

# Difference between old Master of Magic 1.31 and new Master of Magic v.1.06.25

Version 1.06.25 - 13th Jan. 2023.

Document created [REDACTED] - green squares added in last update of the document 25/1-23

Autocombat	QoL	Major	Before combat you can choose to use autocombat (familiar) instead of fighting yourself. Instantly resolving the combat.
GUI	QoL	Major	When a settler is selected the Surveyor mode changes color of the terrain to show where you can build cities.
Movement	Balance	Major	Most units base movement is +1. With some exceptions: Mounted units +2 move, (flying mounted units only +1 move). Engineers +2 move. Settlers +2 move.
Movement	Feature	Major	All units on a square attack, no matter how many units you select to attack from a group the whole group attacks.
Damage	Balance	Major	Magical ranged attacks now use separate ammo instead of mana, so spellcasters can use their mana for casting spells instead of shooting.
Unrest	Balance	Major	Unrest has been changed into a percentage instead of a fixed amount and the reduction is now -5% per non-summoned defending unit.
Map	Feature	Major	Movement tiles are now hex instead of square.
Modding	Feature	Major	An event editor and extended modding possibilities (adding/changing your own skills/spells, races, traits, and more)
Spell	Feature	Major	<b>Awareness</b> establishes contact with all wizards and reveals other wizards' units in the fog of war that is standing right next to their cities. (885)
Autocombat	Feature	Major	Autocombat will often have a hard time calculating combats where you only have one insanely strong unit/hero, it will often lose even though nothing can hurt it.
Pathfinding	Missing	Major	The pathfinding will not actively move a unit through another group or through a city, but will move the units around the other units.
AI	Missing	Major	The AI is unable to produce enough food and will often lose expensive units to food upkeep.
AI	Missing	Major	The AI has a hard time casting global spells at the moment. It also has a quite limited selection of summoning and buff spells available.
Economy	Balance	Major	The AI has a hard time defending its fortress and often leaves it undefended.
Economy	Balance	Major	Economy buildings like Marketplace, Bank and Merchants' Guild give a multiplicative bonus instead of additive. Resulting in much more gold.
Diplomacy	Feature	Major	On hardest difficulty the AI is set to be very aggressive and will almost instantly declare war.
Diplomacy	Missing	Medium	There is no way to see if two AI wizards are at war with each other.
Diplomacy	Missing	Medium	You can no longer bribe AI wizards to start wars with each other.
Diplomacy	Missing	Medium	On the lower difficulties where there is diplomacy. The AI will not automatically declare war on you if you cast the <b>Spell of Mastery</b> .
Diplomacy	Missing	Medium	The AI wizards no longer have objective traits like Militarist, Perfectionist, Expansionist.
Economy	Balance	Medium	Production buildings give a multiplicative bonus instead of additive.
Economy	Balance	Medium	Roads result in more gold lategame. Together with the changed economy buildings this results in massive amounts of gold.
Economy	Balance	Medium	City max population is now much larger.
Economy	Balance	Medium	Iron and coal unit cost reduction is capped at 90% instead of 50%

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Roads	Missing	Medium	Engineers can only build road on one square at the time instead of a "build road from location to location". This feature will be added in the next few months.
Pathfinding	Bug	Medium	Common pathfinding bug where a group of units don't get their movement type updated. Often seen with the hero Jaer and wind walking.
Graphics	Bug	Medium	There is a very common bug where locations from the other plane (like a city) is shown on the wrong plane. Pressing the change plane button fixes this graphical bug.
Graphics	Missing	Medium	The Surveyor function no longer show how big an already existing city can grow to.
Graphics	Missing	Medium	There is no "sparkle area" around a node when you meld with it, and there is no bonus stats to units of that node-realm on the squares around the node, only on the node.
Graphics	Missing	Medium	All neutral / enemy city's that you don't have line of sight on, will vanish from the minimap.
AI	Missing	Medium	The AI are often unable to unload their armies from ships.
Damage	Balance	Medium	All ranged non-magic units have +1 ranged attack (except slingers who were already op)
Lairs	Balance	Medium	There are more lairs/ruins and they may have multiple levels.
Lairs	Balance	Medium	There are more lairs, and the drop chance of spells is higher. This results in that you/the AI can find many more spells in a game.
Lairs	Balance	Medium	You can now loot rare and very rare spells even though you only have one spellbook in a realm, used to need 2 or 3 books to do that.
Combat	Bug	Medium	The AI will always cast <b>Web</b> spell if it has it available.
Combat	Balance	Medium	A unit with a ranged arrow attack gets a range to-hit penalty the longer the target is away from it, this can be reduced all the way down to 0% to-hit. Used to be minimum 10%
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Combat	Feature	Medium	Fights taking place at the fortress city (Both players and AIs). Will now be defended by the fortress that will cast strong magical damage spell at attackers each turn.
Node	Feature	Medium	If an enemy unit stands on a node you own / have melded with, you will lose its power income.
Gameplay	Feature	Medium	There is now a hidden random seed, so save scumming is harder.
Gameplay	Feature	Medium	There are no limit for how many combat summons you or the AI can summon.
Gameplay	Feature	Medium	AI wizards pick their starting spells on random, making them a lot weaker.
Gameplay	Missing	Medium	The AI does not build roads.
Gameplay	Feature	Medium	Completely defeating an enemy wizard can award you a spellbook. But you no longer get any mana or spells from just banishing the enemy.
Gameplay	Feature	Medium	After losing your last city, you have 10 turns to capture a city or die. The same is true for the enemy wizards.
Gameplay	QoL	Medium	You can sell all buildings in a city in the same turn, instead of just one per turn.
Spell	Feature	Medium	<b>Wind Walking</b> is 20% more expensive, because it provides movement boost to all units in the stack, even in combat.
Spell	Feature	Medium	<b>Earth lore</b> reveals other wizards units in the fog of war. (126)

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Spell	Feature	Medium	<b>Time stop</b> doesn't prevent you from using your power income for research or spell skill. It also doesn't prevent the neutrals from moving or enemy towns from growing.
Spell	Missing	Medium	If the hero Torin / <b>Incarnation</b> dies he can be summoned again but he will lose all his xp and have new skills.
Spell	Balance	Medium	<b>Inspiration</b> is a lot stronger with a +50% total production. Was +100% production bonus from population only before. (580) (Might be fixed?)
Spell	Feature	Medium	The research and casting discount from having many of the same type of spellbooks have been reduced. (From 9 books and up). With 11 books from 40% to 25% reductions and 13 books 60% to 35%
Skill	Balance	Medium	Nobel trait now gives a lot more gold and increases with levels. (+10 gold per level)
Skill	Bug	Medium	All units that have a "natural invisibility" or that get "invisibility" from an item will completely and permanently lose that invisibility after their first fight.
Unit	Feature	Medium	Stone Giant, Colossus, Fire Giant, Catapult, Warship, Airship, Steam cannon now have a boulder attack that does a powerfull per figure attack.
City	Feature	Medium	A city can have a production queue of up to 5 units/buildings.
City	Feature	Medium	If a city has enough production it can complete multiple units or buildings in the same turn. (Up to 5 things per turn).
Gameplay	Feature	Medium	A unit with a ranged non-magic attack gets a range to-hit penalty the longer the target is away from it, this can be reduced all the way down to 0% to-hit (instead of a minimum of 10%). (633)
Gameplay	Balance	Medium	You can't loot the enemy's heroes items. (269)
Gameplay	Feature	Medium	You need to stand directly next to an enemy city to see buildings and defenders inside it.
Gameplay	Balance	Medium	Enemy fortress - auto defense bolt can attack invisible units even though they are not revealed. (480)
Gameplay	Feature	Medium	Enemy wizards can cast dispel magic on your invisible heroes. (760)
Retort	Balance	Medium	Change of cost for the Myrran (2) and Alchemy (2) retorts.
GUI	Feature	Medium	There is now a combat log (L in combat) where you can see some of the attack roles / actions.
Create item	Bug fix	Medium	Merging skill have found its way back on items. And only cost 500 mana to craft, but you need 10 nature spellbooks to do it yourself.
Artefacts	Missing	Medium	No premade / named items drop as loot in the game.
Movement	Balance	Medium	An overland army can now attack more than once per turn if it have enough movement points.
Movement	Feature	Medium	Fleeing now does not move your army away from the square they were standing in.
Movement	Balance	Minor	Triremes and Air ship have +1 movement, but the other ships movement are unchanged.
Movement	Feature	Minor	Winning a battle does not move your army onto the square of the fight, but lets them stay where they were.
Movement	QoL	Minor	Flying and non-corporal units now uses roads.
Hero	Feature	Minor	When a hero offer to join it can have a very high starting level (lord), its level when offering to join is randomised.
Hero	Balance	Minor	All heroes with magical ranged attack gets less mana after level 4. But they have "mana/3=ammo" so they get ammo and free shots as they level up.

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Hero	Balance	Minor	Heroes with mana, but without a ranged attack doesn't get their total mana reduced at higher levels. The magic ranged casters only have 64% mana at level 9.
Hero	Balance	Minor	Torin can't be buffed with <b>Holy weapon</b> , <b>Holy armor</b> or <b>Heroism</b> anymore. But you can cast <b>Black Channels</b> on him.
Events	Feature	Minor	All players have different "events". So instead of the world suffering from a major event, everyone is just kinda doing their own thing.
Events	Feature	Minor	There are new events and even old events have alternate routes for resolution, you can easily adjust or even disable these changes at game creation if you want.
Tactical	Feature	Minor	The map in tactical combat is bigger.
Game settings	Feature	Minor	Game customisation: 4 preset option + custom. (Those include changing map size, starting with more resources like gold, buildings, units, heroes; adjusting your starting wizard picks and more)
Combat	Feature	Minor	Poison is now calculated in the Gaze phase of combat, making it extremely more potent.
Gameplay	Feature	Minor	"Mercenaries" can be offered before turn 30.
Gameplay	Feature	Minor	AI doesn't pay any mana for casting <b>Spell of return</b> .
Gameplay	QoL	Minor	Being able to select starting spells for non-custom Wizards
Gameplay	QoL	Minor	Building a new city gives a free swordsman.
Spell	Balance	Minor	Combat spells (63 of them) cost less mana for your heroes to cast, to compensate for the heroes slightly lower mana. (10-34% less)
Spell	Balance	Minor	Having two, five, six or nine spellbooks in a realm either give you too many or too few spells.
Spell	Bug	Minor	<b>Charm of life</b> will often result in units have odd % of health left / constantly showing a damaged healthbar, even though they are at full life.
Spell	Balance	Minor	The spell <b>Counter Magic</b> now last for the whole fight no matter how many spells it counter. But buffing it with extra mana have no effect at the moment.
Spell	Feature	Minor	<b>Wrack</b> is working against units with death immunity.
Spell	Bug	Minor	Some enemy ranged magical units can shoot through <b>Wall of Darkness</b>
Spell	Balance	Minor	The spell <b>Web</b> now rolls against resistance instead of melee, have a one turn minimum effect.
Spell	Balance	Minor	Artifacts don't give <b>spell charges</b> , it only gives the hero the knowledge of the spell, the hero still needs the mana to cast the spell.
Spell	Balance	Minor	The spell <b>Flying Fortress</b> is now named Fortress of Flying and applies flying to all defenders. Gives +10% to-defend. Cost 250 mana instead of 500. Can only be cast on fortress city.
Spell	Balance	Minor	<b>Drain Power</b> now gives you mana.
Spell	Balance	Minor	<b>Nature's Wrath</b> now automatically attacks enemy death and chaos wizards every turn.
Spell	Feature	Minor	When <b>Planar Seal</b> is in effect, the Tower squares are completely blocked off by a shield, so you can't move troops onto the square to garrison or attack the towers.
Spell	Balance	Minor	<b>Dark ritual</b> now gives a base +1 power income.
Spell	Name change	Minor	<b>Planar Travel</b> and <b>Plane Shift</b> spells have swapped name/function.

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Spell	Balance	Minor	<b>Crack's call</b> cost 25 mana instead of 20 mana
Spell	Balance	Minor	<b>Evil Presence</b> also work on minerals, population etc. cost +20% to original
Spell	Feature	Minor	<b>Stasis</b> , <b>Black wind</b> , <b>Firestorm</b> and <b>Ice storm</b> can now all be cast versus ruins/lairs on the overland map and damage/target the neutral monsters inside.
Skill/Spell	Bug fix	Minor	Immolation no longer triggers of ranged attacks or special attacks. Only works when a unit is attacking.
Skill	Feature	Minor	Leadership skill gives 1-3 extra resistance to itself and all units stacked with it.
Skill	Feature	Minor	New breath attack, cold breath. Reduces the movement of the enemy by 1 when hit.
Unit	Missing	Minor	All wall crushers can't destroy walls in melee.
Unit	Feature	Minor	Draconians have their engineers back.
Unit	Balance	Minor	Wraiths now have 6 hp instead of 8 and cost 7 mana/turn in upkeep instead of 5 mana/turn.
Unit	Feature	Minor	All ships can carry 8 units now.
Unit	Feature	Minor	You get a starting Spirit unit a few turns into the game, and the Spirit now have scouting.
Unit	Balance	Minor	Floating Island is now a Wandering Island with water walking and land walking, but summons on your summoning circle. (725)
Unit	Balance	Minor	Hydra had a major redesign, it now has 3 breath attacks and no longer acts as separate figures
Unit	Feature	Minor	Ghouls poison damage doesn't do 'create undead' damage. (516)
Unit	Balance	Minor	Unicorns also gives its Resist to all +2 effect on the overland map instead of only in combat. (770)
Unit	Balance	Minor	Night stalker now only cost 1 mana in upkeep instead of 5 mana. (138)
City	Feature	Minor	Housing - if there is no workers in town, building housing will add a +10% bonus instead of +0%
Retort	Balance	Minor	Famous Trait now gives more fame (25 fame).
Map	Feature	Minor	Resources can spawn underneath nodes. This protects the ore from destruction from volcanoes.
Map	Feature	Minor	Crossing a river cost an extra movements point.
Map	Feature	Minor	Ocean squares now give 0.5 food
Map	Feature	Minor	Resource distribution changed: plains now have a chance for minerals on both worlds (this due to the fact there are more plains in general in new MoM)
Artefacts	Feature	Minor	Transferring hero items away from the fortress does not cost Mana
GUI	Bug	Minor	With no power assigned to research, but have research from buildings. Overland research time is shown as infinite. On the magic screen it shows the correct amount of turns.
GUI	Feature	Minor	The hotkeys for purify and meld with node is only active when the special action menu is open.

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Gameplay	Balance	Minor	Minor changes to ScaleValue to Phantom Warriors, Nagas, Chaos spawn, Werewolves, Night Stalker and demon lord. (598-605)
Movement	Balance	Minor	Draconian settlers have 4 movement, Hero Fang have 5 movement. (468,586)
Create item	Balance	Minor	Creating items: Shields can have +15 mana and Wraithform requires 3 death books instead of 4. (284,326)
Spell	Balance	Minor	<b>Great Wasting</b> only applies to the plane your fortress is on, and will also target water squares. (835)
Spell	Feature	Minor	<b>Gaia's blessing</b> does not work on outposts. (446)
Spell	Feature	Minor	<b>Magic Vortex</b> is now completely random in its movement and only last for 10 turns. But only cost 40 instead of 50 mana. (28,99)
Spell	Feature	Minor	<b>Corruption</b> can be cast on Ocean squares (they give 0.5 food now). (200)
Spell	Feature	Minor	<b>Black Channel</b> makes you into a death unit instead of undead and have no upkeep. Can be cast on death realm creatures. But removes all levels from xp in combat. (204,332,916)
Spell	Balance	Minor	<b>Resist magic</b> also works against poison now.
Spell	Balance	Minor	<b>Cloak of fear</b> seems to have a -1 to resistance. (432)
Spell	Feature	Minor	<b>Meteor storm</b> an overland spell only, is now shown in tactical combats as a reminder that it is active. (Even though it have no effects on the fight). (710)
Hero	Feature	Minor	Death Stryker now have Super Legendary instead of Legendary. Roland have Might instead of Super might. Roland have an extra Random Fighter skill. Torin have Might instead Super might. (587,589,590,592)
Hero	Feature	Minor	Mystic X have learned the spell Confusion. Warrax have learned Fire bolt. Aureus have learned Eldritch Weapon. Torin have forgotten his spell True Light. (593,594,595,596)
Hero	Balance	Minor	Ravashack have life stealing with -1 to resistance instead of the 0 modifier he used to have. (597)
Hero	Feature	Minor	Serena have "Melee/Spellcaster" item slot instead of just her old "Melee" slot. Jaer have 7 ranged magic attack instead of his normal 6. (583,585)
Event	Feature	Minor	Some events give unrest modifiers to your citys, most of those can be dispelled. (322)
Research	Balance	Minor	Warp Creature cost 250 instead of 220 to research. (95)
Item	Balance	Minor	Equipping a hero with a shields does not give the large shield skill. (646)
Race	Balance	Minor	Draconian settlers have Fire breath 1. Draconian engineers have 4 movement. All Draconian units have scouting.(469,470,471)
Race	Balance	Minor	Dwarven settlers have mountaineering now and their Steam Cannon no longer requires barracks to build. (474,475)
Race	Balance	Minor	High elf settlers no longer have +10% to-hit. High elf Magicians did not get any movement increase. (456,457)
Race	Balance	Minor	Gnoll bowmen have 5 resistance instead of 4 resistance. Halfling shamans cost 50 production instead of 75. (454,455)
Race	Balance	Minor	Klackon settler have 3 defence instead of 1. Nomad Griffins and Orc Wyvern have scouting now. (459,463)
Race	Balance	Minor	Orc cavalry managed to finally sneak in some first strike training. Dark elf settlers have ranged attack 1 and 4 ammo now. (464,466)
Disclaimer			There are other changes, some are intentional and some are 'unintentional' and will hopefully be fixed. And some I have just not found.. Please don't think that this is a complete list, I'm just one guy.