heat 1 to Heat 2.
- All of Nok's born citizens wear a mask to protect their souls from demons; thanks to this mask, their MR is increased to 22 for high priests, to 20 for lower priests and mages, and to 18 for all other human warriors; as a result, they also all received an extra head armor without any penalty.
- Can now recruit MA Mictlan's Couatl in the capital.
- All Couatl now have 0 upkeep, Awe 5 and dominion immortality (also affects C'tis and Nephelococcygia).
- Moon Warriors received cursed luck shield.
- Feathered Warriors received +5 mor.
- Sun Warriors and Eagle Warriors now cost 5 gold.
- Leopard Warrior weapon renamed to Leopard Saw-Blade and now causes Bleeding (can be resisted by high size or high strength); were-leopard sprite by Sturm and slightly modified.
- Priest King, Rain Priest, Moon Priest and High Priest of the Sun (together generally called the High Priests) had their com point cost increased from 2 to 3.
- High Priest of the Sun weapon changed to a new Sun Idol.
- Rain Priests now can spend the month training an Eagle Warrior.
- Nahualli renamed to Nok Sorcerer and now shapeshift into a stealthy size 2 bat rather than a turkey.
- Jade Serpents now have standard 2 (up from 1), which also affects Nephelococcygia.
- Tlaloque renamed to Rain Demon, are now female and amphibious, received cursed luck shield, their size was increased from 3 to 4, their HP were increased from 48 to 70, their weapon was changed to new Rain Idol and Snake Arm weapons, and they received a crown.
- Tzitzimitl renamed to Star Demon, had their size increased from 3 to 4 and HP from 43 to 52, no longer have a crown, head, eyes or hands, and received a new Soul Rending Bite attack instead of their Scorpion Tail attack.
- Onaqui renamed to Soul Hunter, had their size increased from 4 to 5 and HP from 31 to 57, now have 4 misc slots, a single eye and no head, feet or eyes, and their vanilla weapons were replaced with two Soul-Rending Claws, a resistible version of Devour Soul and a Strangulation attack.
- Tlahuelpuchi renamed to Thirsty One, now starts cursed and no longer has feet but received cursed luck shield and death curse.
- Civateteo renamed to Faceless Lady, now starts cursed but received cursed luck shield and death curse.
- Ozelotl renamed to Leopard Fiend.
- 4 new rituals: B2X2 (Fire, Water, Astral, Nature), 36 slaves, creates a site in the province (there can only be one per province and the spell will fail if the province isn't fully controlled); while the province is fully controlled, doesn't have Cold scales, has a fort, a lab, a temple and friendly dominion, that site generates 50 gold per month and may be entered by a level 2+ mage of the corresponding path to summon two free Sun Warriors; furthermore, if the treasury isn't empty, doing so will have 50% chance of summoning a High Priest of the corresponding path and spending the appropriate amount of gold; lastly, up to once per month each of these sites generates 1d6 (exploding, average 4) blood slaves whenever a blood mage blood hunts in their province and unrest is less than 50 (+/-25% at random).
- New ritual: Ichor Sacrifice, Blood 9, B2H3 and 0 slaves, kills a Couatl and prevents its resurrection, but spawns about 150 slaves and an Elixir of Life item, also forever prevents Couatl Apotheosis or Lawgiver's Ascension from being cast.

- New ritual: Couatl Apotheosis, Thaum 8, S2B2, 25 gems, can only be cast from the capital and only once per month, and permanently empowers a Couatl, giving it +2 A, +2 H, recuperation, regen 100 and innate spellcaster and forever preventing Ichor Sacrifice from being cast.
- New ritual: Lawgiver's Ascension, Thaum 8, S3N1, 0 gem, automatically empowers all existing and future Couatl as per Couatl Apotheosis for free AND also gives each one spreaddom 1, increases Nok's scales by +6 Order, entirely empties the treasury from blood slaves every turn, and kills anyone blood hunting.
- A research level 0 version of Lawgiver's Ascension also exists which may only be cast by the Lawgiver pretender.
- Received a 20% rebate on vanilla Spirit Masks and can now forge Spirit Masks for B2H1 and 20 slaves.
- New item: The Ichor Sigil, Misc 6, A1, 10 gems, may only be used by the Lawgiver pretender god, innate spellcaster 1, regeneration 100, dominion spreading 3, magic boost 1 in all known paths.
- Most pretenders were reworked completely, with some new additions and mechanics, all specific to Hellenika.
- Eagle Priest renamed to Sky Priest, now A2B2H2, and became a multihero.

ABYSIA

- Some descriptions were improved with new lore.
- Automated capital placement will now allow caves, prefer mountains and highlands and avoid forests, farms, swamps and wastes.
- It isn't clear whether vanilla Abysia spreads heat outside its borders or not; heat scale spreading has been maximized.
- Received a province defense bonus with Garnet Amazon and lavaborn poptypes (if this wasn't already the case in vanilla).
- Anathemant Dragons received +10% D and a temporary F gem.
- Anathemant Salamanders received a fixed forge bonus of 1 and now generate 10 resources per month.
- When appointed as prophets, Anathemants and Warlocks now become Great Anathemants, thus receiving one free temporary F gem, five temporary blood slaves and the benefits of Great Empowerment for free.
- When appointed as prophets, Warlords now also gain a gore attack, berserk 5, +2 HP, +4 def, +2 att, +5 MR, unsurroundable 3, regeneration 10, reinvigoration 5, dominion immortality and the ability to automatically cast Quicken Self in battle, in addition to whatever they already gained in vanilla by becoming War masters.
- Anointed of Rhuax now have reinvigoration 1, cast spells twice as quickly as most other mages, received 3 temporary Fire gems and generate 1 Fire gem per month but cost +120 gold; in addition, they are now cheaper to empower in Fire, and when appointed as prophets, they receive dominion immortality and dominion spreading 1.
- The vanilla events triggered by Anointed of Rhuax now trigger more reliably (1% chance for Volcano in dry lands, 1% chance for Cavern of Magma in mountains, 8% chance for 1d6 Children of Magma in Volcanoes, 1% chance for +1 F empowerment in Volcanoes), and Anointed of Rhuax always create a temple for free when reaching provinces with a Cavern of Magma site. These events are not triggered by prophets.
- Slayers became holy and received +1 patience.
- Warlocks received +50% F/B and they now each have a 8% chance per month in friendly dominion to summon an imp.

- Warlock Apprentice com point cost reduced from 2 to 1 and they now each have a 8% chance per month in friendly dominion to summon an imp.
- Demonbreds became H1 and received +3 patience as well as a powerful F2B2H1 xpshape with combatcaster, douse 1, 10 undead leadership and athames.
- Beast Master gold cost reduced from 45 to 40 and their beastmaster value was increased from 3 to 4.
- Burning One gold cost reduced from 70 to 45.
- Misbred gold cost reduced from 20 to 15.
- Received access to a more expensive, pureblood version of LA Abysia's Axe Throwers.
- Smoulderghosts summoned by Summon Spectral Infantry are now sacred, and this spell was renamed to Summon Ardent Crusaders.
- Hellbred Giants received +25% HP (also affects Zun).
- Received a research level 4 and 4 gems version of Dome of Flaming Death.
- Received access to LA Abysia's Reawaken Fossil ritual, with new lore.
- New ritual: Great Empowerment, S1B2, Ench 0, 12 gems, only castable by Warlocks and in the capital, permanently increases the caster's magic levels in all known paths by 1; Warlocks that are empowered this way also no longer can trigger bad events and can trigger good events independently of regular Warlocks.
- New ritual: Initiate Newts, Conj 0, F2H1, 12 gems, summons three sacred F1 mages with researchbonus -3 and no upkeep.
- New ritual: Destroy Enchantment, F3H3 version of Dispel.
- New battle spell: Summon Great Fire Elemental, Conj 9, F4H3, 2 gems, summons a special size 6 fire elemental which summons more smaller fire elementals every battle turn; while size 6, it summons size 3 elementals; while size 5, it summons size 2 elementals; while size 4, it summons size 1 elementals; while size 3 or less, it behaves like a normal fire elemental.
- New ritual: Absolute Conflagration, Conj 9, F5H3, 25 gems, province range 5, remotely summons a Great Fire Elemental commander without any magic skill and 6 normal size 5 elementals; the Great Fire Elemental also passively summons one size 3 fire elemental per month and spreads heat in its province.
- New item: Destroyer Gauntlet, F6H3, Const 6, 120 F gems, can only be used by the three Fire elemental kings, 5 temporary F gems, +3 F levels, doubles spell casting speed, reinvigoration 20, +5 MR, blesses user, woundfend 3.
- New item: Flask of Sacrificial Blood, B1, Misc 2, works like Flask of Holy Water.
- Received a 20% national rebate on the following items: Blood Thorn, Demon Whip, Fire Sword, Burning Blade, Sceptre of Authority, Staff of Flame Focus, Fire Bola, Dragon Helmet, Fire Plate, Ring of Fire, Burning Pearl, Fire in a Jar, Medallion of Vengeance, Mace of Eruption, Dragon Sceptre, O'al Kan's Sceptre, Red Dragon Scale Mail.
- In both of his forms, the Warlock/Corruptor hero can now spend the month creating three Misbreds for free and received a retinue of five Misbreds as well as +60 undead leadership.
- Received access to MA Abysia's Anathemant Warlock hero, who received a new sprite, new lore, increased maxage and reduced Holy skills; when this hero joins the nation, MA Abysia's Slayer hero will also join automatically; he received a new sprite, new lore, immortality, increased magic resistance, morale and patience, B2H1, douse 1, combatcaster, 10 undead leadership, two athames, the ability to eat 1 corpse per month for +1 permanent max HP and the ability to autocast Quicken Self at the start of every battle, and he was renamed to Immortal Sanguine.
- Received access to MA Abysia's Rage Lord hero with new lore, increased stats and heat, reinvigoration 12, fireshield, woundfend 3, bad formation fighter, the ability to

automatically cast Phoenix Pyre at the start of every battle and a retinue of 3 Burning Ones Received access to the new Eternal Gate and Scarlet King pretenders.

CAELUM

- Lore completely rewritten.
- Automated capital placement will now prefer mountains and highlands and avoid swamps, wastes, forests and farms.
- For as long as all non-temperature scales are above neutral in the capital and that it isn't besieged, a site which generates 2S and 1F gems and spreads dominion will be active there.
- The capital now spreads dominion like a temple, adds +5 precision to the bless and received an Airya Seraphine and Kavi Archers in addition to its normal wall defenders.
- Eagle Kings received a 10% H random.
- Spire Horn Seraph com point cost reduced from 2 to 1, but they received research malus 3.
- Can now recruit MA Caelum's Winglesses in the capital, and Winglesses are now slaves.
- Blizzard Warrior gold cost reduced from 16 to 10 and received an additional 8 AP cold damage on their bow.
- Kavi Archer gold cost reduced from 20 to 15, and their short bow was changed to an elite short bow which deals 1 additional damage, has 30 ammo and shoots two arrows per attack.
- Airya Temple Guards' and Mairya Warriors' gold cost reduced from 20 to 15.
- Airya Temple Guards can now be recruited only in provinces where an Airya Seraphine is present.
- The Palace of the Eagle Kings can now be entered by an A3+ mage to summon four free Airya Temple Guards per month.
- Mairya Ahus received the templetrainer ability for Mairya Warriors.
- Mammoths received woundfend 3.
- MANY additional changes to rituals and summons as well as related new spells are common to Caelum, Hararat and Ragha; these changes are listed separately at the end of this file for better ease of reading.
- New ritual: Call Zurvan, Conj 7, S2F2/D2A2, 50 gems, summons a F1S3D2H3 spirit with master ritualist 1, master smith -1, homesick 40 and teleport.
- New ritual: Temple of the Magii, Const 0, F1H2, 10 gems, can only be cast in non-besieged forts other than the capital, creates a site that allows recruitment of F1E1S1 sacred Magii, F2E1S2H1 High Magii and Temple Guards provided that an Airya Seraphine and the appropriate infrastructure are present in the province, as well as of Winglesses at all times.
- 25 new F1H2 Royal Restoration rituals allowing to rebuild the five lost capitals of Cteusiphaon, Pathrargada, Suz-Xsha, Ecbataan and Parsa-Asht. One capital of the player's choice can be restored at Const 0, one at Const 3, one at Const 5, one at Const 7 and the last one at Const 9, and no capital can be restored twice. The first and the last capitals cost 15 gems, while the others cost 30 gems. These spells only function when cast in a non-besieged fortified province that doesn't contain any capital yet. Each capital spreads dominion like a temple, generates 100 gold per month, adds Kavi Archers and an Airya Seraphine to the wall defenders, can be entered by a H3+ priest to summon two free Kavi Archers per month, generates 3 gems per month and permanently improves its controller's bless: 3S and +2 MR for Cteusiphaon, F1S1D1 and +2 att for Pathrargada, A1W1E1 and +2 def for Suz-Xsha, F3 and +5 HP for Ecbataan, and D3 and +5 mor for Parsa-Asht.
- Received access to the Phoenix pretender and to the new Eternal Gate pretender.

C'TIS

- The nation was remade from scratch using MA C'tis' nation ID in order to give it the same dominion effect. This makes Hellenika incompatible with any mod that modifies MA C'tis, and this moves EA C'tis down the list to after Hararat (MA Caelum). But as a result, C'tis now receives +1% income per candle, enemy provinces under C'tis' dominion receive -5% income per candle, and all non-coldblooded beings in C'tis' dominion except for the God and his sacred followers risk being diseased. Another side effect of this change is that C'tis received poison slingers as its wall defenders; some events from MA C'tis, which normally use Marshmasters, were also remade to work for this new C'tis, using Sauromancers instead. But the nation should faithfully stick to EA C'tis rather than MA C'tis overall.
- Automated capital placement will now allow rivers, prefer nothing and avoid mountains, highlands and wastes.
- Gold income further increased by 20%, independantly from dominion.
- Laboratory and temple cost are now halved in swamps.
- Received capital only access to MA C'tis' Swamp Guards, which also received largely increased stats, a magical blessed falchion and several new abilities such as bodyguard.
- Serpent Dancers no longer are cap only, and they now enter a berserker rage when blessed.
- Sacred commanders who had falchions received a magical blessed falchion instead.
- Lizard Heirs received +2 str, +3 att, +3 def and +2 mor, and more importantly now increase province defense by 4 per month and collect taxes.
- Lizard Chariots received +3 att and +3 def.
- Sauromancers received an additional 50% W/N random.
- When prophetized, Lizard Kings become masons and produce 1 W gem per month.
- When prophetized, Shamans receive +1SN.
- Sacred Crocodile path requirements reduced to N1W1.
- Received a S3N3 version of Contact Couatl (for Astral pearls rather than Nature gems).
- All Couatl now have 0 upkeep, Awe 5 and dominion immortality (also affects Nok and Nephelococcygia).
- New ritual: Lizard Sovereignty, N2D1, Thaum 2, 1 gem, can only target swamps, works as Acashic Knowledge.
- New ritual: Mummification, Thaum 4, D5, 5 gems, summons a Mummy commander.
- New ritual: Greater Mummification, Thaum 6, D5, 15 gems, summons a Giant Mummy commander reanimator with D2H1 and 100% F/A/E/S/D/N/H.
- New ritual: Divine Mummification, Thaum 8, D5, 45 gems, summons a Mummy commander reanimator with halt heretic 5, D3H3 and 300% F/A/E/S/D/N/H.
- Received a Thaum 9, N2D2 and 15 gems version of Call The Worm That Walks.
- The Jade Mask artifact no longer has any Nature requirement or cost.
- Received a 20% national rebate on Astral Serpents, Amulets of the Dead, the Ankh and Amon Hotep.
- Received access to the Vodun of Rain pretender.
- No longer accesses the hero Udum'ukinna (Reassembled Prince).
- The hero Niklatu received slight stat buffs, reinvigoration 3, personal luck, a retinue of 2d6 Swamp Guards and the ability to automatically summon 1 Swamp Guard per month (and possibly a second one in friendly dominion).
- The Consort of the Dead hero received the ability to twiceborn into herself, that to spread magic and carcass collector 7.
- The Ancient Shaman hero received +1 SN and now generates 2 astral pearls per month.

PANGAEA

- Automated capital placement will now prefer forests and avoid farms, swamps and wastes.
- Dryad Mothers received a temporary Nature gem.
- Centaur Hierophants' magic paths reworked; instead of simply H1 +100% N/E, they now are N1H1 +50% E +10% F/S/N.
- Centauride Hierophantides' magic paths reworked; instead of simply H1 +100% N/W, they now are N1H1 +50% W +10% A/D/N.
- Satyr Warriors received +2 att.
- The upkeep of Satyrs and Harpies was halved (also affects nations with Hamadryads).
- Minotaurs received +25% HP, +2 prot, +2 att, +2 def, reinvigoration 4 and unsurroundable 1.
- Minotaur warriors received +25% HP, +2 prot, +2 att, +2 def, reinvigoration 4 and unsurroundable 2.
- Minotaur lords received +25% HP, +2 prot, +2 att, +2 def, reinvigoration 4 and unsurroundable 3 and became good leaders.
- Centaur and Centauride archers received patrol bonus 2 and a 5 gold cost reduction.
- Centaurides, Centauride Warriors and Centauride Hierophantides received a crown.
- Centauride Warriors became actually female.
- Maenads lost their patrol bonus, but also had their precision reduced to 0 (so that their patrol strength is no longer negative; this also affects Arcadeia).
- Received a N2H2 and 8 gems version of Forest Dome.
- Received a N2H1 and research level 4 version of Growing Fury.
- Received a N4H1 version of Wild Hunt for 25 gems.
- Received a N5H1 version of Enchanted Forests for 65 gems.
- Received a B3N5 version of Blood Vortex for 100 slaves.
- Received a research level 5 and 10 gems version of Beckoning.
- Received a B2N2 and 15 slaves version of Raging Hearts in the Blood magic school.
- New ritual: Hymn to the Forest, Thaum 4, N1H1, 1 gem, can only be cast in forests, only takes effect if the spell casting order is given during Middle Spring, Middle Summer, Middle Fall or Middle Winter, summons 6 great bears and 24 deers unless the province is captured by the enemy.
- New ritual: Bonds of Revelry, Blood 0, B1, 1 slave, caster becomes permanently affected by the Blood Bonds bless effect with range 30.
- New ritual: Merry Vintage, Blood 5, B2N2, 10 slaves, requires 5 revelers to be in the province, 2d6 revelers are killed and 5 children of revelry with improved stats, no upkeep and blood vengeance are summoned, can only be cast up to once per month per province.
- New ritual: Call Steward of the Ancients, Thaum 0, N3, 12 gems, can only be cast in the capital, summons or teleports a unique magical N1H1 squirrel with master ritualist 2, dominion spreading 1 and stealthy 500 which also is a spy and generates 1 N gem per month.
- New ritual: Contact Steward of the Ancients; like Call Steward of the Ancients, but can be cast in any forest rather than the capital.
- 12 new Awaken Divine Beast rituals (Thaum 0, N3H3, 12 gems, can only be cast in dry land forests). Each of these rituals summons or resurrects a different powerful unique mythical creature called a Divine Beast. None of these rituals works when cast in the capital, and none of them works when cast in a province where a different Divine Beast was already summoned. All of them also have additional, specific prerequisites that must be fulfilled for the ritual to function. The A2W2N3H3 Stallion Aeternal requires a coastal forest. The A3N4H3 Mother-Spirit of Harpies requires a forest that is also a mountain or a highland. The A2N5H3 Bountiful Winged Ram requires a province that was conquered no more than

two months ago and that wasn't owned by Pangaea at any time during the previous year, or that was already used to summon him, also this province must have a temple and this Divine Beast cannot be the first one summoned by Pangaea. The E2S2D2N4H3 and mastersmith -2 Venerable Dusk Bear requires a province that was marked as his den at the beginning of the game; 12% of non-throne, non-capital forests will be marked as such and indicated to Pangaea at the start of the game, and if none was selected, one will be selected anyway at random in the first few turns of the game. The F4N4H3 August Solar Lion requires a forest where a friendly H3+ has blood sacrificed at least 9 times while heat scales were 1 or more, and also can only be summoned when the province has Heat 1+; summoning him also creates a site which quickly spreads heat in its province as well as all the neighboring provinces. The W4N4H3 Grim Lunar Wolf works in reverse (requires blood sacrifice in cold scales, can only be summoned in cold provinces, spreads cold). While not controlled by anyone at any point during the last six months, the N4B3H3 Great Black Boar randomly selects a new non-capital forest every season (each suitable forest has 1% chance to be selected in early season, 2% in mid season and 4% in late season; can only happen once per season), each time also spreading some unrest there, and can only be summoned in the currently selected province; the selected province is always indicated to Pangaea and also never is one of those where another Divine Beast was summoned; also, if successfully summoned in a given province, the Great Black Boar can forever be resummoned in that province. The S4N4H3 Wise Guardian Stag requires a forest with dominion 10. The D3N5H3 Ageless Moss Serpent requires a forest that contains a friendly Treelord. The F3E3N3H3 Golden-Horned Bull requires a forest that either contains a throne or was already used to summon him, and the caster must be a spellsinger. The F2A2W2E2S2D2N2B2H3 Messenger of Paradise requires a province where there are non-pretender centaur(ide) hierophant(ide)s which when combined together have some mastery (at least level 1) in all paths (including B). Finally, the F4A4W4E4N6H5 Elder Dragon of Seasons can only be summoned by the Steward of the Ancients and requires a forest where ALL other Divine Beasts are located. All Divine Beasts are powerful combatants with numerous special abilities, including dominion spreading 1+ and some scale spreading, as well as powerful unique abilities such as automatic battle spells and retinues, and all of them except for the Messenger of Paradise are spellsingers. Also, in the case of resurrection, none of these rituals works while the associated Divine Beast is alive or if it was alive at any point in the last 6 months (or, in the Bountiful Winged Ram's case, since last spring instead), and all of them only take effect during the event phase. Lastly, as warned by event messages, Divine Beasts are killed if they both start and end their turn in a fully controlled throne province, unless they are carrying a Mark of the Ancients (see item below); this doesn't prevent claiming Thrones of Ascension.

- 11 new Call of the Divine Beast rituals (Thaum 9, N3H3, 120 gems, can only be cast in the capital). These rituals allow to summon any one Divine Beast in the capital while bypassing ALL of its normal requirements. The Elder Dragon of Seasons is an exception and cannot be summoned this way. Once this ritual has been cast, no other Divine Beast can be summoned in the capital anymore, but the regular awakening rituals can now be used in the capital any number of times to resummon that specific Divine Beast if it was killed. Unlike the regular awakening rituals, this ritual can also be used any number of times to instantaneously resurrect the chosen Divine Beast without having to wait for its immortality timer to finish, as well as to recover control of it if it was mind controlled by other nations, or simply to teleport it to the capital. Like the regular awakening rituals, this spell takes effect during the event phase.
- New ritual: Beseech the Ancients, Thaum 0, N3, can only be cast in dry land forests, sends Pangaea a message indicating if the caster's province was already used to summon a Divine Beast or not, and if so, which one.
- New ritual: Beseech the Guardians, like Beseech the Ancients but can only be cast in the

capital, even if it is not a forest.

- New ritual: Beseech the Elders, Thaum 0, N3H3, can only be cast by the Steward of the Ancients and only up to every other month, resends Pangaea a message for each province where one of the Venerable Dusk Bear's secret dens is located (other than the capital, that Divine Beast may only be summoned in these provinces, but only if no other Divine Beast was summoned there); the current owner of these provinces also is revealed to Pangaea but receives the event message as well.
- New ritual: Wrath of the Sky-Mother, A3H3 and 45 gems version of Perpetual Storm which can only be cast by the Mother-Spirit of Harpies Divine Beast.
- New ritual: Eternal Spring, N5H3 and research level 7 version of Gift of Nature's Bounty which can only be cast by the Bountiful Winged Ram Divine Beast.
- New ritual: Gift of Gloom, E2H3 and 3 gems version of Melancholia which can only be cast by the Venerable Dusk Bear Divine Beast.
- New ritual: Forestworm's Burrow, N3H3 and 0 gems version of Faery Trod which can only be used by the Ageless Moss Serpent Divine Beast.
- New ritual: Forgotten Verses, N6H5 and 80 gems version of Wish which can only be cast by the Elder Dragon of Seasons Divine Beast.
- New battlespell: Quickness of the Winds, A2W2, research level 7 and 1 gem version of Quickness which affects all friendly units on the battlefield; can only be cast by spellsingers.
- New battlespell: Wrath of the Wild, B1H3, Blood 5, 3 slaves, blesses all friendly animals on the battlefield, even if they are not sacred, can only be cast by spellsingers.
- New battlespell: Blessing of Supreme Lightness, A3H3, Ench 5, 0 gem, 50 fatigue, casting time 100 version of Mass Flight which can only be cast by a seducer (the Mother-Spirit of Harpies being one).
- New battlespell: Hymn to Madness, N5B1, Thaum 8, 2 gems, ALL non-inanimate nonmindless beings on the battlefield must succeed a hard MR check or go berserk.
- Received a 20% rebate on Cornucopia.
- New item: Mark of the Ancients, Misc 6, N6H3, 60 gems, +12 MR, polymorph immunity, protects Divine Beasts against being killed by Thrones of Ascension.
- White Minotaurs received +25% HP, 2 prot, +2 att, +2 def, reinvigoration 4, unsurroundable 3 and the ability to spread dominion like a temple.
- Received access to the Serpent of the Underworld pretender.
- The Blessed Couple received a temporary Nature gem and the Grieving Dryad received a temporary Nature and Death gems.

AGARTHA

- Automated capital placement will now prefer caves and avoid swamps, wastes and farms.
- The Chamber of the Seal now also grants a 20% Enchantment rebate.
- Inanimate beings controlled by Agarthia now receive +10% HP per candle in provinces with friendly dominion, like MA Agarthia.
- All size 3 Pale Ones received +25% HP, and all living Ancient Ones received +50% HP.
- Province defense improved with Sentinels in forts.
- The capital now has as additional wall defenders a Marble Oracle and multiple Granite Guardians.
- Provinces controlled by Agarthia and containing at least 1 PD, 5 Troglodytes and a Troglodyte lord now have 50% chance each month to cause a new Troglodyte to spawn for free.
- Engravers received fixforgebonus 1.
- Rock throwers were buffed (see the General section of this document on page 1).
- Olms no longer cost upkeep and received void sanity; Olm sage gold cost reduced from 175

to 155.

- Seal Guards now inflict curse upon hitting enemies.
- Umbrals and Penumbrals no longer have eyes and received the blind, darkpower 1 or 2 and voidsanity 5 abilities.
- Unleash Imprisoned Ones' gem cost was reduced from 100 to 85. Furthermore, casting it now correctly replaces The Chamber of the Seal capital site with The Chamber of the Broken Seal site (fixes a vanilla bug); the God Vessels and Legions of Gods released by this ritual also were buffed considerably and (in part thanks to a special item which can also be wished for but in that case will kill its user) are now the most powerful super combatants in Hellenika; The Chamber of the Broken Seal now also unlocks recruitment of powerful Obumbral mages with D/E/W/S paths that cost 6 com points but 0 gold, and its gem income was increased from 5 to 7; casting Unleash Imprisoned Ones now also summons three Obumbrals.
- Mirror of Earths Memories no longer costs gems.
- Barathrus Pact now summons size 5 elementals instead of size 4.
- Received a E3H3 version of Opposition.
- Received access to Olm Conclave and Enliven Marble Oracle from MA Agartha, with a slightly modified lore.
- Received access to a modified version of Enliven Sentinel from MA Agartha: Enchantment 1, 2 gems, summoned statue isn't sacred, has +25% HP and slightly modified lore.
- Received access to a modified version of Hall of Statues from MA Agartha: Enchantment 4, E4, 18 gems, summoned statues aren't sacred, have +25% HP and slightly modified lore.
- Received access to a modified version of Enliven Granite Guard: 8 gems, slightly modified lore.
- The Granite Glaives used by Granite Guardians and Sentinels now also deal +5 damage, and Granite Guardians and Marble Oracles received +25% HP and +3 strength.
- Received an E3, 12 gems and research level 7 version of Dragon Master.
- Received a D4E4 version of Call the Eater of the Dead.
- Received a pure Death version of Divine Name.
- New ritual: Umbral Host, D3E1, Conjunction 7, 15 gems, can only be cast at the Chamber of the Broken Seal, summons 4 Umbrals and 12 Penumbrals.
- New ritual: Shadow Bonds, D2, Conjunction 9, 3 gems (flat), can only be cast at the Chamber of the Broken Seal, can only be cast by Obumbrals, works like Twiceborn but instead of a Wight mage the caster will respawn as an Obumbral.
- New ritual: Will of Rhuax, F4E1, Conjunction 8, 2 gems, castable only by Rhuax, permanently summons 20 Magma Children.
- New ritual: Will of Barathrus, E5, Conjunction 8, 2 gems, castable only by Barathrus, permanently summons 3 size 6 Earth elementals.
- New ritual: Temple of the Ancients, E2H1, 25 gems, Thaumaturgy 3, can only function in a fully controlled province with a temple and friendly dominion, cannot function in the capital, creates a site that spreads dominion like a temple, allows recruitment of MA Agartha's Golem Crafters and can be entered by H1 to summon one free Attentive Statue for free per month, site destroyed if the regular temple is razed; MA Agartha's Golem Crafters were also modified; they now cost 3 com points and 50 resources (gold cost unchanged) and have a retinue of one Attentive Statue; Golem Crafter and Attentive Statue lore was modified accordingly, and Attentive Statues also received +25% HP.
- New ritual: Ancient Tunnel, Thaumaturgy 2, E1, 0 gem, can only be cast from the capital, works like Gateway but with province range 3.
- New ritual: Tactical Tunnel, Thaumaturgy 2, E1, 1 gem, can only be cast from cave provinces, works like Gateway but with province range 3.

- New ritual: Tactical Tunnel, Thaumaturgy 2, E1, 1 gem, can target only cave provinces, works like Gateway but with province range 3.
- New ritual: Planetary Transport, Thaumaturgy 9, E1, 1 gem, works like Teleport but with province range 10.
- New ritual: Planetary Travel, Thaumaturgy 9, E5, 10 gems, works like Astral Travel but with province range 10.
- New ritual: Escape the Seal, Thaumaturgy 0, S4D4, 0 gems, can only be cast from the Chamber of the Broken Seal, functions like teleport but with doubled range.
- New ritual: Awaken Legion of Gods, Blood 9, S1H4, 30 gems, can only be cast once, can only be cast from the Chamber of the Broken Seal, province range 10, caster gains insanity 33, during the event phase a Legion of Gods controlled by the player will be summoned in the target province (but it will very quickly or possibly immediately turn rogue, like regular God Vessels).
- Received a 20% rebate on The Pebble Pouch.
- New item: F/A/W/E/S/D/N/B Gemstone; Const 6, misc, E1, 5 gems (only 3 for B), 1 temporary gem of the chosen path, darkvision 50, precision 1.
- New item: The Obsidian Sigil, Const 8, misc, E2D2, 12 E and D gems, cursed, curses user, tainted 100, master ritualist 1, leadership 80, magic leadership 80, undead leadership 120.
- All Agarthan heroes except for Olm Spawns received a retinue of two Seal Guards and the ability to generate 1 gem per month; Moss Agate and Lapis also became female, as would be expected from their lore.
- Olm Spawn multiheroes received the dom spreading 1, bringer of fortune 15 and dominion immortality abilities.
- New pretender: God Vessel Trinity. Although it is incredibly powerful, it also is guaranteed to very quickly leave player control, thus making of Agartha a godless nation (cannot call god, permanently loses incarnate blesses; the God Vessels however keep the pretender tag even when independent and therefore cannot be mind controlled). It is also very expensive and always starts imprisoned. Finally, as soon as it awakens, all the usual effects of casting Unleash Imprisoned Ones will be activated, thus killing Agartha's capital population, creating a large Umbral army and transforming the Chamber of the Seal site. Beyond all that and the ability for the player to choose the God Vessels' magic paths (by the way, buying elemental magic, while incredibly expensive, also comes with huge magicboosts; and not buying magic for that thing will most likely result in very weak God Vessels), this pretender is identical to the regular God Vessels, including its Legion of Gods second shape, its pearl of darkness item, its ability to cast battle spells regardless of research and its ability to destroy forts and thrones. Going rogue or destroying a fort can happen on the very same turn these gods awaken if you're unlucky, but both of these events have surprising upsides. Its only other difference with the regular God Vessels is that: 1. If at least 1 level of either F, A, W or E was bought during pretender creation, they will create an additional site in the capital to permanently give the nation an improved bless (fireres 5, shockres 5, coldres 5, poisonres 5, undying 5 and strength 5), and 2. if at least one of the God Vessels is able to cast Escape the Seal (must buy at least S5 or D5 in pretender creation), three additional Obumbrals will be created upon awakening, while if all three do (must buy at least S5D5 in pretender creation), six extra Obumbrals will be created instead.
- Received access to the new Eternal Gate and Beast of the Night pretenders.

TIR NA N'OG

- Automated capital placement will now prefer forests and avoid mountains, highlands, swamps, wastes and farms.
- Tuatha Warriors cost half of their normal price while Fata Morgana is active, and this global ritual also causes fully controlled temples with friendly dominion and Luck 3 to create one

free Tuatha Warrior per month.

- Tuatha Warriors and Sorceresses received +1 HP, +1 def, -1 enc and power of the turning year 3, and Tuatha Sorceresses also received bringer of fortune 5.
- Ri gold cost reduced from 370 to 355 and they received combatcaster, +5 HP, +4 mor, +1 str, +1 att, +1 def, -2 enc and power of the turning year 3.
- Cu Sidhe received glamour.
- Fir Bolg Slingers received a 2 gold cost reduction.
- Fir Bolg Militia received a 1 gold cost reduction.
- Fir Bolg Warriors of both kinds received skirmisher 1 and the berserker, castle def and pillage bonus abilities; javelinists have 1 in each of these abilities while axemen have 2; in addition, axemen received a better armor, a resource cost reduction, and reinvigoration 1.
- Fir Bolg Champions received the same changes as axemen, save for the skirmisher bonus.
- Received access to Man's Chorus Master and Chorus Slave spells.
- Received a research level 0, N3A2 and 12 gems version of Faery Trod.
- Received a research level 0, W1N1 and 40 gems version of Celestial Rainbow which can only be cast from the capital.
- Received a research level 0, A1 and 40 gems version of Fata Morgana which can only be cast from the capital.
- Received a research level 6, N5H2 and 25 gems version of Faerie Court which can only be cast from the capital.
- Received a research level 0 version of Summon Sprites.
- Received a N1A1 and N2 version of Personal luck and Luck.
- Received a research level 6, 3 gems and N4A1 or N5 version of Will of the Fates.
- Received a research level 0, A1H1 and 4 gems version of Phantasmal attack.
- Received a research level 3, A3H1 version of Phantasmal Army.
- Received a research level 6, A4H1 version of Mists of Deception.
- Received a N2H1 and research level 4 version of Growing Fury.
- Received a N4H1 version of Wild Hunt for 25 gems.
- Received a N5H1 version of Enchanted Forests for 65 gems.
- Received a N2H2 and 8 gems version of Forest Dome.
- New ritual: Hymn to the Forest, Thaum 4, N1H1, 1 gem, can only be cast in forests, only takes effect if the spell casting order is given during Middle Spring, Middle Summer, Middle Fall or Middle Winter, summons 6 great bears and 24 deers unless the province is captured by the enemy.
- New ritual: Contact Gnome, Conj 8, E1N2, 25 gems, summons a E2N2 gnome.
- Received access to a A5H2 and 40 A gems version of the Robe of the Magi called Robe of the Tuatha which can only be used by female beings and has a different sprite and description.
- Shillelagh gem cost reduced from 5 to 1, and it now also increases its wielder's magic resistance and magic leadership by 1.
- Received access to the Serpent of the Underworld pretender and to the new Eternal Gate pretender.
- Received access to the Symbol of Creation pretender from Karanaac.
- Received a 20 points rebate on the Duiu of Thunder pretender and a 40 points rebate on the Hooded Spirit pretender.
- The Long Handed hero received power of the turning year 5.
- Fir Bolg Hero received prot 40, unique, and cursed affliction, now hero for Tir na n'Og rather than Eriu.
- Cu Chulainn renamed from Hero to Invincible, received fear, invulnerable 25 and unique, now spawns for Tir na n'Og after assassinating Ferdiad (Fir Bolg Hero), replacing him (5%

chance per turn).

FOMORIA

- Automated capital placement will now prefer coasts, mountains and highlands and avoid swamps, wastes and farms.
- All size 4+ Fomorian received +50% HP.
- Fir Bolg Slingers received a 2 gold cost reduction.
- Fir Bolg Warriors of both kinds received skirmisher 1 and the berserker, castle def and pillage bonus abilities; javelinists have 1 in each of these abilities while axemen have 2; in addition, axemen received a better armor, a resource cost reduction, and reinvigoration 1.
- All goat-headed Fomorian received a gore attack.
- New commander recruitable in underwater forts: Twice Cursed.
- Fomorian Giants may now also be recruited in underwater forts, though with reclimit 1.
- Unmarked may now also be recruited in coastal forts, though with reclimit 1.
- Nemedians of all kinds may now also be recruited in swamps and received swamp survival;
- Nemedian Warrior resource and recruitment point cost reduced by 6.
- Fomorian Kings, giant heroes and giant pretender received forgebonus 20% and if they didn't already have it gift of air breathing 999.
- Fomorian Scouts became poor amphibians.
- Barghest received cursed luck shield.
- Black Dogs now turn into temporary 1 HP shade beasts when killed.
- Summon Morrigan now costs 1 gem (down from 5).
- New Awaken Elder Stone ritual: Alt 9, D5H2, 25 gems, summons a Death-aligned Elder Stone from Karanaac.
- New item: Black Fruit of the Underworld, Misc 6, D2, 5 gems, cursed, curses user, allows casting Blood Feast at will.
- New item: Fomorian Aegis, D3W1, Shield 6, golden shield which autocasts Antimagic.
- Fianna hero received a retinue, patrolbonus, spellsinger, A1H1, combatcaster, negative research bonus, latehero 10, now hero for Fomoria rather than Eriu.
- Trainer of Heroes hero received invulnerability 25, combatcaster, fastcast 100, cursed luck shield, deathcurse, automatic Wailing Winds, fortune teller 30, misfortune spreader, bringer of misfortune 15, seduce 12, late hero 20, unique, now hero for Fomoria rather than Eriu.
- High King hero is now cursed and spreads misfortune.
- Received access to the Serpent of the Underworld pretender and to the new Eternal Gate pretender.

VANHEIM

- Received access to the Serpent of the Underworld pretender and to the new Eternal Gate pretender.

HELHEIM

- Received access to the Serpent of the Underworld pretender and to the new Eternal Gate pretender.

NIEFELHEIM

- Received access to the Serpent of the Underworld pretender and to the new Eternal Gate pretender.

RUS

- Automated capital placement will now prefer forests and avoid swamps, wastes and farms.
- Rus' PD is now led by a mighty ethereal and sacred A1 Northern Wind Spirit which is stronger in cold, storms and high dominion and which automatically casts Grip of Winter at the start of every battle if in friendly dominion.
- The Leshiy (in giant and bear form), Zmey and Bukavac received +50% HP.
- All Rus summons that lacked cold resistance received cold resistance 3.
- Received access to the Serpent of the Underworld pretender.

KAILASA

- Lore completely rewritten to account for Bandar Log's port to EA, epithet changed to Celestial Teachings.
- Automated capital placement will now prefer forests, mountains and highlands and avoid wastes, swamps and farms.
- Provinces with Kailasa's dominion and complete ownership as well as Growth 3 now gain population MUCH more quickly than normal, up to +350/month (this effect stacks with Growth and somewhat scales with total province population, but is not a percentage) Capital sites now also give Kailasa a 35% Conjunction bonus, spread dominion like 1 additional temple and produce an additional Air and Water gems per month.
- Kailasa now starts the game with one Cosmic Spear, an invisible and undetectable commander that cannot move except by casting teleport with its start item, and which immediately explodes and permanently destroys everything on the battlefield (including itself and immortal beings) as soon as it takes part in a battle.
- Number of monkeys in province defense was more than doubled.
- Can now recruit 1 powerful sacred White Elephant per month in the capital.
- Guhyakas received a sling.
- Devalas received +1 S level, -1 enc and 2 additional arms (both in sprite and in item slots)
- Received access to the new Summon White Elephant spell, which summons one of the new recruitable sacred White Elephants for 7 N gems.
- Summon Gandharvas gem cost reduced from 18 to 14.
- Mages of this nation no longer will cast Rage of the Cornered Rat unless specifically ordered to.
- Received access to a research level 5, N3, 10 gems version of Gift of Reason.
- Received access to the Karmic Wheel spell from DE, which negates immortality for everyone on the battlefield and was modified to also include Soul Vortex.
- Received access to a slightly modified version of the Music of the Spheres spell from DE, which permanently gives innate spellcaster 1 to the caster, which must be a magic being.
- Received access to a modified version of the Weapons of Brahma spell from DE, which makes the target friendly sacred magic being's weapons magical and armor negating; name changed to Weapons of Destiny, lore changed, path requirements changed to S2H2, spell now centered on the caster, aoe increased to 4 + 1/level, added a yellow description, modified the sound and light effects.
- New rituals: Wheeled Altar Construction, Const 3, E3H1, 20 gems, or Const 9, E3H1, 5 gems: summons a Wheeled Altar commander, which is similar to a juggernaut but has a different sprite and description, H2 rather than H3, does not spread dominion, has a research ability of 12, and is an inspiring researcher 2.
- New battle spell: Primal Enlightenment, Holy 3, 0 gem. As Twist Fate, but affects all friendly animals on the battlefield.
- New ritual: Invoke Cosmic Spear, Evoc 9, F3H4, 320 gems, only castable in Kailasa and only by a Devala. Summons a new Cosmic Spear commander identical to the one Kailasa

started the game with; the summoned Cosmic Spear will appear hiding.

- Vajra item now requires A1S1 and Const 2 to craft, costs only 4 A gems and also gives magic resistance 1.
- New item: Lotus of Wisdom, 1 handed weapon, Const 6, S1H2, 4 S gems, unusable by demons, inanimate beings and undead beings, -10 Blood levels, Thrown Sutra weapon, autoblesses wearer if sacred, float, innate spellcaster 1, magic penetration 1, automatically casts Twist Fate every battle turn.
- New item: Lotus of Virtue, 1 handed weapon, Const 6, W1N1, 2 W and N gems, unusable by demons, inanimate beings and undead beings, -10 Blood levels, Thrown Sutra weapon, innate spellcaster 1, recuperation, reinvigoration 3, cursed.
- New pretender: the Great Rudra, which must start imprisoned but spawns an extra Cosmic Spear upon awakening.
- Devatas are now also multiheroes for Kailasa (turn 20 minimum) in addition to possible summons.
- Fallen Hero received an extremely powerful sacred xpshape and no longer can be wished for.

LANKA

- Lore completely rewritten to account for Bandar Log's port to EA and for Kailasa's new lore.
- Automated capital placement will now prefer forests and avoid wastes and farms.
- Capital population doubled.
- Number of monkeys in province defense was more than doubled.
- Temples now generate 1 blood slave per month.
- Mages of this nation no longer will cast Rage of the Cornered Rat unless specifically ordered to.
- New battle spell: Primal Enlightenment, Holy 3, 0 gem. As Twist Fate, but affects all friendly animals on the battlefield.
- Received access to the new Scarlet King pretender.

YOMI – SUBARTU

- Renamed to Subartu, Necromancer Kings.
- The flag and all units except for Shikome (renamed to Rabisu) received new sprites, almost all descriptions were completely rewritten with new lore inspired by Mitanni.
- Automated capital placement will now allow caves, prefer mountains and highlands and avoid forests, swamps and farms.
- Preferred and starting temperature scale is now Heat 3.
- Now starts with Order 3 by default (and can still tank scales to Turmoil 3, but still for only 120 points).
- Starting gem income reduced by 1 A but increased by 1 E.
- Freespawn enhanced with many new events increased numbers and quality especially in high dominion, unrest, mountains, caves, wastes and extreme temperatures (but still only in temples), freespawn is generally stronger in Cold 3 than Heat 3. Details on Subartu's freespawn may be found at the end of this document.
- Powerful new cap only mage: Grand Vizier.
- Demon Priests renamed to Black Priests.
- Sorcerers renamed to Black Sorcerers and gained B1 and their random path now may be B.
- Namanari renamed to Black Sorceresses and became D1F1 rather than D1N1; their first

upgrade now costs 6 -> 9 gems, gains +1 D and B and is a demon Labasu (sort of succubus) with flying, dream seduction; their second upgrade now costs 12 -> 9 gems, gains +1 D, F and A and is an undead Lammashtha that loses dream seduction but gains assassin, spy, halt heretic 5 and sacred status.

- Black Sorceresses now prophet shape into Lubasu, and Lubasu into Lammashtha.
- Bakemonos replaced with Homunculi, artificial clay beings with a mind but no demon tag or ghost form which may still heal after battles (no noheal tag); as such, all of them received extra +5 fireres, +15 poisonres, maxage 5, pillagebonus 1, poor amphibian, waste survival, swamp survival, snow move, pierceres, slashres, inanimate (but not noheal or magicbeing), no upkeep, mapmove 20, 50% chance to start with a random affliction (except for Homunculus sorcerers, Homunculus chiefs and Great homunculi), 20% chance to start with a major affliction (except for Homunculus sorcerers, Homunculus chiefs and Great homunculi), and size 1s received +3 protection. Bakemono independents received the same treatment. Homunculus chiefs also received undead command 1.
- New Great Homunculus troop, similar to other homunculi but much stronger and reclimit 1.
- May now recruit Terracotta soldiers for 25 resources and 0 gold as well as up to 1 Clayman per fort every turn for 0 gold and 3 resources.
- Bandit leader renamed to Relic Hunter, received better stats, +40 stealth, +20 leadership, magic leadership 10, mountain survival, waste survival, new weapons and armors including a bow and a plundered amulet acting as a shield, now starts cursed and generates 0.5 unrest and 5 gold per month but cost increased from 45 to 60 and now has 2% chance per month to desert unless appointed as prophet.
- Both types of Bandit replaced with a single type of Grave Robber, received better stats, +40 stealth, mountain survival, waste survival, new weapons and armors including a bow, a net and a plundered amulet acting as a shield, now starts cursed and generates 0.1 unrest and 1 gold per month but cost increased from 9 to 11 and now has 2% chance per month to desert.
- Non-sacred Onis of various types became Utukku of various types, clay beings with a mind and the demon tag, which become undead ghosts when their main form is destroyed and recreate a fresh body when surviving a battle in ghost form; unlike real statues, they still can heal after battles (no noheal tag): Ko-Oni renamed to Utukku Spawn, Aka-Oni and Ao-Oni merged under the name Utukku Ogre, Oni renamed to Utukku Soldier, Kuro-Oni renamed to Utukku Warrior; most of those received mapmove 20, +15 poisonres, +5 fireres, waste survival, snow move, poor amphibian, slash resistant, pierce resistant, inanimate, and cost no upkeep.
- New unit: Utukku Guardian; similar to Utukku Warrior but 36 HP, slightly higher stats, three melee less good attacks, fear even while in ghost form, chaos power 2, castledef 5.
- New unit: Utukku Devourer; similar to Utukku Warrior but 60 HP, size 5, slightly higher stats, trample-swallow-digest 2, can throw boulders (2 ammo), incunrest 1, siegebonus 10.
- Sacred Onis of various types became Asags of various types, stone statues with a mind and the demon tag, which become undead ghosts when their main form is destroyed and recreate a fresh body when surviving a battle in ghost form; all of them have the following traits: cost no upkeep, sacred status, 20 base prot while in main form and 0 while in ghost form, no armor equipment and weapons other than Throw fire turn into phantasmal weapons while in ghost form, doubled ghost form HP (leading to same HPs in ghost form as in main form), enc 0, chaos power 1, poisonres 25, fireres 20, mapmove 20, pierceres, slashres, inanimate, pooramphibian (normal amphibian while in ghost form), mountain survival, waste survival, noheal while in main form; commanders also have a 1d6 shade beasts retinue (instead of the wolves of vanilla).
- Amanojaku renamed to Asakku; they gained an ancestor sword instead of their vanilla

weapon and +6 HP in main form as well as all typical traits of Asags (but prot 19 only).

- Cap site may be entered by a E3 mage up to once per month to create 1 free Asakku.
- Dai Oni renamed to Asag Lord and received all typical traits of Asags as well as doubled max age, the mason ability, +20 HPs in main form, and +40 magic leadership; each now also has 8% chance while in friendly dominion to summon 1 Utukku Soldier/Warrior/Guardian (picked at random); lastly, their gold cost was increased from 500 to 700.
- Oni Shugo renamed to Asag Champion and received all typical traits of Asags; each now has 8% chance while in friendly dominion to summon 1 Utukku Ogre, and their gold cost was increased from 195 to 275.
- Demon General renamed to Asag Standard and received all typical traits of Asags (with 40 base HP) as well as Oni summoner 10; unlike other Asags, due to wielding a heavy standard, it has enc 10 in main form and no misc item slot, but it wields a powerful doom glaive and is an expert inspirational leader with +40 magic leadership. Lastly, their gold cost was increased from 125 to 185.
- The Throw Flames weapon is now natural, allowing Oni commanders to keep it while equipping other weapons.
- Lost access to Nushi, Tengus, Kappas, Horse-faces and Ox-heads.
- New ritual: B3D2 or B2D3, Blood 0, 1 slave, cap only, summons 1 powerful Demon Tiger bodyguard and patroller.
- New ritual: Behemoth Lord, D3, Ench 4, 15 gems, summons a Behemoth commander with D2E1H1, innate spellcaster 1 and 8% chance per month while in friendly dominion to summon a normal Behemoth.
- New ritual: Ascension of Blood, B3D3, 44 slaves, Blood 8, transforms the caster into a Vampire Lord, caster can't be undead, demon or inanimate.
- New ritual: Shape Homunculus Horde, Const 7, E5B2, 80 gems, summons a Homunculus Sorcerer commander accompanied by a retinue of about 400 homunculi (including about 25 great homunculi); like all retinues, it is entirely recovered after battle so long as the sorcerer survived.
- End of Weakness reworked: now Blood 9, B5E3, 5 slaves, grants Regeneration to all friendly beings on the battlefield even if inanimate, undead or demon.
- Ghost General/Shura renamed to Asag General, now similar to an Asag Champion/Standard with the upsides of both, higher stats, superior leadership, fear even while in ghost form, a doom glaive that remains usable while in ghost form, heat aura even while in ghost form; Conj 6, 20 gems.
- Araburu-kami replaced with Ashen Angel commander, Conj 9, 30 gems, H4, reanimator, sleep aura 30, stealth 90, assassin with patience 10, halt heretic 5, invisible, can spend the turn creating 1 Lammashita troop.
- Received access to a pure E and 10 gems version of the Stone Idol item.
- Received access to a D1F1 version of the Doom Glaive item and a 20% rebate on the vanilla version of the item.
- Lost access to far eastern pretenders but gained access to middle eastern pretenders, the Great Black Bull, the Eternal Gate and the Scarlet King; Oni Kunshu renamed to Asag God-King and now has 8% chance while in friendly dominion to summon an Utukku Devourer.
- All of Subartu's heroes were completely reworked and are now much more powerful but latehero 12.

HINNOM

- Automated capital placement will now prefer nothing and avoid swamps, wastes, forests and

farms.

- The Grigoris' undead command was increased by 80, their damage reversal value was increased from 2 to 9 and they all received +1H.
- Each Grigori now has a separate 33% chance per month to sire a new Nephil son while in a wasteland controlled by Hinnom or Ind; this event can only happen up to once per Grigori per nation.
- Nephilim's random paths can now also be Air.
- All size 3 recruitables (but not size 4+ recruitables) received +50% HP.
- Rephaite Warriors received +15% HP.
- Kohen undead command increased from 5 to 10 and received +10% HP.
- Ba'al undead command increased from 10 to 20.
- Melqart undead command increased from 15 to 40; also affects Berytos and Nabatem.
- Any province where at least one Melqart is performing a pillage will now lose (+/-25%) 500 population and, if this didn't kill its population entirely, will grant the province owner about (+/-50%) 100 gold and 5d6 (exploding, average 20) blood slaves. The entire effect is doubled if it occurs within the Melqart's own dominion. Note this doesn't apply to Melqarts summoned by Berytos or Nabatem nor to the Melqart pretender god.
- Lilot are now N1.
- Received a N1B1 version of Summon Lilot.
- Received a Blood 0, B3, 101 slaves version of Summon Lilot.
- Received a new national special version of EACH purely blood battle spell except Summon Imps as well as of Hellfire and Infernal Prison; these special versions have H1 as their secondary path and have halved fatigue (and therefore slave) cost. As a result, most of them no longer cost a single blood slave to cast.
- New battle spell: Summon Imp, B1H1 version of Summon Imps which summons only 1 imp but costs only 10 fatigue.
- New battle spell: Summon Imp Horde, B1H1 version of Summon Imps which summons 15 rather than 5 imps.
- New battle spell: Convoke Imps, B1H1 version of Summon Imps which requires research level 8 but only costs 50 fatigue.
- New battle spell: Qliphothic Mastery, B7, Blood 9, attempts to take control of all demons on the battlefield, standard MR check to resist, can't be cast underwater, affects even mindless beings.
- Received a special version of Plague of Locusts which only costs 77 gems (rather than 88) and summons 11 locusts (rather than 9).
- New ritual: Construct Tower of Ambition, Const 9, E4, 30 gems, creates the first step of the Tower to Heaven, a unique site which generates dominion like 2 temples and 3 E & F gems per month, also can be improved with the four next rituals, which all must be cast in order in the same province at least 4 months after the previous ritual and generate dominion like 2 more temples, all of these sites must be claimed like thrones to take effect as well as to be upgraded; even though only one Tower to Heaven may exist at a time, when completed the Tower may be destroyed by Nabatem's Ultimate Desecration ritual, which allows attempting to construct a new one.
- New ritual: Construct Tower of Unity, Const 9, E5, 60 gems, upgrades the Tower of Ambition, thus creating a Grand Citadel, generating 500 gold per month, and generating a roughly 32 units large army of mostly Avvim every month (note: if the Tower is besieged, the army will not appear).
- New ritual: Construct Tower of Power, Const 9, E6, 90 gems, upgrades the Tower of Unity, gives it a 35% blood magic rebate and summons a free Fallen Angel every mid-season (note: if the Tower is claimed by another nation than Hinnom and is besieged, the Fallen Angel will not appear).

- New ritual: Reascendence, Conj 7, D3B3 and 33 gems or Blood 7, B3D3 and 88 slaves, can only be cast by a Fallen Angel, summons a Fallen Angel.
- New ritual: Construct Tower of Knowledge, Const 9, E7, 90 gems, upgrades the Tower of Power, increases Order scales by 6 and generates 24 S gems per month.
- New ritual: Construct Tower of Divinity, Const 9, S7, 320 gems, upgrades the Tower of Knowledge and completes the Tower to Heaven; first, causes all provinces except those owned by the controller of the Eyes of God to lose 1.5 Luck scales per month on average, provinces with Misfortune 3 having 15% chance per month to lose a temple, an average of 60 gold, 20% of their population, and 3 dominion; second, adds to the province a 20% magic rebate in all schools (including Blood, which makes it 55%); third, while a given player controls both the claimed site and the Eyes of God, all of that player's H4+ priests gain the ability to destroy thrones by preaching on top of them (they don't need to control the inside of the fort, but they cannot be inside it if the fort is besieged, unless their controller is Hinnom), provided that the Tower wasn't besieged last turn (or that the player who was besieged was Hinnom); lastly, permanently sets the province defense to 100.
- New GENERIC ritual (accessible to all nations): The Eyes of Divinity, B1 and 0 slaves version of the Eyes of God which can only be cast from the Tower of Divinity.
- New artifact: Book of Prophecies, misc 8, S4H1, 25 S gems, +3H, foretelling 75, research bonus 100, inspiring researcher 33. A much weaker but still very powerful version of this item (+1H, research bonus 100, inspiring researcher 3, fortune teller 25) will be obtained if any attempt is made to wish for it.
- Received a 20% rebate on Enchanted Salt.
- New item: Qliphothic Light, F1H1, 1 gem, Misc 0, only usable by size 4+ beings, can't be found after the battle if the user is killed, boosts Blood magic by 1 level.
- The Golden Horns weapon used by the Nephilim, Hinnom's heroes and the Son of the Fallen pretender god now deal double damage against magic beings.
- All of Hinnom's heroes received 3 temporary gems of their unique path, except for the Son of Azazel and the Son of Ezekiel; instead, the former received combatcaster and the ability to cast battlespells twice as fast as most other mages, and the latter automatically casts Storm at battle start.
- Received access to the new Eternal Gate pretender.

UR – ERIDU

- Renamed to Eridu, the Primordial City (but the name of Ur remains in the lore).
- Lore completely rewritten.
- Automated capital placement will now prefer nothing and avoid forests, wastes and farms.
- Now starts with a Grand Citadel.
- Eridu's capital now generates Growth and Production in its province.
- Fort cost increased by 60%, and demolishing dry land forts now grants 1200 gold for Eridu; doing so will also generate a Primordial Clay site in the province, increasing its Growth and Production but automatically destroying any new fort built there. Furthermore, while fully controlled by Eridu and under Eridu's dominion, any province with Primordial Clay has 25% increased gold income, 25% chance per month of generating 1d3 Water gems and 25% chance per month of generating 1d3 Earth gems.
- Eridu's dry land forts now generate 10 unrest per month unless a royal couple (an Entu and an Ensi) is located in it; furthermore, such a royal couple reduces unrest by 10 per month and increases province defense by 3 per month (even over 19 PD, and even outside forts).
- Fully controlled underwater forts with a Kulullu King, a Kuliltu Queen and a temple now generate double the gold income, regardless of their owner.
- If Eridu conquers Akkad's City-States, it can use its own Ensis to enable special recruitment there, and it can recruit Mashmashu, Maidens of the Moon and Mushussu in Akkad's capital.

- All of Eridu's commanders that require a land fort for their recruitment have seen their com point cost reduced by 1 (generally down to 0 for non-mages, 1 for basic mages, and 3 for cap only mages), except for Enkidu Elders, which instead cost 0 com point in the capital only.
- All size 3 recruitables (both Enkidu and Kulullu) received +50% HP.
- All of Eridu's troops that require a land fort for their recruitment have seen their resource and recruitment point costs roughly halved.
- Any province with both a Sal-Me and friendly dominion will gain 100 extra population per month.
- Enkidu Elders now have fixed research 1 (unaffected by magic scales) and 5% chance of being S1. Additionally, there is 50% chance per month while there is an Umu-apkallu in the capital that an Enkidu Elder located there will gain dominion spreading 1.
- Enkidu Scouts received swamp survival.
- Mushussu can now be recruited in all swamps even without a temple, are now spring immortal, also have a Serpent Tail attack, no longer cost upkeep while in their owner's dominion, and their recruitment point cost was reduced from 25 to 5.
- New recruitable SIRRUSH in the capital, a stronger, larger and very expensive Mushussu that doesn't cost upkeep while in the capital and that spreads dominion like a temple; however owning a SIRRUSH is necessary for recruitment of more SIRRUSHES to be possible.
- Ur-Guard siege defense ability increased from 1 to 5.
- Enkidu Horn Blower standard ability increased from 1 to 2.
- Enki's Chosen's weapon received +1 damage, magic damage and soulslaying, and they now may only be recruited in the presence of an Enkidu king.
- New recruitable unit: Enkidu Demolisher, with a powerful twohanded maul.
- Kulullu Kings are now H3 and their gold cost was increased from 145 to 185.
- Kuliltu Queens received an extra 100% A/W/S/N random and their gold cost was increased from 195 to 260.
- Kulullu Sage research bonus increased from 4 to 12.
- Equipping all four artifacts of Dawn (Dawn Fang, Armor of the Dawn, Shield of the Dawn, and Helmet of the Dawn) on an Ensi of Eridu simultaneously will kill him and summon in Eridu's control the incorruptible Dawn Warrior/King of the World, who however will die (and become summonable once again) if he ever loses one of these four artifacts. The King of the World is an extremely powerful teleporting warrior-mage who also has the highest damage reversal value in the game (12). Additionally, if Eridu isn't in the game, any nation may create the King of the World instead of Eridu.
- Umu-apkallu received awe 4 and +25% HP.
- Anzu received +25% HP.
- Kusarikku and Ugallu received +50% HP.
- Summon Ugallu path requirement reduced from A3 to A2.
- Summon Anzu path requirement reduced from A4 to A3.
- New S1 version of Call Apkallu that can only be cast by Enkidu Elders for 120 gems.
- New W2H2, Conj 3, 1 gem version of Voice of Apsu.
- New W1H2, 4 gems version of Voice of Tiamat.
- New pure W version of Gift of Nature's Bounty.
- New W2H2, research level 0, range 50, fatigue 20 version of Earth Meld.
- New W2H2, research level 3, range 50, fatigue 20 version of Destruction.
- New W2H2, research level 5, range 50 version of Shatter.
- New ritual: Bountiful Harvest, W2H2, Thaum 0, 10 gems, only castable at a Primordial Clay site and only once per month per province, creates about 250 gold.
- New ritual: Dome of the Kings, H2, Ench 0, 0 gems, as Dome of Solid Air but may only be

cast in the capital.

- New ritual: Dome of the Dawn, H2, Ench 0, 0 gems, as Dome of Solid Air but may only be cast on Primordial Clay.
- New ritual: Bind Disease Lord, Blood 7, B5 or B3H2, 133 slaves, summons a Disease Lord similar to Heliophagi and to Disease Demons but not unique, with B3 + 100% A/D/B + 100% A/D/B + 100% A/D, heretic 5, leper 5, assassin, amphibian, and the ability to spend the month creating 2 Disease Demons for free.
- New ritual: Contact Twin Kingdom, Thaum 3, W1H3, 30 gems, can only be cast from coastal provinces, can only target sea provinces, provrange 2; up to once per game, if the target province is controlled by independents and doesn't have a Throne of Ascension or a fort, its defenders will be removed, it will gain the caster's dominion as well as ten thousand population, a level 2 fort, a laboratory and a site that generates a Water, Astral and Nature gem per month, and it will become besieged by a small Kulullu army under the caster's control, led by a Kulullu King and able to storm it immediately.
- New ritual: Great Hymn of Ur, Thaum 0, W2H2, 40 gems, if cast in the capital or one of its dry land neighbouring provinces, will create a Blessed Quarter site which enables recruitment of Enki's Chosen, prevents forts from being destroyed by Primordial Clay and enables use of Dawn Mortars even within forts. May only be cast successfully up to four times per game.
- New ritual: Eternal Hymn of Ur, Thaum 5, W2H2, 70 gems, as Great Hymn of Ur but must instead neighbour a Blessed Quarter province and may function any number of times per game.
- New ritual: Conjure Primordial Clay, Thaum 8, W7H4, 50 gems, province range 3, summons a Primordial Clay site in target province, however the site will immediately be removed if Burn the Ground was cast in that province on the same turn.
- New ritual: Warding Sigil of Dawn, Thaum 0, W2H2, 10 gems. Should this ritual be successful, it will summon a Primordial Sigil. Starting from the event phase, all enemies entering battle against it are immediately affected by Vortex of Returning. The Primordial Sigil only remains until after the next turn's event phase. It is capable of hiding but not of leaving its province. This ritual will fail if it was already cast the previous month in the same province or if the province is conquered the month that the ritual is cast.
- New ritual: Warding Sigil of Kings, Thaum 0, W2H2, 20 gems. Functions as Warding Sigil of Dawn, but both will work if cast in succession. However, the Warding Sigil of Kings' cooldown is 6 months rather than 2. Additionally, Eridu will be warned when this timer is completed after having cast the spell.
- New ritual: Reforge Dawn, Const 9, S4E3, 200 gems, creates a perfect duplicate of all four artifacts of Dawn in Eridu's control (unlike Wish, this won't destroy any of the originals).
- New GENERIC ritual (available to all nations): Burn the Ground, Thaum 0, F1, 20 gems, provrange 1, removes any Primordial Clay site in the target province.
- New item: Dawn Mortar, Misc 0, W1E1, bearer can create Primordial Clay sites at will in fully controlled fortless dry lands, gaining 300 gold in the process; Eridu will also be made aware of the fact if another nation successfully uses this item.
- Two new unique items: Sandals of the Divine Soil/Flood, Feet 0, E2/W2 and H3, 12 gems, cursed, +2E/+1W and +1H, 3 temporary gems; the E version can be used by female beings only and the W version by Enkidu kings only; in addition, each Early Spring, if the capital hosts both an Entu with the E sandals and any commander with the W sandals, population will increase by roughly 5000 and a free SIRRUSH will be summoned.
- Received a 20% rebate on Smashers.
- The Favored of Enki hero received beastmaster 6, sailing 999 for any size and 8% chance per month to summon a SIRRUSH while in friendly dominion but is now latehero 10.
- The Apkallu hero received +1 H level and gift of water breathing 999.

- The Entu of the Moon hero received +1 S level and pearl cultivation 10.
- Received access to the new Eternal Gate pretender.

BERYTOS

- Automated capital placement will now prefer coasts and avoid swamps, wastes, forests and farms.
- Coast income bonus increased from 10 to 100%.
- Received a 25% rebate on mercenaries.
- New recruitable commander: Berytian Diplomat, a sailing spy.
- Berytian Lancers, Berytian War elephants, Colossi Warriors and Brides-in-Waiting received wastesurvival and mountainsurvival.
- Colossi Warriors received +2 HP, +1 str, +1 att, +1 def, woundfend 1 and -5 gold cost Lilot are now N1.
- Berytian Sages' random path now may also be Earth, giving them a chance for E2.
- Berytian Priests' undead command increased from 5 to 10.
- Bride-in-Waiting undead command increased from 10 to 20.
- Melqart undead command increased from 15 to 40; also affects Hinnom and Nabatem.
- Received a N1B1 version of Summon Lilot.
- Received a Blood 0, B3, 101 slaves version of Summon Lilot.
- New Infernal Blessing battle spell: B3H3, Blood 0, 3 slaves, blesses all demons on the battlefield even if not sacred.
- New Blessing of the Storm battle spell: Ench 5, F2H2, 2 gem, blesses all friendly sacred beings and grants them extra attack, movement speed, and flying shield.
- Received access to the new Eternal Gate pretender.

MEKONE

- Automated capital placement will now prefer nothing and avoid swamps, wastes, forests and farms.
- No longer accesses the old Cyclops pretender (which was previously added by Pantheon Reborn).
- Starting fort changed to a Giant Citadel, and can now build Giant Citadels naturally.
- Native dominion conflict bonus increased from 1 to 3.
- Capital site can now be entered for combat training (6 XP per month).
- Gigantomachia requirements reduced to E4F3, 50 gems and research level 6.
- Blessing of the God-Slayer no longer costs any gem.
- Every Gigante received halt heretic 1 or more, except for Polemarchs, who received Awe 2 instead. All Gigante also received +50% HP.
- All Gigante troops received a sacred xpshape with god-slayer weapons, and the Lochos now xpshapes into a polemarch, even gaining appropriate magic paths upon completion.
- Kryptes received woundfend 1 and slightly increased patrolbonus, in addition to sacred status and halt heretic 2.
- Archons and Basilei received 2 additional misc item slots.
- Gerontes com point cost reduced from 2 to 1, their random magic path is now 90% rather than 100%, which allows recruitment even without labs, and they can now also be recruited without temples.
- Gerontes and Ephors received -2 strength (see the Diadem of the Gigantes item to understand why) and now can lose old age penalties with the Unaging bless.

- Elder Cyclops' resource generation increased to 40 and HP by 50%.
- Helote resource costs reduced: Peltast -1, Ekdromos -2, Hoplite -4.
- Helote Peltasts' recruitment point cost and morale was also reduced by 1, and their gold cost by 2.
- Necessary XP required for Helote promotion reduced from 50 to 20.
- Perioeci Peltasts and Scouts as well as Neodamode Ekdromoi, Hoplites and Commanders received +1 HP, strength, attack and morale as well as +2 precision.
- New battle spell: Titanic Tremblor, E2A1/E2D1, 1 gem, Evoc 4, all enemies on the battlefield get paralyzed for a short duration (proportional to the strength of the caster), hard to hit ethereal, flying immune, size 5+ immune and size 3-4 have a chance to resist the spell, hard MR negates.
- New item: Diadem of the Gigantes, Const 2, E1, 4 gems, crown, can only be used by size 4 or more beings with at least 20 strength and two hand slots, gives awe 1, warning 5, automatically casts Power of the Spheres at the start of every battle.
- New item: Belt of Power, misc 6, F1, can only be used by size 4 or more beings with at least 20 strength and two hand slots, the user casts battle spells twice as quickly as most other mages, reinvigoration -3.
- Two powerful new heroes: Krateos the First Deicide and Nobody the Master of the Krypteia.
- The old King of Pallene hero received a retinue of sacred Gigante hoplites.
- Received access to the new Eternal Gate pretender.

UBAR

- Received a slightly modified flag and score graph color.
- Automated capital placement will now prefer nothing and avoid forests, swamps and farms.
- Taxes in wastes increased by 900%, except in capitals.
- When the God awakens, a chest item called the Diamond in the Rough is added to Ubar's treasury; that item boosts all of the user's magic paths by 10 and may be used to cast Wish for free; however, on the turn resolution after it was equipped, it will be permanently replaced with a Diamond of Innocence, which acts as a chest +1 S booster. As a result, the Diamond in the Rough may only be used once.
- Ifrit Sultans received +2 H levels and innate spellcaster 1 and each have a 8% chance per month while in friendly dominion to summon an Ifrit Warrior.
- Marids received innate spellcaster 1.
- Ifrit Warrior commanders now each have a 8% chance per month while in friendly dominion to summon another Ifrit Warrior.
- Can now recruit Jinn Warriors, Jinn Emirs and Jinn Sahirs in other forts than the capital IF an Ifrit Sultan is present; in that case, Jinn Warriors are limited to 1/month and Jinn Sahirs cost 4 commander points.
- Houri gold cost reduced from 140 to 70.
- Guardian of the Forbidden Chambers resource cost reduced from 31 to 12 and recruitment point cost reduced from 37 to 18.
- Ubar's Marids received +1 W level (bringing them to the same level as Sa'Ba's).
- Received a F3A3 and an A3F3 version of Wish, for 90 gems each.
- Received a Fire version of Arcane Nexus.
- Received a Fire version of Divine Name for 15 gems at research level 0.
- New ritual: Scrying Pyre, as Scrying Pool but F2 and 1 gem.
- The Black King hero received innate spellcaster 1.
- The Firstborn of the Smokeless Flame pretender received innate spellcaster 1, can only be

taken imprisoned, no longer may be wished for, and now spawns 1 Ifrit Warrior per month for Ubar only.

- New pretender: the Pure-Hearted Prince, which disables the City of Brass capital site for the entire game and doesn't awaken with the standard free Wish, but spawns sacred soldiers every month and one Diamond in the Rough every Middle Summer for as long as he is awake and alive.
- New pretender: the Guardian of the Cave, which awakens with three wishes rather than one but is forced to start imprisoned.
- New pretender: the Sin of Marids, which may be summoned back from the dead or from imprisonment instantaneously by a prophet in the capital thanks to the new ritual Unleash the Sin of Marids, and which will only upgrade the capital fort if it is first destroyed.
- Received access to the new Eternal Gate pretender, and for this nation the Eternal Gate pretender will now spawn a weaker Ancient Gate at the start of the game which will be removed when the god awakens.

ATLANTIS – IAPETO

- Renamed to Iapeto, Horror of the Depths.
- Lore rewritten and expanded.
- Automated capital placement will now prefer caves, gorges and deep seas and avoid forests.
- Received +2 D and +1 E bonus bless points.
- All size 3+ Atlantians received +50% HP.
- Living Pillars received fear, bodyguard 10, and their castle defense value was increased from 2 to 10.
- New recruitable sacred D2 +25% E/D spellsinger mage: Crystal Gazer.
- Basalt Kings received D4 +10% D, spellsinger, +100% Death battle spell range, +4 Death ritual province range and doubled casting speed (cancelling the effect of spellsinger on casting speed).
- Basalt Queens received spellsinger.
- Lost access to the following spells: Blight, Arouse Hunger, Revive Wights, Revive Bane, Summon Lammashas, Revive Bane Lord, Streams from Hades, Summon Spectre, Summon Ghosts, Summon Catoblepas, Summon Mound Fiend, Call Wraith Lord, Manifestation, King of Banefires, Call the Eater of the Dead, Ghost Riders, Legion of Wights, Tartarian Gate, Corpse Man Construction, Construct Manikin, Construct Mandragora, Animate Skeleton, Animate Dead, Reanimation, Revive King, Raise Skeletons, Create Revenant, Raise Dead, Twiceborn, Behemoth, Pale Riders, Horde of Skeletons, Hidden in Snow, Hidden in Sand, Hidden Underneath, Reanimate Archers, Ziz, Ghost Ship Armada, Carrion Reanimation, Life after Death, Ritual of Rebirth, Lichcraft, Fields of the Dead, Army of the Dead, Vengeance of the Dead, Control the Dead, Leprosy, Foul Air, Plague, Black Death, Undead Mastery, Bind Bone Fiend, Curse of Blood, Blood Rite.
- Received access to pure D versions of the following spells, only usable by spellsingers: Twist Fate, Arcane Bolt, Nether Bolt, Astral Geyser, Nether Darts, Astral Tempest, Cheat Fate, Doom, Arcane Domination, Power of the Spheres, Juggernaut Construction, Astral Shield, Opposition, Dome of Arcane Warding, Unraveling, Horror Mark, Astral Window, Paralyze, Soul Drain, Mind Hunt, Mind Burn, Dispel.
- Received pure D versions of the following spells, only usable by spellsingers, with the addition of becoming castable underwater, and with modified costs and requirements: Call Lesser Horror (Conj, D4, 90 fatigue, 0 gem, ainocast), Send Lesser Horror (Conj, D2, 4 gems, province range 2 rather than 6), Call Horror (Conj, D3, 1 gem, province range 2 rather than 6), Send Dream Horror (Conj, D3, 7 gem, province range 2 rather than 6s), Dome of Corruption (Ench, D4, 10 gems), Horror Seed (Conj, D3, 10 gems, province range 2 rather than 6), Send Horror (Conj, D4, 12 gems, province range 2 rather than 6).

- Received a W4, research level 5 and 40 gems version of Guardians of the Deep.
- New battle spell: Abyssal Darkness, works exactly like Darkness but also requires W1 and can be cast underwater.
- New battle spell: Grasp of the Dark, D3 and 1 gem version of Control that is much harder to resist but can only be cast by spellsingers and doesn't affect beings with Void Sanity.
- New Basalt Golem Construction ritual, E3D3, 30 gems, summons an E2D2 golem with darkpower 3 and very high protection.
- New item: Unseeing Eye, Misc 0, D2, spellsinger, voidsanity 5.
- New item: Dark Shard, Misc 2, E1D1, 2 temporary D gems, +1 pen.
- New item: Basaltic Maw, Helmet 4, E4, 18 prot, grants ability to trample, to swallow victims on successful tramples, to deal them 2 damage per turn while swallowed and to recover that much health.
- New item: Dark Crystal Spear, 1-handed weapon 6, D3E1, cursed, recuperation, spiritsight, blesses user if sacred, magic life draining spear, may only be used by size 3+ beings, cannot be used by demonic, undead or inanimate beings, removes all undead leadership ability from the user.
- Received access to versions of Crystal Heart, Crystal Matrix, Slave Matrix and Eye of the Void that use D instead of S.
- Received access to the Eternal Gate and Medusa pretenders.

R'LYEH – AULGYATHTHU

- Renamed to Aulgyaththu, Unseen Dominance.
- Lore rewritten and expanded.
- Automated capital placement will now allow caves, prefer gorges and deep seas and avoid nothing.
- Now starts with a Citadel of Power in the capital instead of an UW Fortress.
- Capital site now increases all rituals' range by 1.
- New recruitable unit in all land forts: Lobotomized Slave, similar to Mictlan's levied slaves, but with the following differences – mindless, magic being, magic resistance 5, old at 5 years old (but doesn't start old), gold cost 4, produces 1 resource per month.
- New recruitable commander in all UW forts: Disintegration Engine, an immobile, unteleportable, mindless, upkeepless S4D2 monolith that costs 300 gold and 3000 resources; there can only be one per province, when its construction is finished it kills all lobotomized slaves and shambler thralls in underwater and coastal provinces that are fully controlled by Aulgyaththu and have Aulgyaththu's dominion, also killing 4% of population in its own province, can cast a special spell called Disintegration Overload at Evoc 0, 0 gem and provrange 4, thus dealing 40 damage to all units in the target province during the event phase and becoming an Inactive Disintegration Engine for one year, thus losing its paths and its ability to cast Disintegration Overload.
- Slave Princes received +50% HP.
- Shambler thralls received +50% HP and resource generation 2 (also affects R'lyeh).
- Meteorite tridents received +2 attack and +2 def (affects Aulgyaththu's Slave Princes as well as several of R'lyeh's units).
- Grandmothers and the Polypal queen and Void Lurker pretenders received poison skin 40, supplybonus 40 and water breathing 80.
- Polypal mothers received poison skin 20, supplybonus 20 and water breathing 20.
- Regular Aboleth commanders received sacred status, poison resistance 7, poison skin 20, dark power 2, gift of water breathing 40 and a gold cost reduction from 215 to 200.
- Abodai received +1 H, poison skin 20, dark power 2, gift of water breathing 20 and mindslime 5.

- Mind Lords received sacred status, poison skin 20, dark power 3, gift of water breathing 80, fear 5 and +20 HP.
- First Spawn pretender received poison skin 20, mindslime 5, poison resistance 7, supplybonus 40, dark power 3, gift of water breathing 80, fear 5 and +20 HP.
- All Aboleths' twiceborn shape received most of the new abilities of aboleths as well as recuperation and vastly increased HP but now also takes damage equal to 15% of its max HP every month while on dry land.
- Gibodai and Giboleth both received void sanity 5, dark power 1, poison resistance 7, poison skin 8 and -10 gold cost.
- Polypal Spawn received +1 mor, +1 att, void sanity 5, dark power 1, poison resistance 7 and poison skin 4.
- Androdai received -45 gold cost and gift of water beathing 20.
- Androleth received -15 gold cost.
- Slave mages received researchbonus -5.
- Mind Vessel gem cost reduced from 15 to 5.
- Received a 15 gems version of Dispel.
- Received a pure Water version of Summon Flame Jelly.
- Received a 15 gems and research level 4 version of Imprint Souls.
- Received a D2S3 version of Drain Life.
- Received a D1S3 version of Soul Vortex.
- Received a S5D1 version of Soul Drain.
- Received a S6 and 6 gems version of Master Enslave.
- Received a S5 and 5 gems version of Arcane Domination.
- Received two research level 7 versions of Call Abomination, one W5S2, the other S5W2.
- Received a Thaum 9, S7D2, 20 gems version of Astral Corruption that can be cast underwater.
- Received a D4S4 and 70 gems version of Utterdark and a S4D4 version of Utterdark.
- Received the Polypal Growth and Slime Cloud spells from DE.
- New ritual: Extract Essence, Thaum 0, D2S2, 5 gems +1/month, provrange 1, can only be cast on land and can only target land provinces, for as long as the target province is under Aulgyaththu's control it will generate 1d6 D gems per month but gain Drain and Death scales and lose 1% of its population.
- New battlespell: Abyssal Darkness, works exactly like Darkness but also requires W1 and can be cast underwater.
- New ritual: Abyssal Probing, W3S3, 4 gems, Conj 5 version of Acashic Knowledge that can only be cast underwater and can only target deep seas.
- New ritual: Noxious Water, D1W2 and 3 gems version of Vile Water that can be cast underwater.
- New ritual: Vile Ebb, D1W5 and research level 7 version of Noxious Water that summons 2 cubes +1/level for 12 gems.
- New ritual: Infected Air, D3E1 version of Foul Air that can be cast underwater.
- New ritual: Aboleth Citadel, Const 9, E3W3, 50 gems, works like Three Red Seconds but can only be cast underwater.
- New battlespell: Mucus Tide, Ench 5 W4S2 2 gems battlefield-wide version of Sailors' Death that doesn't affect friendly units and is MR resists easily.
- New battlespell: Polypal Domination, Ench 5 W4S2 3 gems UW only version of Master Enslave that only affects non-undead, non-inanimate, non-amphibious units (ie: purely terrestrial units that received gift of water breathing to go UW) and that permanently gives successfully enslaved units water breathing (not the amphibious ability).
- New ritual: Subjugate Throne, Conj 0, S3, 0 gems, province range 3, may only target own

provinces, silently claims a throne located in the target province (target throne however will appear as claimed in the throne list).

- New ritual: Veiled Master, Thaum 5, S4, 2 gems, can only be cast by Androdai, transforms them into Veiled Masters, thus gaining a new sprite, upkeep 0, insane 0, stealth 50, glamour, invisibility, spy, assassin, patience 5, scale walls, mind slime 5, inquisitor and +1 H, but also master ritualist -1, mastersmith -1, research -4 and -1 misc slot.
- New ritual: Antediluvian Memories, Alt 7, S3W3/W2S2/D1S2, 30/20/15 gems, can only be cast by Mind Lords/regular Aboleths/Abodai and only in the capital, caster gains master ritualist 1 permanently, can only be used once per caster.
- New ritual: Syllable of Ruin, works roughly like DE's Doom from the Heavens, summoning a comet to the targeted province and causing huge damage (huge popkill, lab and temple destruction, worldwide unrest) after three months (domes can stop it if they're already there before the spell is cast, but not if the comet is already approaching); Evoc 7, 60 gems, four different versions: S6D2, S6E2, D2S6, E2S6.
- New ritual: Syllable of Annihilation, Evoc 9, D2S7, 90 gems; works roughly like Syllable of Ruin but the meteor takes one additional turn to land, domes are extremely unlikely to stop it, it deals greater damage, causes worldwide darkness, dominion change and increase in magic and death scales, it doesn't indicate in advance which province will be hit, and it destroys any fort and throne of ascension in the targeted province.
- New ritual: Catatheosis, Conjuraction 9, S8W4, 15 gems, provrange 5, a pretender god in the target province automatically suffers an assassination attempt by a greater horror..
- New ritual: Convoke Council of Eons, Enchantment 9, S8D3, 100 gems, can only be cast one time and only in the capital, creates a site that produces 3S, 1W, 1D and 1E gems per month and offers a 25% rebate on the rituals of all schools and item forging.
- Received a 20% rebate on Arcane Lenses and Amulets of Antimagic.
- Received a S1 and 3 gems version of the Slave Collar item.
- New item: Vial of Mucus, misc 0, W1, 1 gem, cursed, cannot be found, water breathing.
- New item: Mind Worm, misc 4, W2H1, 10 W gems, cursed, not usable by inanimate beings, bringer of misfortune 15, innate spellcaster 1, temporary astral gems 1, magic penetration 1, magic resistance 1, user will receive two horror marks per month unless he's a magic being, user will cause a paralyzing explosion versus MR upon death.
- New item: Polypal Parasite, misc 6, W2S2, 10 W gems, cursed, cannot be found, morale 3, magic resistance 1, reinvigoration -2, ages twice as fast as normal, user can cast Enslave Mind at will.
- New item: Aphotic Orb of Genesis, misc 6, W5S3, 30 W gems, +2 W and S levels, can cast Cross Breeding for free, can spend the month creating 5 Algae men for free, usable by Aboleths and Veiled Masters only.
- New item: Aphotic Orb of Sovereignty, misc 6, S3H2, 20 S gems, magic penetration 3, fixed forge bonus 1, usable by Aboleths and Veiled Masters only.
- New item: Aphotic Orb of Abhorrence, misc 6, E1H2, 40 E gems, cold resistance 15, patrol bonus 40, retinue of 1 sacred Uboath (similar to Gore Tide Horror, but doesn't spread diseases, not ethereal, regeneration 20 only, fire vulnerability 15, sacred, halt heretic 5, mindless, woundfend 99, cold aura, dark power 3), usable by Aboleths and Veiled Masters only.
- New item: Aphotic Orb of Twilight, misc 6, D2H2, 20 D gems, same effect as Cauldron of the Elven Halls, dark power 3, automatically casts Abyssal Darkness at the start of every battle, usable by Aboleths and Veiled Masters only.
- New item: The Shape of Water, misc 8, W7, 80 gems, spell casting range 2, master ritualist 1, foretelling 50, 8 temporary W gems, can cast Tidal Wave at will, has 50 % chance per month to generate 1d6 N gems as long as the bearer is in a fully controlled province, tainted 10.

- Anemone Mace cost reduced to 2 gems.
- The Polypal Queen pretender received +2 misc item slots and now summons an extra 5 polypal spawns per month.
- Auluudh was renamed from Mind Lord to Unseen Sovereign, received sacred status, +1W, +1S, dark power 3, poison skin 20, gift of water breathing 80, fear 5 and +30 HP, and he now generates 1 S gem per month.
- New hero: Xxiphu, Last Uobilyth (note because the description may not make it clear enough: automatically casts Mist at the start of every battle).
- New hero: Oothoom, Sleeper in the Dark.
- New hero: Phnglua, Lord of the Illithids.

PELAGIA

- Automated capital placement will now prefer nothing and avoid gorges and deep seas.
- Starts with perfect non-temperature scales (Order 3, Production 3, Growth 3, Luck 3, Magic 3); more pretender points can be obtained by reducing these scales, but reducing them below neutral does not grant any point.
- Pearl Kings received +1 A level and a 100% A/S/N random.
- Triton Riders received mapmove 24, making them able to cross two UW provinces in a single turn.
- New commander: Triton Rider Captain.
- Pearl weapons (such as those wielded by pearl guards) now inflict double damage against magic beings.
- New 85 gems version of Wish.
- New research level 7 version of Wish.
- New S5 version of Wish.
- Received a 20% rebate on Robes of the Sea.
- Received access to the new Medusa pretender.
- The Wondrous hero was heavily buffed and received new sprites, and two new heroes, the Fantastic and the Magistral, were added.

OCEANIA

- Automated capital placement will now prefer forests and avoid gorges and deep seas.
- Oceania now receives +10% income under Order scales everywhere, +5% extra income per Order scale and -5% per Turmoil scale in sea provinces only, and an extra +15% income per Turmoil scale in non-capital coasts; also note that this income malus affects all provinces owned by Oceania but that the bonuses also require Oceania's dominion; taking into account the generic +/-3% income per Order/Turmoil scale and Oceania's vanilla +2 Turmoil in coasts and +1 Order everywhere else, here's a summary of the resulting bonuses depending on which scales are bought on the pretender creation screen:

	Seas	Coasts	Dry lands
Turmoil 3	-16%	+36%	-6%
Turmoil 2	-8%	+36%	-3%
Turmoil 1	+0%	+36%	+0%
Neutral	+18%	+24%	+13%
Order 1	+26%	+12%	+16%
Order 2	+34%	+0%	+19%
Order 3	+34%	+13%	+19%

- Every national unit received regeneration 10.
- Sirens and Haliades became spellsingers, and Haliades also received 2 temporary W gems
- The upkeep cost of Ichtysatyrs was halved.
- Ichtytaurs received +10% HP, +2 prot, +2 att, +2 def, reinvigoration 4 and unsurroundable 1.
- Ichtycentaurs, Aphroi and Haliades received mapmove 24 in their underwater forms, making most of them able to cross two UW provinces in a single turn.
- Ichtycentaurs and Aphroi received an extra hoof attack.
- Aphroi (except Hierophants) received an extra pincer attack, and their Coral barding's protection was increased from 11 to 14, but their gold cost was increased from 55 to 70.
- Received a 1 gem version of Summon Sea Dogs.
- Received a 6 gems version of Summon Sea Lions.
- Received a 45 gems, research level 5, W4 version of Lure of the Deep.
- Received a W1 and 4 gems version of Enchanted Salt.
- Received a pure Air version of Communion master and Communion slave.
- New battle spell: Blessing of Mutability, N4W1 and research level 0 version of Mass Regeneration that only affects animals and costs only 50 fatigue and 0 gems.
- New battlespell: Oceanic Bellow, Conj 7, N1W3, 1 gem, summons 20 Sea Dogs + 2/extra level at the edges of the battlefield.
- New battlespell: Army of Moss, Alt 9, N4W4, 4 gems, as Mossbody but affects the whole battlefield.
- New ritual: Summon Coral Giant, Conj 8, N3W3, 50 gems.
- Received access to the new Medusa pretender.
- New multihero: Ichtycentaur Strategos, which unlocks access to MA Oceania's troops.

THERODOS

- Automated capital placement will now prefer nothing and avoid gorges, deep seas and forests.
- Now starts with a Fortified City in the capital instead of an UW Castle (which means slightly more admin and rec points).
- Now starts the game with a homesick, magicless, immortal Telkhine Ghost.
- Now receives an average of 8 extra hoplites, peltasts and archers per turn and 2 extra kouretes per turn in the capital passively.
- Income from coastal forts increased by 50%.
- Kourete recruitment point cost reduced from 36 to 23.
- Any province where there is at least one Hekateride will recover 100 population per month on average provided that the province has friendly dominion; this should considerably slow down Therodos' popkill. For example, at dom strength 6 and Death scale 3, your capital should have about 4000 population by turn 60 and 3000 by turn 90, while unmodded Therodos with the same dominion and scales would usually reach the 2500 population cap in the capital by turn 50.
- Hekaterides now cost only 3 com points.
- Daktyloi received +2 STR, now generate 10 resources each (rather than none) and cost only 3 com points.
- The Kabeiride hero now generates 300 population per month on average in the province where she dwells; this only works in land provinces; she also no longer can be wished for.
- If a summoned Telkhine ever ends his turn in Therodos' capital while there is at least 1 province defence, he will receive 1 permanent priest level, up to H5; that Telkhine doesn't have to be owned by Therodos, but only one Telkhine per month will be affected.
- Melia gold cost reduced from 160 to 145.

- Kabeiros gold cost reduced from 125 to 95.
- Therodian Archers, Peltasts and Hoplites (coast recruits) had their gold cost reduced to 1 (also altering their upkeep cost).
- Ephors now have 8% chance per month in friendly dominion to attract one additional Spectral Kourete, and 5% chance per candle per month to attract one additional Spectral Hoplite, Peltast or Archer. This works even while they're not calling spectres.
- Received access to the Summon Brass Colossus ritual from Makedon, with new lore.
- Received access to the Stygian Rites ritual from Nabatem, a D3W3 and 5 gems version of Gift of Reason at research level 8.
- Received access to a D7W3 version of Tartarian Gate that can be cast underwater.
- New battle spell: Titanic Tremblor, E2A1/E2D1, 1 gem, Evoc 4, all enemies on the battlefield get paralyzed for a short duration (proportional to the strength of the caster), hard to hit ethereal, flying immune, size 5+ immune and size 3-4 have a chance to resist the spell, hard MR negates.
- New battle spell: Forbidden Memories, Thaum 7, A3D2, 1 gem, as Confusion but affects all enemies on the battlefield and affects even mindless beings but doesn't affect undead beings or demons.
- New battle spell: Exhalation of Withering, Evoc 9, D4A3, 2 gems, as Wind of Death but functions underwater, harder to resist, and also curses all enemies.
- New item: Aegis of Memories, Shield 2, A1W2, 8 A gems and 2 W gems, cannot be used by inanimate beings, fear, casts aoe 30 confusion around the wielder every battle turn, affects mindless being but doesn't affect undead beings or demons.
- New item: Black Fruit of the Underworld, Misc 6, D2, 5 gems, cursed, curses user, allows casting Blood Feast at will.
- New item: Belt of Power, misc 6, F1, can only be used by size 4 or more beings with at least 20 strength and two hand slots, the user casts battle spells twice as quickly as most other mages, reinvigoration -3.
- New item: Sandals of the Winds, Boots 6, A2W4, 15 A gems and 5 W gems, can only be used by non-undead female beings, non-magic beings that wear this item have 20% chance per month to be killed, the user gains +1 A, +1 W, 2 temporary A gems, flying, storm immunity, +8 defense, shock resistance 10, stealthy 60 and seduction.
- New artifact: The Guardian of Tartarus, Misc 8, D5, 40 gems, may only be used by Telkhines with native D magic, shattered soul 33, 5 temporary D gems, +5 D boost, dominion spreading 5, passively summons and domsummons a huge number of Therodian ghosts.
- Received access to the new Eternal Gate and Medusa pretenders.

MA CAELUM – HARARAT

- Moved to EA and renamed to Hararat, Reign of the Seraphim.
- Lore completely rewritten.
- Automated capital placement will now prefer mountains and highlands and avoid swamps, wastes, forests and farms.
- For as long as all non-temperature scales are above neutral in the capital and that it isn't besieged, a site which generates 2S and 1F gems and spreads dominion will be active there.
- Capital site now increases Cold scale by 1 in its controller's entire dominion.
- Starting gem income increased by 1W.
- Received 2 bonus Air and Water bless points.
- Caelian Seraphs were renamed to Exiled Seraphs.

- High Seraph prophets and Exiled Seraph prophets now receive 2 temporary Air gems and spread cold scales in their province.
- Seraphine prophets now receive +1F (if they already have F1 at least) and spread cold scales in their province.
- Ice Crafter forge bonus increased from 1 to 2.
- Spire Horn Seraph com point cost reduced from 2 to 1, but they received research malus 3.
- Lost access to Winglesses (now recruitable by EA Caelum instead).
- Temple Guards (renamed to Immaculate Guards) and Blizzard Warriors (renamed to Blizzard Sentinels) retrieved their wings, received slightly improved stats, received an additional 8 AP cold damage on their bow and are now recruitable in all forts.
- Mammoths received woundfend 3.
- MANY additional changes to rituals and summons as well as related new spells are common to Caelum, Hararat and Ragha; these changes are listed separately at the end of this file for better ease of reading.
- Received a pure W and 65 gems version of Forge of the Ancients.
- Received a W3A3 and 20 gems version of Murdering Winter.
- Received a W3A3 and 7 gems version of Frost Dome.
- Received a pure A version of Wolven Winter.
- New ritual: Animate Ice Elemental, Const 5, W2A2, 1 gem, summons a size 6 Ice Elemental which does not revert to a Water elemental state in warm climates.
- New ritual: Ice Golem Construction, Const 7, W3S3, 30 gems, summons an Ice Golem.
- New ritual: Sculpt Ice Castle, Const 7, W4, 40 gems, functions like Wizard's Tower but the created fort is an Ice Castle instead of a Wizard's Tower.
- New item: Rod of Frozen Flowers, F1H1, one handed weapon 4, can only be used by female beings, inquisitor, +1H, -2 to all other paths except F.
- New item: Star of Frozen Petals, misc 4, W3S1, 20 W gems and 5 S gems, +1S, invisibility, chill aura, spreads cold scales, no cold resistance.
- New item: Hararan Hammer, W3 and two-handed version of Dwarven Hammer which also functions as a Hammer of the Mountains.
- Received access to a pure Water version of Ring of Wizardry.
- Received access to the King of the Clouds pretender from Thalamanth and Nephelococcygia as well as to the Phoenix pretender and to the new Eternal Gate pretender.
- Received a 40 points rebate on the Ahura of Wisdom (for a total of 60) and Ahura of the Oath pretenders.
- The nation's two heroes were removed for now (don't fit the new lore, new ones will replace them in a later update).

ASPHODEL

- Moved to EA.
- Automated capital placement will now prefer forests and avoid wastes and farms.
- Starting gem income increased by +2N.
- All manikins and carrion beings now raise as temporary, friendly basic manikins anyone that they kill in battle.
- Harpy manikins received an increase mapmove for easier micro and a talon attack instead of one of their two sleep vines attacks.
- Dryad Hags received a temporary Death gem.
- Sagittarian Carcasses are now plants just like other manikins (fixes a vanilla bug).

- Satyr Warriors received +2 att.
- The upkeep of Satyrs and Harpies was halved (also affects nations with Hamadryads).
- Minotaurs received +25% HP, +2 prot, +2 att, +2 def, reinvigoration 4 and unsurroundable 1.
- Minotaur warriors received +25% HP, +2 prot, +2 att, +2 def, reinvigoration 4 and unsurroundable 2.
- Minotaur lords received +25% HP, 2 prot, +2 att, +2 def, reinvigoration 4 and unsurroundable 3 and became good leaders.
- Centaur and Centauride archers received patrol bonus 2 and a 5 gold cost reduction.
- Centaur Hierophants and Hierophantides received a 10 gold cost reduction.
- Centaurides, Centauride Warriors and Centauride Hierophantides received a crown.
- Centauride Warriors became actually female.
- Received a new version of Construct Mandragora that costs Death instead of Nature gems.
- Received a research level 6 and 45 gems version of Haunted Forest.
- Dark Slumber's requirements reduced from Ench 4 and 15 gems Ench 0 and 8 gems.
- Received a research level 8 and 1 gem version of Dark Slumber.
- Received a research level 9 and 0 gem version of Dark Slumber.
- Received a N2H2 and 8 gems version of Forest Dome.
- New battle spell: Horde of Manikins, D1N1 version of Horde of Skeletons which summons manikins instead of longdead warriors.
- New battle spell: Withering Power, D1H2 version of Power of the Spheres.
- New ritual: Hymn of Rot and Blossom, Thaum 4, N3D3, 10 gems, provrange 1, only works if the target province has less than 1000 pop, 4000 pop and a Sagittarian Carcass are created in the target province.
- New ritual: Summon Ancient Mandragora, Ench 7, D4N4, 50 gems, summons an immortal, regenerative, poor amphibian, D3N3 Ancient Mandragora with sleep aura 30 that entangles anyone that attacks it, raises anyone that it kills as a lesser Mandragora, and can spend the month creating one lesser Mandragora for free.
- New ritual: Raise Fallen Ancient, Conj 5, D4N4, 55 gems, can only be cast in forests; summons or resurrects a powerful unique A3D5N3H3 giant manikin raven, one of the fallen Divine Beasts of Pangaea; it is a powerful combatant, spreads Death scales and dominion, has reaper 5 and stealth 40, like all manikins raises anyone it kills as more manikins, and in addition has a very unique ability: every time it both starts and ends its turn in the same nonforted province without hiding, it will curse the land for one year and a day; as a result, even if it leaves the province, that land will suffer an additional reaper 5 effect for a year, and for that entire duration any laboratory or temple built in the province will immediately be destroyed.
- New battle spell: Greater Carrion Growth, Alt 8, N3D1, 1 gem, like Carrion Growth but without a magic resistance check.
- Received a D1N2 version of the Armor of Twisting Thorns.
- New item: Black Fruit of the Underworld, Misc 6, D2, 5 gems, cursed, curses user, allows casting Blood Feast at will.
- Received a 20% rebate on the Vine Bow.
- Received access to the Serpent of the Underworld pretender.
- The Carrion Dragon can now spend the month creating 3 permanent Mandragoras.
- Instead of raising its foes as manikins, the Ettin Mandragora raises them as Mandragoras, and it is now a poor amphibian.

BANDAR LOG

- Moved to EA.
- Lore completely rewritten, received a new flag and graph colors.
- Automated capital placement will now prefer forests and avoid mountains, highlands, swamps, wastes and farms.
- Provinces with Bandar Log's dominion and complete ownership as well as Growth 3 now gain population MUCH more quickly than normal, up to +350/month (this effect stacks with Growth and somewhat scales with total province population, but is not a percentage).
- Capital sites produce 2 additional Water gems and 1 additional Nature gem per month and decrease unrest by 5 per month.
- Number of monkeys in province defense was more than doubled.
- Can now build underwater forts, and received Nagas as underwater province defense.
- Can now recruit Naga Chiefs and Nagas in cave and underwater forts.
- Bandar Log's War Elephants received swamp survival in addition to their vanilla forest survival.
- Devalas received +1 S level, -1 enc and 2 additional arms (both in sprite and in item slots).
- Summon Gandharvas gem cost reduced from 18 to 14.
- Mages of this nation no longer will cast Rage of the Cornered Rat unless specifically ordered to.
- Received access to the new Summon White Elephant spell, which summons one of Kailasa's new recruitable sacred White Elephants for 7 N gems.
- Received a very slightly modified version of Dominions Enhanced's Temple Guardians ritual.
- Received access to the Karmic Wheel and Summon Ambush of Tigers spells from DE; Karmic Wheel was modified to also include Soul Vortex.
- Received access to a slightly modified version of the Music of the Spheres spell from DE, which permanently gives innate spellcaster 1 to the caster, which must be a magic being.
- Received access to a modified version of the Weapons of Brahma spell from DE, which makes the target friendly sacred magic being's weapons armor negating; name changed to Weapons of Destiny, lore changed, path requirements changed to S2H2, spell now centered on the caster, aoe increased to 4 + 1/level, added a yellow description, modified the sound and light effects.
- New ritual: Awaken Chakravarti, Enchant 0, S3, 0 gem, summons (or resurrects, or recovers control of) the powerful, unique Chakravarti, a Bandar king that starts with homesickness and without magical skills but can be permanently improved by the six other royal enlightenment rituals. Only one royal enlightenment ritual can be cast per each period of six months, and this is one of them. Furthermore, the Chakravarti cannot be summoned in the first sixth months of the game.
- 4 new rituals: Teachings of Wisdom, Power, Beauty and Experience, all Enchant 0, S3, 0 gem, all permanently give the Chakravarti +2 levels in two different magic paths up to a maximum of level 5, if he is in the capital. Wisdom gives S and H, Power gives B and D, Beauty gives W and A, and Experience gives N and E. These are royal enlightenment rituals, only one of which may be cast per each period of six months.
- New ritual: Teachings of Destruction, Evoc 9, S3, 0 gem. Permanently gives the Chakravarti +5 levels in Fire magic up to a maximum of level 5, if he is in the capital. This is a royal enlightenment ritual, only one of which may be cast per each period of six months.
- New ritual: Supreme Enlightenment, Enchant 0, S3, 0 gem. Permanently transforms the

Chakravarti (if he is in the capital) into the Divine Chakravarti, who no longer has homesickness and who has vastly superior stats and abilities, but who no longer can be improved by the royal enlightenment rituals. This is the last enlightenment ritual, only one of which may be cast per each period of six months, and after it was used once no other enlightenment ritual may be used again. Furthermore, if the Divine Chakravarti was killed or mind controlled at least 6 months ago, then this spell may be cast to resurrect him or recover his control.

- New battle spell: Primal Enlightenment, Holy 3, 0 gem. As Twist Fate, but affects all friendly animals on the battlefield.
- Vajra item now requires A1S1 and Const 2 to craft, costs only 4 A gems and also gives magic resistance 1.
- New item: Lotus of Wisdom, 1 handed weapon, Const 6, S1H2, 4 S gems, unusable by demons, inanimate beings and undead beings, -10 Blood levels, Thrown Sutra weapon, autoblesses wearer if sacred, float, innate spellcaster 1, magic penetration 1, automatically casts Twist Fate every battle turn.
- New item: Lotus of Virtue, 1 handed weapon, Const 6, W1N1, 2 W and N gems, unusable by demons, inanimate beings and undead beings, -10 Blood levels, Thrown Sutra weapon, innate spellcaster 1, recuperation, reinvigoration 3, cursed.
- Tathagata Hero received +1 H and +2 dominion spreading.
- New hero: Pulakeshin, the White Prince.
- New hero: Barhisakavr, the Sword Dancer, from Worthy Heroes, buffed.

URUK – AKKAD

- Moved to EA and renamed to Akkad, City States.
- Lore completely rewritten, received a new flag and score graph color.
- Automated capital placement will now prefer nothing and avoid forests, farms, swamps and wastes.
- Starting gem income increased by 1S.
- If Akkad conquers Eridu's capital, it can now recruit Ensis, Entus, Enki's Chosen and Mushussu Chariots there.
- All size 3 recruitable (both Enkidu and Kulullu) received +50% HP.
- Fully controlled underwater forts with a Kulullu King, a Kuliltu Queen and a temple now generate double the gold income, regardless of their owner.
- Akkad now freespawns City States in friendly dominion; starting from turn 7, there is in each eligible province 0.03% chance per candle for this to happen for each of the 20 unique available City-States, and this can't occur in seas, nor in provinces with a fort or a lab, nor in provinces where Akkad has been building a fort in the last 2 turns, nor in provinces with a Primordial Clay site, nor in provinces with 25 (+/-25% at random) unrest or more, nor in provinces with 50 population or less. Each city comes with a fortified city, a laboratory, a temple, +5000 population, a unique recruitment site which requires presence of an Ensi, and a hidden gem site that can be revealed by site searching with a H5 and enables generation of 1 extra gem per month and some unique bonuses.
- Any province with 5 or more Nin now has doubled chances for a new City State to spawn there; the chance is instead tripled if the province has no Misfortune scales, or quadrupled if its Luck scales are perfect. The City State spawn chance from Nin may occur before turn 7.
- Capital site may now be entered by a H4+ to summon two Maidens of the Moon for free.
- Enkidu Scouts received swamp survival.
- Mashmashu received spell casting range bonus 4 (4 provinces/+100% in battle).

- Ashipu and Mashmashu had a quarterstaff not seen in their sprite, it was removed and replaced with a fist attack.
- Akkad's Gudu received +20% A/E and gold cost increased from 80 to 95.
- Akkad's Ishibs received the taxcollector, defence organiser 2 and resource generation 5 abilities. In addition, each province with at least one Ishib will receive an extra 2 PD per month up to 100.
- Akkad's Shamans may now cast the Transformation ritual like Eridu's.
- Umu-apkallu received awe 4 and +25% HP.
- Anzu received +25% HP.
- Kusarikku and Ugallu received +50% HP.
- Mushussu Chariots are now spring immortal, no longer cost upkeep while in their home province and received a Serpent Tail attack while in second shape.
- Kulullu Kings are now H3 and their gold cost was increased from 145 to 185.
- Kuliltu Queens received an extra 100% A/W/S/N random and their gold cost was increased from 195 to 260.
- Kulullu Sage research bonus increased from 4 to 12.
- Summon Ugallu path requirement reduced from A3 to A2.
- Summon Anzu path requirement reduced from A4 to A3.
- New 0 gem, S3 version of Astral Window.
- New 5 gems, S3 version of Acashic Record.
- New ritual: Stabilize the Ground, a pure E version of Burn the Ground.
- New ritual: Bind Disease Lord, Blood 7, B5 or B3H2, 133 slaves, summons a Disease Lord similar to Heliophagi and to Disease Demons but not unique, with B3 + 100% A/D/B + 100% A/D/B + 100% A/D, heretic 5, leper 5, assassin, amphibian, and the ability to spend the month creating 2 Disease Demons for free.
- New ritual: Contact Twin Kingdom, Thaum 3, W1H3, 30 gems, can only be cast from coastal provinces, can only target sea provinces, provrange 2; up to once per game, if the target province is controlled by independents and doesn't have a Throne of Ascension or a fort, its defenders will be removed, it will gain the caster's dominion as well as ten thousand population, a level 2 fort, a laboratory and a site that generates a Water, Astral and Nature gem per month, and it will become besieged by a small Kulullu army under the caster's control, led by a Kulullu King and able to storm it immediately.
- New ritual: Rites of the City, Thaum 0, 3 gems, S1H3 ritual which can only be cast by Entus, sets their home province to the current province, grants them +2 H levels and suppresses their upkeep; the caster will return to her normal state if she ever leaves the province.
- New S1N1, Evoc 5, 0 gem version of Banish Demon that functions underwater.
- New F2W1 versions of Acid Spray and Acid Bolt.
- New F3W1 version of Acid Rain.
- New F3W2 version of Acid Storm.
- New ritual: Raise Ziggurat, Thaum 0, 18 gems, E1S3 or E1H3, provrange 10 ritual which summons a temple in the target province even if controlled by the enemy.
- New E1H1 and 5 gems version of Raise Ziggurat that can only be cast from the Temple of Planets (City of Jewels).
- New research level 0, 0 gems, H1, provrange 10 version of Teleport which can only be cast from the Temple of Four Directions (City of Crossroads).
- New research level 0, 0 gems, H2, provrange 10 version of Gateway which can only be cast

from the Temple of Four Directions (City of Crossroads).

- New research level 0, 2 gems, S1, provrange 10 version of Dome of Arcane Warding which can only be cast from the Temple of the Northern Star (City of Scribes).
- New research level 0, 1 gem, X1 rituals that function like Distill Gold for each path but at better rates and can only be cast from the Temple of the Zenith (City of Trade).
- New research level 0, 6 gems, X1 versions of Twiceborn in each path (only 3 gems for D) that can only be cast from the Temple of the Nadir (City of the Dead).
- New research level 7 S4 version of Wish that can only be cast from the Temple of the Zenith (City of Trade).
- New research level 0 N1H1 version of Summon Lilot that can only be cast from the Temple of the Healing Star (City of Fecundity).
- New research level 0, 5 gems, S1 version of the Transformation ritual called Transfiguration which can be cast by any mage but only from the Temple of the Morning Star (City of Poets).
- New research level 0 S3 5 gems version of Divine Name which can only be cast from the Temple of Eons (City of Dyes).
- New research level 0 N3 or F3 version of Awaken Tarrasque which can only be cast from the Temple of the Crimson Star (City of Strength).
- New research level 0, N3H1, 40 gems, province range 10 version of Grow Fortress called Hanging Garden that can only be cast from the Temple of Solstices (City of Orchards).
- New ritual: Wind of Prosperity, research level 0, 2 gems, A1, provrange 10, as Trade Wind but only functions if the target province is a coastal fort and doesn't need be cast from a coast, can only be cast from the Temple of Eclipses (City of Sails).
- New ritual: Rite of Foundation, E2, Thaum 0, 8 gems, may only be cast by Master Artisans, grants them H2 and the mason ability until they leave their current province.
- New ritual: Summon Nibiru, Evoc 9, S7, 12 gems, can only be cast in the capital, up to once per month triggers a global event that causes world darkness, +2 Cold, +2 Death, +2 Misfortune, +2 Drain, 10% chance to be cursed and 10% chance to be horror marked.
- Received a W3A2 5 A gems + 5 W gems version of Pocket Ship.
- Received a S4 5 gems version of Owl Quill.
- Both vanilla heroes were removed (they however are accessible as Ur/Eridu's heroes).
- Received access to the Eternal Gate pretender.

MA PHLEGRA

- Moved to EA.
- Lore completely rewritten, epithet changed to Cursed Tyrants, received a new flag and score graph color.
- Automated capital placement will now prefer nothing and avoid forests, farms, swamps and wastes.
- Starting gem income increased by 1F.
- Now starts with 5000 gold in the treasury.
- Mercenary cost malus increased from 25% to 100%.
- Phlegran Gigantes' base fire resistance was increased to 15 and their HP were increased by 10%.
- Phlegran Tyrants also received fear 5.
- Elder Cyclops' resource generation increased to 40 and their HP were increased by 50%.
- Cyclops Chieftain, Cyclops Shepherd Shaman, Cyclops Warrior and Cyclops Hurler

received +25% HP.

- Received an A1F3 version of Foul Vapors.
- Gigantomachia requirements reduced to E4F3, 50 gems and research level 6.
- Received access to the Summon Telkhine ritual.
- Received a new F2D1 spell (1 gem) called Overwhelming Hubris which blesses all friendly units in an area centered on the caster even if they are not sacred BUT also deals them heavy armor negating fire damage, doesn't affect inanimate, undead or mindless beings.
- Received a new Conj 9 and 45 F gems ritual called Awaken Laestrygonian Tyrant which can only be cast in the capital and summons a Laestrygonian Tyrant in exchange for killing 20% of the province's population and creating 40 unrest, up to once per month.
- New battle spell: Titanic Tremblor, E2A1/E2D1, 1 gem, Evoc 4, all enemies on the battlefield get paralyzed for a short duration (proportional to the strength of the caster), hard to hit ethereal, flying immune, size 5+ immune and size 3-4 have a chance to resist the spell, hard MR negates.
- New ritual: Anoint in Fire, F2, like Gift of Reason.
- New item: Belt of Power, misc 6, F1, can only be used by size 4 or more beings with at least 20 strength and two hand slots, the user casts battle spells twice as quickly as most other mages, reinvigoration -3.
- Oppressor's Headbands received an improved sprite, command 20, magic command 40 and warning 5.
- Received a 20% rebate on The Pebble Pouch.
- New hero: Kraesus-Denysios Halycurgassus, the Gilded Tyrant.
- The Theurg Tyrant hero received an increased maximal age, +1 S level, and unrest reduction 10.
- Received access to the Rock of Ages and Eternal Gate pretenders.
- New pretender chassis: the Phlegra God-King trinity.

PHAEACIA

- Moved to EA.
- Lore completely rewritten.
- Automated capital placement will now prefer islands and avoid farms, wastes and swamps.
- Starting gem income increased by 1A.
- Coast income bonus increased from 10 to 25%.
- Pharaia's capital now always has maximal dominion while fully controlled by Phaeacia.
- Orichalcum Guards received +2 HP, +2 str, +1 att, +1 def, +1 mor, +1 MR, shock and fire resistance 5, recuperation and woundfend 1.
- Korkyra Gigantes no longer cost any upkeep and received +50% HP.
- Prince Consorts, Colossi Queens and Nausicaa received recuperation.
- Colossi Queens received +20% H.
- Wind Caller gold cost reduced from 170 to 150.
- Dogs of Gold and Silver are now sacred, and dogs of silver also received +2 def.
- Keledones are now sacred and summoned at a rate of three per cast (still for 5 gems per cast); also affects Arcoscephale, Delphanes, Erytheia and Cyanautha.
- Hesperides now generate dominion like temples; furthermore, while in the dominion of a god who is controlling a Second Sun global, this dominion spreading ability is doubled and they generate 1 Astral pearl per month; this also affects Arcadeia and Cyanautha.
- New ritual: Ready Black Korkyra, Thaum 0, A3H2, 10 gems, only castable by a Colossi

- Queen, increases yearly Gigante troop number by 24 on average, may only be cast once;
- New ritual: Rearm Black Korkyra, Thaum 3, A4H1, 10 gems, increases yearly Gigante troop number by an additional 24 on average, may only be cast once and only after Ready Black Korkyra;
 - New ritual: Mobilize Black Korkyra, Thaum 5, A2H3, 10 gems, each year a A2F2 Polemarch and an average of 8 Gigante Elites join in addition to the usual Gigante, may only be cast once and only after Rearm Black Korkyra;
 - New ritual: Reinforce Black Korkyra, Thaum 7, A5H1, 10 gems, increases yearly Gigante Elite troop number by a 24 on average, may only be cast once and only after Mobilize Black Korkyra;
 - New ritual: Fortify Black Korkyra, Thaum 8, A6H3 or A4H4 or Colossi Queen only A5H3, 10 gems, increases yearly Gigante Elite troop number by an additional 24 on average, may only be cast once and only after Reinforce Black Korkyra;
 - New ritual: Summon Black Korkyra, Thaum 9, A7, 10 gems, each year an average of 24 gems of Fire, Air and Earth will be received along with the usual Gigante, may only be cast once and only after Fortify Black Korkyra.
 - New national item: Orichalcum Cuirass, F1H1, 5 gems, cursed, can only be used by Colossi Storm Captains and Korkyra Lochoi, magical armor, bless, +3 HP, +3 str, +3 att, +3 def, +2 mor, +1 MR, shock and fire resistance 5, recuperation and woundfend 1.
 - New national item: Orichalcum Crown, F1S1, 30 F gems and 30 S gems, cursed, blessed, sun awe 3, inspirational 1, +3 F magic levels, can only be used by female mages.
 - Windcatcher Sails now require A1 (rather than A2) and cost 4 gems (rather than 10 gems).
 - Nausicaa now starts with a ring of returning and spreads dominion like a temple.
 - Melite received +1W and +1N.
 - New hero: Demodocoos the Royal Rhapsode.
 - Received access to the new Eternal Gate and Medusa pretenders.

IND

- Moved to EA.
- Automated capital placement will now prefer nothing and avoid forests, wastes and swamps.
- Starting gem income increased by 1S.
- Up to once per province per month, Bishop Generals owned by nations other than Ind now also give their owner 25 gold per month and every month create a temporary Prester King's Eye scout in control of Ind; the Prester King's Eye is an invisible, immobile phantasm with timed life (automatically dies after 1 month), dominion spreading 1 and 25 gold generation per month.
- Mobilizing Heathens in a cave province with at least 5 cyclopes of the same type will now create a new cyclops of that type for free each month.
- Mobilizing Heathens in a province with no fort will now increase this month's taxes in the province by 30%.
- Archer Priest gold cost reduced from 13 to 11 and their rec point cost from 9 to 6.
- Orionde, Piconye and Feminie troops no longer cost upkeep while in their home province.
- Giants and Kings of the Lost Tribe no longer cost any upkeep and received +50% HP. Furthermore, they had their Dawn Blade replaced with an Anathema Blade, which also deals double damage to magic being and inflicts curse and cursed luck to anyone they hit.
- Great Huntresses received +25% HP.
- Arels received +50% HP.
- Lions of Strange Colors each received a different elemental resistance based on their color.

- Call Cyclops Tribe research level reduced from 3 to 0 and path level from 2 to 1, and two of the summoned cyclopes are now cyclops hurlers (that throw rocks at range). Both types of cyclops also received +25% HP.
- Call Hashmal research level reduced from 6 to 5.
- Call Arel research level reduced from 7 to 6.
- Call Ophan research level reduced from 8 to 7.
- The Ophanim summoned by Call Merkavah are now commanders rather than troops.
- Chayots received +2 to the magic path of each of their shapes, their dominion spreading ability was increased from 1 to 4, and they now raise as temporary, friendly Cleansed Souls anyone they kill in battle (Cleansed Souls being identical to Ancestral Spirits, but permanently blessed).
- The Grigoris' undead command was increased by 80, their damage reversal value was increased from 2 to 9 and they all received +1H.
- Each Grigori now has a separate 33% chance per month to sire a new Nephil son while in a wasteland controlled by Hinnom or Ind; this event can only happen up to once per Grigori per nation.
- Nephilim's random paths can now also be Air.
- Received a N2S1 version of Winged Monkeys for 7 gems.
- New ritual: Magnificent Delegation, S1H3, Ench 4, 15 gems, can only be cast from the capital, province range 10, the owner of target province gains a new Bishop General.
- New ritual: Call Blemmye Tribe, Conj/Blood 4, E/B2, 20 gems/60 slaves, summons 30 sciapod tribesmen, 30 lilliputians and 15 epiphagoi from U.
- New ritual: Call Infernal Bagpipe, Conj/Blood 7, E/B3, 20 gems/60 slaves, summons one Infernal Bagpipe from U with modified lore.
- 17 new Uncover Wonder rituals with different path, research and cost requirements in the Construction school. Each of these rituals can only be cast once and will summon one of the remaining Seventeen Wonders of Ind at random when cast successfully. Sometimes, a Wonder will take several months to appear, with a greater likelihood when many Wonders have already been summoned. A given Wonder cannot be summoned twice, nor can it be summoned in a province that already contains another Wonder or Capital. Some rituals have additional special requirements, as indicated in their descriptions. The Wonders of Ind give powerful bless effects when controlled by Ind. Only Ind can benefit from these sites' effects, and only while its dominion is present in the Wonder's province. All sites and thrones in a province with a Wonder controlled by Ind will automatically be claimed. Additionally, when all Seventeen Wonders have been uncovered, Ind will miraculously receive 20 000 gold.
- New item: Subservient Crown, Const 0, S2H2, 10 gems, cursed, homesickness 30, -3 Blood magic levels, spreads Order; additionally, causes freespawn to appear in fully controlled provinces with a fort, a lab, a temple and friendly dominion under specific circumstances: if worn by a Feminine Queen assisted by 5+ Feminine Sorceresses, if worn by a Piconye King assisted by 5+ Piconye Scholars, or if worn by an Orionde King assisted by 5+ Great Huntresses; the freespawn is composed of a variety of troops from the appropriate subservient kingdom, for an average value of roughly 80 gold per month.
- Received a 20% rebate on the Crown of Overnight artifact.
- For each province where at least one researching F1 mage is wearing Salamander Silk Garments, there is 4% chance per month that this mage will be empowered in Fire for free; same goes with F2 and F3 mages with a separate chance; and provinces with a F4+ mage wearing this item and some province defense will instead get a 33% chance to summon a Salamander
- New hero: Bacbuc, the Oracle of the Holy Bottle.
- Received access to the new Eternal Gate pretender.

NA'BA – SA'BA

- Moved to EA and renamed to Sa'Ba, Queens of the Desert.
- Received a slightly modified flag and score graph color.
- Automated capital placement will now prefer mountains and highlands and avoid forests, farms and swamps.
- Starting gem income increased by 1E.
- All 'Adites as well as Jann Guards, Jann Emirs, Malikahs and units derived from Malikahs received +50% HP.
- Marids received innate spellcaster 1.
- Jinn Blocks no longer are considered to have eyes.
- Received a E1A1 version of Control for 0 gem and an E3A3 version of Arcane Domination.
- Received a F3A3 and an A3F3 version of Wish, for 90 gems each.
- Received a Fire version of Divine Name for 15 gems at research level 0.
- New ritual: Scrying Pyre, as Scrying Pool but F2 and 1 gem.
- Jinn Bottle cost reduced from 10A 5E to 5A 5E.
- The Firstborn of the Smokeless Flame pretender received innate spellcaster 1, can only be taken imprisoned, no longer may be wished for, and now spawns 1 Jinn Warrior per month for Sa'Ba only.
- Received access to the new Eternal Gate pretender.

MA ATLANTIS

- Moved to EA.
- Lore rewritten; note: due to a bug with Dominions that can't be fixed through modding, the new lore and national summary had to be displayed in the description of symbolic Information pretenders in the pretender creation screen.
- Automated capital placement will now prefer nothing and avoid gorges and deep seas.
- Starting gem income increased by 1W.
- The Coral Towers capital site may now be entered to gain 8 xp per month.
- Atlantis now has 1% chance per candle in each province to manifest 1d3 Water gems at Turmoil 2, and again for each Order scale above this, up to 6% chance per candle at Order 3.
- All size 3+ Atlantians received +50% HP.
- Deep Seer mapmove increased from 6 to 12, and they received spell casting range +4 provinces/+100% in battle as well as a new xp shape, granting them +6 research, +10 fortune telling, dominion spreading 1, a quarterstaff and a new sprite.
- New recruitable spy in all coasts: Eye of the Deep.
- New W version of Relief.
- New battle spell: Grasp of the Deep, W3 and 0 gem version of Control that can only be cast underwater and doesn't affect beings with Void Sanity.
- Received a 20% rebate on the Orb of Atlantis.
- Coral Prince hero now domsummons Mother Guards.
- Seer King hero received +2 W levels.
- Received access to the Medusa pretender.
- The Great Seer of the Deeps pretender received spell casting range +4 provinces/+100% in battle.

LA ARCOSCEPHALE – DELPHANES

- Moved to EA and renamed to Delphanes, Sibylline Guidance.
- Lore completely rewritten, received a new flag and score graph color.
- Automated capital placement will now prefer forests and avoid wastes and farms.

- Fort cost increased by 50%, forts increase resources by +25%.
- Capital site spreads dominion like 3 temples combined, starting gem income increased by 1S and 1N gems.
- The Hydrophoroi both received the pearl cultivation 2 ability.
- Addition of a new cap-only commander, the Gymnosophist, which is a sacred monkey philosopher with some random S/N/W magic that can cast Transformation with the appropriate paths and has 8% chance every month to spontaneously appear in the capital if a Cerulean Commander is present.
- Sibyls gained +1 H and 1/20 chances per candle per month to summon a Heart Companion in friendly dominion.
- Cerulean Commanders' beastmaster increased from 1 to 2, they received inspirational -1 and they now have 1/20 chance per candle per month to domsummon a Cerulean Warrior.
- Cerulean Warriors' resource cost reduced from 20 to 1 and recruitment point cost reduced from 11 to 1, but they are now reclimited 10.
- Heart Companion gold cost reduced from 20 to 5 and encumbrance from 3 to 2, and their morale was increased from 13 to 16.
- Agema companion gold cost reduced from 35 to 30.
- Hoplite and Phalangite gold cost reduced from 13 to 11.
- Hypaspists and their commanders received +1 HP, MR, morale, strength and attack as well as -1 enc and woundfend 1, and the units now cost 14 gold instead of 16.
- Hoplite commanders now have a halved upkeep.
- Phalangite commanders now cost 0 commander point.
- Delphanes' War Elephant's unsurroundable value increased from 1 to 2.
- Keledones are now sacred and summoned at a rate of three per cast (still for 5 gems per cast); also affects Arcoscephale, Phaeacia, Erytheia and Cyanautha.
- Curse Tablet gem cost reduced from 3 to 1 and its research level from 3 to 0, and a new 0 gem version of it was added at research level 7 (also affects Cyanautha and Sauromatia).
- Received a 4 gems version of Baleful Star.
- Received a D2N2 version of Stygian Paths.
- Mages of this nation no longer will cast Rage of the Cornered Rat unless specifically ordered to.
- New Lesser and Greater Mysteries of Rebirth rituals, which work like Distill Gold and Transmute Fire but are N1H1 and N2H1 and consume N rather than F gems.
- Received a research level 3 version of Stellar Cascades.
- New battle spell: Galactic Cascades, research level 6 and fatiguecost 10 version of Stellar Cascades that inflicts 50 base fatigue instead of 25.
- New battle spell: Cosmic Cascades, as Galactic Cascades but research level 9 and aoe 30 (rather than 5).
- New ritual: Hymns of the Underworld; like Procession of the Underworld, but either D4, D3N1, D3S1, and summons sacred Lampades.
- New ritual: Edict of Calamity, S4D1, Thaum 5, 45 gems, global enchantment, provinces that aren't both controlled by Delphanes and under Delphanes' dominion will receive increased Turmoil and Misfortune scales, those with maximal Turmoil will receive unrest, and those with maximal Misfortune will receive curses and Death scales.
- New ritual: Mystic Awakening, castable only by Mystics, promotes them to Astrologers, thus giving them +2 S, farcasting 2, research bonus 3, foretelling 10 and the ability to cast Teleiotes (see below); prophetized Mystics automatically benefit from the effects of this

spell.

- New ritual: Teleiotes, castable only by Astrologers, promotes them to Awakened Astrologers, thus giving them a new sprite, sacred status, the teleportation and automatic communion master abilities and a few other interesting abilities.
- New ritual: Orphic Awakening, castable only by Orphic Mystics, promotes them to Orphic Hierophants, thus giving them a new sprite, one level of either Astral, Death or Nature magic, one priestly level and the ability to cast Metempsychosis (see below); prophetized Orphic Mystics automatically benefit from the effects of this spell.
- New ritual: Metempsychosis, castable only by Orphic Hierophants, promotes them to Awakened Hierophants, thus giving them another new sprite, dom immortality, animal domsummoning, automatic communion master, another priestly level and a few other interesting abilities.
- New battle spell: Gnothi Seauthon, which works like the Damage Reversal blood spell but is at Alteration 8, requires Astral magic only and costs 1 astral pearl.
- Received access to slightly modified versions of the Cerulean Gandharvas from Dominions Enhanced, with the same cost reduction (18 → 14 gem cost) as vanilla Gandharvas get in Hellenika.
- Provinces owned by Delphanes and under the effect of either From Death Comes Life or Blood Fecundity will on average once every 6 months receive 1d3 Nature gems. From Death Comes Life's description has been updated accordingly.
- Received a 20% rebate on Cornucopia.
- New item: Nephritic Bezoar, misc 4, N2H2, 5 N gems, poison resistance 20, alchemy bonus 25, 1 temporary D gem.
- New item: Vial of Stygian Water, misc 6, W3D3, 7 D gems and 15 W gems, poison resistance 20, user becomes blessed even if not sacred, invulnerability 20, recuperation, one temporary W and D gem, cannot be used by undead or inanimate beings.
- New item: Oracular Offering, misc 4, N2S2, 30 N gems and 1 S gem, can only be used by female beings, cursed, strength -3, magic resistance -1, research bonus 30, spreads Luck, automatic communion master, magic penetration 2, poison resistance 5, blessed if sacred; in addition, if the province has a temple, friendly dominion, some province defence, maximal Order scales and at least one Oracular Offering, it will have 8% chance per month to receive 2d6 S gems, 2d6 N gems, about 400 gold and 3 dominion.
- National heroes changed to Orokestes (Hierophant), Axieros (Kabeiride) and Anthromachus (Hero).
- The Kabeiride hero now generates 100 population per month on average in the province where she dwells.
- The Hierophant hero was renamed to Great Hierophant and received diverse buffs, including a big spell casting range bonus, +2 astral magic levels, automatic communion master and dominion immortality..
- Anthromachus was renamed to Hero of the Heart, received diverse stat buffs and sacred status, now automatically casts Personal Luck and summons 5 Heart Companions at the start of every battle, and much more importantly will create in the capital a unique site upon his apparition, thus adding to Delphanes' bless the effects of morale 1, undying 3, reinvigoration 1 and magic resistance 1. This site will be destroyed if Anthromachus ever dies.
- Received Phraotes from Dominions Enhanced, but as an extra hero rather than a summon.
- Available pretender gods completely changed to fit the new lore.
- Received access to the new Eternal Gate pretender.

LA C'TIS – AABYDUM

- Moved to EA and renamed to Aabydum, Desert Tombs.
- Lore completely rewritten, received a new flag and score graph color as well as new sprites for nearly all national units.
- Automated capital placement will now allow rivers, prefer nothing and avoid wastes, forests, farms and swamps.
- Aabydum now has 50% chance per month to get 1d3 D gems and one mummy (troop, ID 625) in each fully controlled province with friendly dominion and less than 3500 population, doubled in provinces with less than 1000 population.
- Temple cost increased to 600, Laboratory cost increased to 750, Fort cost reduced by 25%.
- Almost every living troupe and commander lost 1 poison resistance but gained wasteland survival, 1 HP and 1 protection for consistency with Desert Lizard stats.
- All recruitable nationals now have -25% upkeep.
- Capital sites generate 60 more resources but 30 less gold per month.
- Tomb Guards received fire resistance 5 and a powerful banefire falchion as their weapon, but are also more expensive.
- When prophecized, Lizard Kings become masons and produce 1 E gem per month.
- Desert Rangers are now reclimited 10, received fire resistance 5 and no longer cost any resource or recruitment points.
- Poison Slingers are now reclimited 10, their recruitment point cost was vastly reduced and they are now recruitable in all wastelands, but an Empoisoner must now be present in the province to recruit them.
- Keepers of the Tombs received a temporary Death and Fire gems as well as research bonus 12.
- Empoisoner's commander point cost was reduced to 1, but they received research bonus -4.
- Sacred Crocodile path requirements reduced to N1W1.
- New alternate version of Eternal Pyre (Death gems, lower cost, higher research level).
- New alternative version of Twiceborn (earlier research).
- New alternative version of Hidden in Sand (different paths).
- New alternative version of Breath of the Desert (different paths).
- New ritual: Ritual of the Last Gate (Sauromancer transforms into Saurolich).
- New ritual: Sand Golem Construction (similar to Golem Construction).
- New battlespells: Summon Lesser Banefire Elemental, Summon Banefire Elemental,
- Unliving Fire (like Living Fire, but with banefire elementals).
- New ritual: Summon Banefire Spirit.
- New ritual: Bind Banefire (very cheap banefire elemental summon, only castable by Antrax the Lord of Banefires).
- New ritual: Exhume Relics (Death version of Distill Gold).
- New ritual: Black Gold of the Underworld (research level 8 Exhume Relics that is incredibly efficient but only usable by Keepers of the Tombs).
- New ritual: Banefire Pyre (F1H1 Raven Feast at Thaumaturgy 7 for 2 gems).
- New ritual: Mummification, Thaum 4, D5, 5 gems, summons a Mummy commander.
- New ritual: Greater Mummification, Thaum 6, D5, 15 gems, summons a Giant Mummy commander reanimator with D2H1 and 100% F/A/E/S/D/N/H.
- New ritual: Divine Mummification, Thaum 8, D5, 45 gems, summons a Mummy commander reanimator with halt heretic 5, D3H3 and 300% F/A/E/S/D/N/H.

- New battle spell: Rain of Bane Fire, as Bane Fire Dart but research level 7, fatigue cost 10, number of effects 10 + 1 per extra level, range 40 + 5 per extra level.
- New battle spell: Bane Ember, as Bane Fire but research level 9 and aoe 3 + 1 per extra level.
- Received a Thaum 9, N2D2 and 15 gems version of Call The Worm That Walks.
- The Jade Mask artifact no longer has any Nature requirement or cost.
- New item: Banefire Brand.
- Received a 20% national rebate on Amulets of the Dead, Shadow Brand, the Ankh and Amon Hotep.
- Now accesses the hero Murmur (Guild Master); all four heroes were also buffed (Murmur generates 1N gem and 1D gem per month, Uru'gallu has improved stats and a huge retinue of falchioneers, Ekishnugal is immortal, and Udum'ukinna received the reform 75 ability).
- Received access to all Ilah/Ilahat pretenders as well as to the new Eternal Gate pretender.

RAGHA

- Moved to EA.
- Lore completely rewritten.
- Automated capital placement will now prefer nothing and avoid farms, forests, swamps and wastes.
- No longer can build citadels, nor starts with one.
- Fort cost reduced by 25% and fort resources increased by 25%.
- For as long as all non-temperature scales are above neutral in the capital and that it isn't besieged, a site which generates 2S and 1F gems and spreads dominion will be active there
- Starting gem income increased by 1 W gem.
- The capital site generates 80 additional resources.
- Raghan War Elephants received unsurroundable 2.
- Iceclad Zhayedans received +2 morale, +2 MR, +2 attack, bodyguard 3 and patrolbonus 3.
- MANY additional changes to rituals and summons as well as related new spells are common to Caelum, Hararat and Ragha; these changes are listed separately at the end of this file for better ease of reading.
- Received a pure F version of Power of the Spheres.
- New ritual: Call Zurvan, Conj 7, F2H2, 50 gems (25 gems cheaper than Caelum), summons a F1S3D2H3 spirit with master ritualist 1, master smith -1, homesick 40 and teleport.
- The Crown of the Shah received dominion spreading 1 and now gives +2 H instead of +1 H.
- Received access to the Phoenix pretender and to the new Eternal Gate pretender.

LA PHLEGRA – PORPHYRION

- Moved to EA and renamed to Porphyron, Laestrygonian Terror.
- Lore completely rewritten, received a new flag and graph colors.
- Automated capital placement will now prefer mountains and highlands and avoid farms, forests, wastes and swamps.
- Starting gem income changed from 1E 3F to 3E 3F.
- The Shattered Volcano was added as a displayed future site, and Porphyron's gem income after the eruption was changed from 1E 1F 1D to 3E 1F 1A 1D.
- Received a 25% cost decrease on mercenaries (replacing vanilla's 25% cost increase).
- Lost the ability to build Citadels (now builds Castles instead) but still starts with a Giant Citadel.

- All Laestrygonians received +50% HP.
- Laestrygonian unit gold cost reduced from 385 to 225.
- Laestrygonians' base fire and poison resistances increased by 5, and their unsurroundable ability was increased to 4.
- Oppressor Archon com point cost reduced from 4 to 3.
- Oppressor Generals received inspirational 1.
- Cap only Iron Guards received improved stats and new abilities such as bodyguard.
- Shackled Mages now are unaffected by drain scales when researching.
- Cyclope Smiths renamed to Shackled Smiths, received a new sprite, and were completely reworked mechanically; they no longer are cap only, but they now cost 3 com points rather than 2, have homesick 10, are slaves and communion slaves, have reduced morale, magic resistance and movement points and are unaffected by drain scales when researching; in addition, their resource production was increased to 30, they received +50% HP and a fixed forge bonus of 2 and their cost was reduced.
- Cyclops Commanders and Cyclops Soldiers received +25% HP.
- Enkelados, First of the Gigantes now ALWAYS appears on turn 45 at the latest (but is still just as likely as before to appear before then).
- Gigantomachia requirements reduced to E4F3, 50 gems and research level 6.
- Received a new research level 8 and 10 gems version of Volcanic Eruption, a pure Fire version of Boil, and a Thaumaturgy level 9 and 2 gems version of MA Phlegra's Overwhelming Hubris new spell.
- New ritual: Telluric Portent, E1F1, 3 gems, detects F, E and H sites, can only target mountains, highlands and oceanic gorges.
- New ritual: Laestrygonian Feast, B1D2, Blood 3, 35 slaves, as Gift of Reason.
- New battle spell: Titanic Tremblor, E2A1/E2D1, 1 gem, Evoc 4, all enemies on the battlefield get paralyzed for a short duration (proportional to the strength of the caster), hard to hit ethereal, flying immune, size 5+ immune and size 3-4 have a chance to resist the spell, hard MR negates.
- New item: Bowl of Ashes, Const 2, F1, 5 gems, misc, 1 temporary E gem, shockres 5.
- New item: Belt of Power, misc 4, F1, can only be used by size 4 or more beings with at least 20 strength and two hand slots, the user casts battle spells twice as quickly as most other mages.
- New item: Robe of Sulphur, Const 4, F1A1, 5 gems of each, 1 temporary F gem, automatically casts Phoenix Power, Summon Earthpower and Mistform, poisoncloud 3.
- New item: Crown of Sulphur, Const 6, E3D2, 35 E gems and 15 D gems, crown, poison cloud 12, heat 12, poison resistance 10, magic resistance 2, blesses user, spreads death, popkill 30, automatically casts Sulphur Haze once per combat turn.
- Oppressor's Headbands received an improved sprite, command 20, magic command 40 and warning 5.
- Received a 20% rebate on The Pebble Pouch.
- Addition of two new heroes: Procrustos, Leader of the Iron Brotherhood and Porphyryon, Last of the Laestrygonians.
- Elder Cyclops hero renamed to Shackled Elder and reworked to receive the same drawbacks as Shackled Smiths; he also received +50% HP, a 20% forge bonus and a fixed forge bonus of 1, an additional level of master smith, an alchemy bonus of 50, an additional path of W and S magic, and a resource generation value increased to 90
- Received access to the Rock of Ages, Eternal Gate and Laestrygonian Devourer pretenders.

LA R'LYEH

- Moved to EA.
- Lore completely rewritten and received a new score graph color.
- Automated capital placement will now prefer nothing and avoid forests.
- Starting gem income increased by 2S, and the capital site now generates 120 resources.
- The nation's popkill from dominion was reduced from 1% per candle per month to 0.2% per candle per month.
- All non-commander freespawn lost its upkeep cost.
- Traitor princes received +50% HP, taskmaster 1 and the ability to spread production scales.
- Slave mages received researchbonus -5.
- All Illithids (including Starspawn, the Firstborn of the Star, and Stargazer) received a 10% chance to return from the Void every turn.
- All Starspawn (including the Firstborn of the Star pretender) received researchbonus 4, magic study 1 and +20 ammo on their Mind Blast weapon; cap only Starspawn were also renamed to Starspawn Architects while non-cap only Starspawn were renamed to Starspawn Invokers.
- Illithid Lords received +20 magic command, woundfend 3 and combatcaster and can now receive S magic levels from items (but can still be recruited without laboratories).
- Meteorite cuirasses received +6 prot (affects Illithid soldiers and Illithid lords).
- Meteorite tridents received +2 attack and +2 def (affects Illithid soldiers, Illithid lords, Traitor princes, Meteorite guards and Aulgyaththu's Slave Princes).
- Unarmored Illithid gold cost reduced from 50 to 40 and they received +20 ammo on their Mind Blast weapon.
- Shambler thralls received resource generation 2 and +50% HP.
- Crab Hybrids received +50% HP.
- The insanity value for Void Spectres was set to 100 (vanilla value is unknown).
- Vastnesses received dominion spreading 1.
- Received a 45 gems version of Ether Gate which can only be cast from the capital.
- Received a S4 and research level 7 version of Time Stop that replaces the normal version.
- New ritual: Void Walk, S1, either 1 gem or research level 9 and 0 gem, like Teleport but also gives 10 insanity to the caster unless he is mindless or has void sanity.
- New ritual: Astral Voyage, Thaum 5, S1H2, 1 gem, can only be cast by Starspawn Invokers, the caster is sent to the Void and permanently gains +1 S level and the teleport ability, can only be cast once per Invoker.
- New ritual: Call Vastness, Conj 9, S8, 45 gems, provrange 10, can only be cast from the capital, remotely summons a Vastness commander.
- New battlespell : Eldritch Blessing, S1H2, Ench 0 and 1 gem or Ench 9 and 0 gem, affects only non-mindless magic beings, aoe 30 + 5/level, blesses targets even if not sacred.
- New ritual: Travel Through the Void, research level 0 and 0 gem version of Astral Travel which can only be cast by the Void Lord and Uttervast pretenders.
- Received a S1 and 3 gems version of the Slave Collar item.
- New item: Ether Helm, head 0, S1, 1 gem, void sanity 5, removes 10 insanity while worn, 22 protection, can only be used by Ether Lords and Illithids.
- New item: Crystal Skull, misc 6, S3E1, void sanity 5, removes 10 insanity while worn, magic penetration 1, reinvigoration 3, spreads magic, doubles spell casting speed, increases monthly chance to return from the Void by 25%.

- New item: Cerebral Adjunct, crown 6, S5, 70 gems, can only be used by Ether Lords and Illithids, void sanity 5, removes 10 insanity while worn, magic resistance 5, +2 S, user can cast Astral Travel at will.
- Jellyberd secondary path changed from F to W and it now also gives its user magic power 2
- Anemone Mace cost reduced to 2 gems.
- Received a 20% rebate on Starshine Skullcap and Dimensional Rod.
- Received the Traitor King hero from MA R'lyeh, which now also generates 2 W gems per month.
- The Stargazer hero became unique (only one may now be obtained through Wish).

ERYTHEIA

- Moved to EA.
- Lore completely rewritten.
- Automated capital placement will now prefer coasts and avoid wastelands, farms, swamps and forests.
- Starting gem income increased by 1W and 1F.
- Capital sites also increase Erytheia's bless by +2 mor, +2 att, +2 str, +5 fire resistance and +5 cold resistance.
- Resources increased by 25% in forts.
- Starting troop numbers increased (+5 Thyreophorites and +2 Hoplites).
- Erytheian Mystics now cost only 1 commander point (down from 2).
- Gastraphetes from Erytheian Crossbowmen now deal +2 damage.
- The sun awe value on all Erytheian units that had that ability was doubled and then furthermore increased by 1.
- Princes, Princesses, Kings and Queens received warning 2 (+2 max bodyguards).
- Mermages received an additional 20% W and Pearl Mages an additional 20% A/W/S/N.
- Soldiers of the Setting Sun no longer cost any upkeep, generate 2 gold per month, have reinvigoration 1, and their enc was reduced by 1, but their gold cost was increased by 10.
- Pearl weapons (such as those wielded by Soldiers of the Setting Sun) now inflict double damage against magic beings.
- Fixed a bug from the vanilla game which gave Erytheian Scouts a skull mask when underwater.
- Triton Knights and Triton Nobles received mapmove 24, which allows them to cross two underwater provinces in a single turn.
- Hesperides now generate dominion like temples; furthermore, while in the dominion of a god who is controlling a Second Sun global, this dominion spreading ability is doubled and they generate 1 Astral pearl per month; this also affects Arcadeia and Cyanautha.
- Any province where there is at least one Hekateride and friendly dominion will recover 100 population per month on average, and the summon Hekateride spell now costs 40 gems rather than 30.
- Keledones are now sacred and summoned at a rate of three per cast (still for 5 gems per cast); also affects Arcoscephale, Phaeacia, Delphanes and Cyanautha.
- Received access to the Summon Telkhine ritual and a F5 and 70 gems version of Second Sun.
- Summon Daktyl gem cost reduced from 30 to 25.
- New item: Red Sea Scroll, misc 2, S1, can only be used by Erytheian Mystics and Isphenoplian Gnostics (but only craftable by Erytheia), research bonus 6, reinvigoration 1,

sun awe 1.

- New item: Torch of Unquenchable Flame, which functions a bit like a weaker Fire Brand but is more expensive, boosts Fire magic, increases sun awe by 2 and doubles spell casting speed. Construction 6, requires F2W2 and costs 15 F gems and 8 W gems.
- New item: Pearl of the Setting Sun, W4S2, Const 4, 10 S gems, reinvigoration 5, sun awe 1, mr 1, fire resistance 5, cold resistance 5.
- New national item: Sceptre of Both Worlds, F1E1, 1 handed weapon, const 6, 5 F gems and 5 E gems, +1 H level, bringer of misfortune 7, user becomes a templetrainer for Soldiers of the Setting Sun, can only be used by Princes and Kings of the Setting Sun.
- New item: Crown of Land and Water, W1E1, crown, const 6, 5 W gems and 5 E gems, +1 H level, bringer of misfortune 7, if user preaches in a fully controlled province that contains a temple she'll generate about 50 gold (up to once per month per province), can only be used by female beings.
- New item: Black Fruit of the Underworld, Misc 6, D2, 5 gems, cursed, curses user, allows casting Blood Feast at will.
- Eurytion's Red Cattle received +25% HP, sun awe 3, sacred status and supply bonus 10.
- Eurytion received +25% HP, disease healer 1, a retinue of 2d6 Red Cattle and the ability to generate 1 Nature gem per month.
- Geryon received +50% HP, patrol bonus 20, immortality, sacred status, sun awe 5, unsurroundable 3, woundfend 3 and combatcaster.
- New multihero: Golden Asp Assassin, created by Saerdna/Lessah and slightly modified.
- Received access to the new Eternal Gate and Medusa pretenders.

COMMON TO CAELUM, HARARAT AND RAGHA

- Summoned Yazatas of all kinds lost the ability to use Death and Blood magic (even through empowerment) but gained spiritsight. Ancestral Fravashi received spiritsight as well.
- Celestial Yazatas received dominion immortality 12.
- The Yazad of Fire received patrol bonus 40.
- The Yazad of Justice received province organizer 6 and inquisitor.
- The Yazad of the Stars received research bonus 12, +2 spell casting range and magic power 1.
- The Yazad of the Sky received airshield 50, storm power 3, storm immunity and +8 mapmove and AP.
- The Yazad of Water received Water to Astral gem conversion 4.
- The Yazad of the Earth received poison resistance 15 and supply bonus 40.
- Amesha Spentas now all have dominion spreading 1, bringer of fortune 33, reinvigoration 4, +10 HP, void sanity 10 and recuperation.
- The Spenta of Sky and Metals received castle defense 50, overcharge, +15 shock, poison, cold and fire resistance as well as the mason ability.
- The Spenta of Animals received animal awe 5 and the ability to summon 1d6 seasonal spirits at the start of every battle.
- The Spenta of Fire received fireshield, a flame strike attack, foretelling 50, +2 H and the ability to autocast Light of the Northern Star at the start of every battle.
- The Spenta of Plants received regeneration 10 and the ability to entangle attackers.
- The Spenta of Waters received +2 autohealer, the ability to autocast Antimagic at the start of every battle and the ability to transform anyone she kills into a friendly size 2 W elemental.
- The Spenta of the Earth received inspirational 2, +10 unrest reduction and gold generation

50.

- All Daevas received glamour, and all Yatas and Greater Daevas also received stealth and invisibility.
- The Daeva of Shooting Stars received inspiring researcher 1 and magic power 1.
- The Daeva of Frost and Snow received cold power 1 and now spread Cold scales.
- Generic Yatas received dark power 3.
- Greater Daevas now all have voidsanity 10 and recuperation.
- The Daeva of Evil Intentions received the ability to spend the month creating three Daevas for free, bringer of misfortune 25, a larga sleep aura, the assassin ability, patience 5 and wall scaling.
- The Daeva of Frozen Minds received +5 to his heretic value, a very large mindslime aura, banefireshield 8, a banefire strike weapon, the ability to spend the month creating a Banefire elemental for free and the ability to spread Drain and madness in the province where he is located.
- The Daeva of Oppression received damage reversal, a false fetters aoe weapon, an enslave mind ranged weapon, +250 popkill, gold generation 200 and douse 4.
- The Daeva of Discontent received cursed luck shield, a hypnotize attack, an athame weapon, resource generation 200, +10 to her unrest generation value and +210 to her stealth value.
- The Daeva of Destruction received a heat aura and the ability to destroy infrastructure when preaching; each month spent preaching has 25% chance of destroying a lab, 25% chance of destroying a temple and, IF there is no temple or lab (check before the other destruction events), 25% chance of destroying a fort in the province.
- The Daeva of Aging received disease cloud 12, reaper 10 and carcass collector 10.
- Received pretender-specific versions of the vanilla national rituals for alternate paths, costs and research levels. The affected pretenders are the Angra Mainyu, Ahura of Wisdom, Daeva of Wrath, Gannag Menog, Spenta Mainyu, Ahura of Waters and Ahura of the Oath.
- Received two W4H2 versions of Demon Cleansing, one at Ench 8 for 1 gem, and one at Ench 9 for 0 gem.
- Received a A5H2 version of Relief.
- Received a W5S3, 0 gem and research level 7 version of Astral Healing.
- Received a F5S2, 1 gem and research level 8 version of Army of Gold.
- New battle spell: Protection of the Spheres, research level 0, H3, Astral Shield + Flying Shield + Personal Luck, cannot be cast by demons.
- New battle spell: Ethereal Veil, Ench 6, A5S3, all friendly sacred magic beings on the battlefield gain Astral Shield.
- New battle spell: Eternal Fires, Ench 6, H3, like Astral Fires but with aoe 9.
- New battle spell: Benediction of Lies, Ench 8, D2H3 and 1 gems or B2H3 and 2 slaves, gives luck to all sacred demons on the battlefield.
- New ritual: Unification of the Soul, N3H3 and 5 gems version of Ritual of Rebirth which can only be cast by the Spenta of Plants and resurrects the target as an Ancestral Fravashi, unless it has D or B magic, in which case it will instead be killed again.
- New ritual: Perfection of Thought, Conj 7, N5H3, 5 gems, can only be cast by the Spenta of Animals, functions like Acashic Knowledge.
- New ritual: Curse of Aging, D5H3 and 15 gems version of Burden of Time which can only be cast by the Daeva of Aging.
- New ritual: Star of Evil Intentions, D4H3 and 1 gem version of Baleful Star which can only be cast by the Daeva of Evil Intentions.

- New ritual: Ill Intentioned Hearts, B3H3 and 5 slaves version of Raging Hearts which can only be cast by the Daeva of Evil Intentions.
- New ritual: Bind Banefire (very cheap banefire elemental summon, only castable by Antrax the Lord of Banefires); this spell is also accessible to Aabydum.
- New battle spell: Winter's Blessing, Ench 5, W1A1, aoe 3 +1/level (4 at level 1), range 15 +5/level, fatigue 40, targets receive the benefits of both Breath of Winter and Air Shield.

SUBARTU FREESPAWN

- Many new freespawn events were added, listed below; all of them require friendly dominion and full control of the province, but none requires Turmoil scales; also, unless the opposite is noted, they cannot occur underwater; lastly, all of them are duplicated (for a doubled effect) while End of Culture is active:
- Any temple: 50% chance for 1 Spawn and 1% chance for 1 Asakku; also occurs underwater
- Any temple at neutral temperature: 15% for 1d6 (exploding) Spawns and 1 Ogre and 6% chance for 2d6 (exploding) Spawns and 1d6 (exploding) Ogres
- Any temple at Heat 1 or Cold 1 (x1.5 in Cold): 15% for 1d6 (exploding) Ogres and 6% chance for 2d6 (exploding) Spawns and 1d6 (exploding) Ogres
- Any temple at Heat 2 or Cold 2 (x1.5 in Cold): 15% for 1 Soldier and 6% chance for 1d3 Ogres and 1 Warrior
- Any temple at Heat 3 or Cold 3 (x1.5 in Cold): 15% for 1 Warrior and 6% chance for 1d3 Soldiers and 1 Guardian
- Non-cap mountain/highland temples: 2% chance per candle for 1d6 Spawns, 1d3 Ogres and 1 Warrior/Soldier/Guardian (picked randomly), and 0.67% chance per candle for 1 Devourer
- Non-cap cave temples: same as above but 5% and 1.34% chance per candle respectively
- Capital temple: same as above but 7% and 2% chance per candle respectively, and the 7% one also creates an Asakku if End of culture is active
- Non-cap mountain/highland temples with Heat 3 or Cold 3 (x1.5 in Cold): 15% for 1d6 (exploding) Ogres
- Non-cap cave temples with Heat 3 or Cold 3 (x1.5 in Cold): 15% for 1 Soldier and 1d3 Soldier/Warrior/Guardian (picked at random)
- Capital temple with Heat 3 or Cold 3 (x1.5 in Cold): 33% chance for 1 Soldier/Warrior/Guardian (picked at random)
- Non-cap waste temples: 33% chance for 1 Asakku
- Non-cap waste temples with Heat 3 or Cold 3 (x1.5 in Cold): 33% for 1d3 Soldier/Warrior/Guardian (picked randomly)
- Temple with unrest 15+: 25% for 1d6 (exploding) Spawns and 5% chance for 1 Guardian
- Temple with unrest 40+: 50% for 1 Ogre and 5% chance for 1 Devourer
- Temple with unrest 70+: 50% chance for 2 Soldier/Warrior/Guardian (picked at random) and 5% chance for 1 Asakku
- The three above events also may occur underwater, but with halved chances
- Underwater temples: 15% chance for 1d6 (exploding) Spawns, 8% chance for 1d3 Ogres, 3% chance for 1d3 Soldier/Warrior/Guardian (picked at random)
- Check this wiki page for the vanilla freespawn mechanics, which remain active in Hellenika (with the various types of Utukku replacing the various types of Oni): <https://illwiki.com/dom5/user/loggy/freespawn>