


Redemption







Priest :+    | 1 

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Priests gain the ability to convert enemy siege units and buildings, but they have to stand next to the target. When converting gullible  entities, the normal range is applied.



Devotion



 : +2 



Faith

1



2



Requires "Devotion"

Replaces "Devotion"

All : +3



  : Heresy

2 

 

 : Destroy

When one of your entities is converted, it is destroyed instead of switching color.