

Nature 2.0



Introduction

One of the fascinating aspects of Nature is just how thematically unified its cards feel, whether they be units, spells, or buildings. In terms of aesthetic design, every Nature unit and building is alive. In terms of gameplay design, the majority of Nature cards possess abilities connected to at least one of the four main Nature mechanics: Tunnel system, Root Network, Healing, and Crowd Control.

Nature is the most popular of the four primary factions among PvE players, particularly with newer players. Yet, since the changes to Frost, it is also now the faction which suffers the most structural weaknesses. While Nature is a stable and forgiving faction, its pure deck is one of the slowest and least efficient decks in the game. This helps to explain why the faction is popular among newer players but why more experienced players usually transition to greener pastures.

Nature's innate issues are often papered over by Nature's plentiful access to powerful support spells as the "heal" and "control" faction. Unfortunately, even these potent support cards are insufficient to cover up the glaring weaknesses Nature possesses as a faction. Nature lacks burst damage and units with sufficiently strong attack values or abilities. These factors make the faction resilient, but inefficient. This document will analyze Nature's inherent weaknesses as a faction and aim to develop playstyles that are fitting to its identity. While Nature splashes will be considered, the main focus will be Pure Nature.

Archetype:

- Catchphrase: Command, Control, and Restore
- Damage through Units
- Sustain over Damage
- Equal Attack and Defense



Part 1: Analysis

Nature units are typically balanced stat wise between damage and life points and tend to be more expensive than their counterparts in other factions, though not necessarily less stat efficient. While a faction like Shadow might have internally complex units, such as Shadow Mage and Unstable Demon, Nature units are relatively simple by comparison, rarely possessing more than one active ability. The complexity of Nature is found more in faction mechanics than in individually complex cards. The tunnel system and root network mechanics typify Nature and strongly fit its theme by making the player's deck feel like an interconnected and living organism.

Of all the factions in BattleForge, Nature is the one with the least direct damage effects. Many of the damage effects they do possess are spread over time and almost never affect buildings. To compensate for this deficiency, Nature has both the most reliable sustain and crowd control of any faction. Given that crowd control functions partially as additional health, since it prevents enemies from damaging your own units, this means that nearly all of Nature's spell capacity and power in-combat is spent on sustain.

Unique to Nature, root network cards are almost a faction within a faction. The root network is one of the most complex, and most misunderstood, mechanics in the game. It requires that root entities, either buildings or units, be out of combat in order to provide support to other root entities. All root network cards capable of attacking (except Treefiend, which we will ignore) scale linearly and provide one support. This means that 6 Spikeroots attacking simultaneously will deal the same amount of damage as 1 Spikeroot with 5 supports. Where this gets interesting is when you start to add in root network support cards and begin utilizing entities like Living Tower and Treespirit to provide cheap support. The mechanic, while functional and interesting, suffers from many of the same problems as other interesting mechanics in BattleForge. Namely, it is poorly balanced and lacks adequate supporting cards. Happily, these issues can and are being addressed.

Preferences & Tools

Preferences:

- **Manipulative:** Enemies become allies through mind control effects, while the very rules of the game bend under Enlightenment and the new Shrine of Memory.
- **In Control:** Counter magic fields from Mark of the Keeper and Timeshifter Spirit keep Nature defenses from being disabled, while Nature's numerous crowd control spells and effects let it determine the terms of engagement.
- **Team Oriented:** The effect of buildings such as Wheel of Gifts and Fountain of Rebirth are capable of supporting allies anywhere on the map. Most Nature spells are supportive by nature, and nearly half are arcane, meaning aid can be provided whether or not there is ground presence available.
- **Vitalizing:** Nature prefers to keep units alive to fight another day through plentiful healing spells and regenerative abilities.
- **Army-based:** Units are Nature's primary damage source, and they cost less through Breeding grounds to let the player summon more.
- **Entrenched:** With root networks, counter magic fields, and crowd control buildings, Nature is able to lock down large areas of the map. And once it has claimed an area, it is nearly impossible to dislodge.





Tools:

- **Healing & Regeneration:** Of all the factions, Nature is best known for its healing abilities, which are found across every tier and card type.
- **Disabling Effects:** Nature has the most forms of crowd control available of any faction, whether as spells, auto-attacks, or abilities.
- **Mind Control:** Temporarily or permanently, Nature can quickly turn foes into friends, with one form of mind control available in each tier.
- **Tunnel System:** Tunnels and tunneling abilities are widely available across Nature cards, though rarely utilized.
- **Poisons:** Several Nature units and spells apply poison effects to supplement their normal damage. Even many damage effects which are not poisons, such as Thunderstorm and Parasite, are poison-like by nature of being damage over time effects.
- **Root Network:** Halfway between building and unit, Nature has access to root network entities, which are able to support each other through the linked fire ability.





Throughout the Tiers

T1

| Card | Role |
|---|--|
|  | Windweavers are a reliable archer unit with a high damage value. As such, they are capable of carrying Nature through most challenges. |
|  | Surge of Light is a powerful healing tool which remains relevant even in higher tiers. |

T1 Nature comes with a large number of powerful tools. The availability of early heals in Shaman and Surge of Light makes it reliable and resilient. Mana Wing, the only T1 flying unit in the game, gives Nature a way to deal with otherwise difficult situations by taking advantage of the flexibility and strength of fliers. Early crowd control in Hurricane and Ensnaing Roots help keep enemies at bay. Recent PvP changes, many of which have reduced the power cost of T1 Nature units, have also increased the viability of strategies such as Amazons combined with Werebeasts. The first root network unit also enters the scene in Treespirit.

T2



| Card | Role |
|---|--|
|  | Even unsupported by other root entities, Spikeroot is a formidable ranged unit able to swiftly clear out groups of enemies. |
|  | Parasite Swarm plays an important role for Pure Nature in many campaign maps, enabling the takeover of powerful enemy units. |

While T1 Nature seems to naturally connect together into a cohesive unit, Nature T2 has a bit of an eclectic feel to it, with several widely diverging strategies. With the addition of Spikeroot, Root Nexus, and Living Tower, root network decks become possible and massed Spikeroots is likely Nature T2's strongest strategy. Parasite Swarm allows players to steal enemy units for their own use, removing key threats and giving Nature a way to dynamically cover its own weaknesses. Deep Ones are incredibly energy efficient, and all Nature units benefit from Breeding Grounds. Burrowers can find their place in

maps where destroying key structures is important, while the addition of two strong crowd control spells in Oink and Creeping Paralysis help to keep the enemy locked down.




Nature T2 primary weakness is found in countering flying units. It has only three units which can damage fliers; Spirit Hunters, Parasite Swarm, and Energy Parasite. The latter two are not combat units, and while Spirit Hunters are both strong and energy efficient, the vast majority of their damage is found in their poison, which does not stack. This leads to a situation where Nature players are often forced to resort to using Windweavers even in T2. In order to remedy this situation, we will be buffing Parasite to be able to kill most T2 flying units the player faces.

T3

| Card | Role |
|---|--|
|  | Abyssal Warder has always felt a bit out of place in Nature's T3, but with the upcoming change of Promise of Life to T3, the unit presents a unique new way to play the faction. |
|  | The crown of any Root Network defense, a supported Razorleaf can stave off any threat. Luckily for Razorleaf, supporting itself has become even easier with the upcoming changes to root entities. |

Nature in T3 is largely a story of splash cards. Deepcoil Worm and Swamp Drake are good allrounders, while Equilibrium, Revenge, and Thunderstorm function as spell support. Razorleaf is the crown of root network decks and when supported can defend against any attack. Enlightenment has the potential to let the player ignore T3 entirely. Nature's reliance on ranged units as damage dealers makes it weak against crowd control, especially units which can cast silence such as Twilight Whisperer, a problem also found in lower tiers. Then, there is Abyssal Warder, a card which wants to die in a faction which is built on sustain. As a melee XL it should theoretically be the answer to many of Nature's attack problems, but its current strength and support cards make it an impractical and underwhelming option.

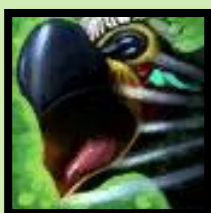
T4

| Card | Role |
|---|---|
|  | As the only T4 Pure Nature, Forest Elder should be the linchpin of any Nature deck. The goal with its upcoming rework is to give it a supportive role to help enable other Nature units to excel more strongly in their intended roles. |
|  | Mind Control allows the player to turn the strongest enemies into allies. The changes to Mind Control provide a Nature alternative to dealing with enemy spawners that doesn't require adding a Nature version of Earthshaker. |
|  | Regrowth is one of the most powerful and convenient healing spells in the game, with no extrinsic conditions, a low cooldown, and a high charge count that lets it be spammed. |

Nature in T4 is a support faction primarily. Other factions dip into Nature to get access to its powerful support spells, but outside of Grimvine and Giant Wurm, Nature's units are largely ignored. This is not surprising, as decks which require 3+ Nature orbs are among the slowest decks in the game. The issue is that Nature's T4 units add more of the same, more healing and more crowd control, in a way that adds very little to what was already available in its splash cards. Those cards which do add something different, namely Promise of Life and Mind Control, are currently limited to the point of irrelevance. Pure Nature T4 is in many ways an incomplete faction. Even its T4 root network options are superfluous additions, as Razorleaf more than suffices in any defense situation. For these reasons, most of our upcoming balance work has focused on making playing Pure Nature T4 a unique experience that is both powerful and fun.

Structural Weaknesses

- **Little Reason to Invest:** Nature has some of the best support cards in the game, and nearly all of them only require a single Nature orb. Breeding Grounds, Oink, Thunderstorm, Revenge, Equilibrium, and Regrowth are only one Nature orb, and for only one more Nature orb the player also gets access to Green Peace and Enlightenment. Nature cards requiring 3 or more orbs simply do not compete with what other factions can bring, meaning players are encouraged to dip only their toes into Nature.
- **Lack of Burst Damage:** There are only four damage spells in Nature (Envenom, Parasite, Thunderstorm, and Noxious Cloud). All four are damage over time effects. Not one of them can damage buildings. This lack of burst damage and tendency towards damage over time effects also includes the faction's buildings and units.
- **Struggles Against Buildings:** As mentioned above, none of Nature's damage spells can target buildings. Not only that, but despite its plethora of crowd control effects, Nature lacks a control option against buildings. Whereas other factions can use spells or abilities to target spawners and other key enemy buildings such as Willzappers, Nature has to fight its way to these targets by fighting through the army guarding them. This army-based approach is significantly slower than the options available to other factions.
- **Expensive Units:** Nature units are the most expensive units in the game. They are also by and large stat sticks. While this weakness is offset by the faction's access to Breeding Grounds, it means that away from a Breeding Ground the high bound power cost of its units is a substantial weakness, even though Nature units are decently stat efficient. High summoning costs tie up power which other archetypes are able to use for spells. Additionally, Nature's lack of damage spells requires it to deal more of its damage through units than other factions, thus needing to summon more units overall. Given the reliance Nature has on its units, Nature's units need to be worth their cost even more so than the units of other factions.
- **Limited Void Control:** With changes to Shrine of Martyrs, Pure Nature remains the only faction without access to reliable void control. Its own Shrine of Memory is useful to a point but caps out at only 20 void return per 2 seconds, which is insufficient to sustain the faction once the player starts casting T3 and T4 spells, let alone if they end up losing units. This issue is being addressed through changes to Shrine of Memory to make it a competitive option.
- **Crowd Control Redundancy:** While Nature possesses the most diverse forms of crowd control of any faction, these effects still have an inherent anti-synergy with each other. This is because crowd control has diminishing returns. If one form of crowd control is applied to a unit, a second form of crowd control applied before the immunity to the first expires will only last half as long. This halving effect stacks up to 5 times, meaning at maximum stacks an ostensibly 15 second Oink will last less than a second.



Part 2: Envisioned Playstyles

A major issue for Nature is the player currently gets all the strongest cards in the deck within the first two Nature orbs. This means that players running Pure Nature decks will rarely find themselves using Pure Nature cards, but instead a collection of Nature splash cards. While it is expected that pure decks will utilize the splash cards of their faction, the issue is that those same cards could have been used alongside the cards from other factions where they would have been stronger due to the support other factions can bring to remedy Nature's inherent weaknesses.



An additional issue is found in that Nature does very little within the faction itself to provide synergy for its own signature mechanics. Sustain and crowd control, the hallmarks of Nature, ought to have special interactions within the faction. Sustain has some interactivity with Healing Gardens which can multiply healing, but the same is not true for crowd control. Frost faced a similar situation with freeze and Ice Shields before the changes, though at least with Frost the intended interactions could easily be discerned in existing cards, even if such interactions were never realized.

Our goal with Nature is to create playstyles unique to the faction that move beyond its reliance on splash cards while also enabling and strengthening existing Nature-specific mechanics such as the root network and tunnel system.

For Tier 3 we envision the addition of a unique playstyle, revolving primarily around **Abyssal Warder** and **Promise of Life**. We are also fleshing out and buffing root network decks through substantial changes to **Sylvan Gate** as well as several other root network cards.

In Tier 4, we are changing 9 of the 13 cards. The goal is to create an **army-based strategy** with a high degree of modularity, allowing the player to swap in different units to substantially change the archetype's look and feel. All of these playstyles should channel the themes of Nature, making playing the faction feel like managing a walking forest or a single living organism.

Tier 3

Abyssal Warder Deck

Abyssal Warder is both mechanically unique and entirely unfitting as a Pure Nature card, or at least it is right now. Nature wants to keep its units alive, while Abyssal Warder wants to die. The card's Russian doll-esque Breakdown ability seems more fitting for a faction interested in death effects like Shadow or Amii than it does for Nature. This led some to suggest spawning the smaller Warders already damaged while allowing them to reassemble at full health to give synergy with healing, while others argued for the card being moved to Amii. Whatever we did choose, it was clear some substantial changes would be needed to integrate the card into the faction; it was after all supposed to be the player's reward for going Pure Nature in T3. Additionally, it was also clear that T3 Nature could benefit from having a melee XL unit, particularly one which could work around the faction's weakness to crowd control through its Breakdown mechanic.



In the end, we decided on three changes. First, we will **buff Abyssal Warder's Crystal Spikes active ability**, slightly improving its single-target damage while increasing the total targets affected from 3 to 6. This should make the ability worthwhile to use and help Abyssal Warder to clear up smaller enemies quickly. Second, we are adding a **new ability called Reassemble**, which allows 3 smaller Warders to

reassemble into a Warder one size larger. Now, 3 large Warders can become one extra-large one. Third, we are **moving Promise of Life from T4 and making it a T3 Pure Nature card**. This change allows the player to activate Promise of Life on Abyssal Warder before death, giving them both the L-sized Warders as well as a new XL-sized Warder which itself can again break down into smaller units. Our playtesting has shown this strategy to be highly effective, though it is still a bit counterintuitive when in the Nature mind set and can take some getting used to. We are excited for you to be able to try it out.

Root Network Deck

As mentioned earlier in *Analysis*, the root network is one of the most complex and misunderstood mechanics in the game. Unfortunately, it is also incomplete. The most efficient way to set up a root network is to establish a collection of Treespirits and Living Towers far out of combat to function as a battery to support the frontline. The root battery supercharges your chosen attacker, typically a Spikeroor or a Razorleaf, enabling it to deal massive amounts of damage in a large area and eviscerate incoming attack waves. Overall, root networks are very good at maintaining static positions for long periods of time, often unattended, making them good for maps like Defending Hope and Slave Master. What root networks are not good at is projecting their power beyond a single defensive location. Root entities are either incredibly cumbersome or impossible to move, making it nearly impossible or at least incredibly expensive to export their strength to other locations. Unsurprisingly, this makes root networks poor attackers. Though they seem to have been intended as a halfway house between building and unit, they tend substantially more towards the building side.



While root networks are worth playing in their current state, the mechanic promises much more than it currently gives. Several cards are underwhelming or useless, while many of the factors which could make root networks more interesting remain unexplored. All root network cards have a 25m radius, provide no more than one support, and can only support while outside of combat. Additionally, not a single root entity has an active ability. This leads to a situation where root networks have a significant learning curve, but once the mechanic has been comprehended, the individual root network cards themselves begin to feel overly similar. Now while not every card should diverge from the existing formula, and in fact there are many benefits in largely maintaining it, some variation could go a long way in improving the mechanics understandability and strategic depth. Luckily, we already have a large stock of underwhelming root network cards, which provide the perfect candidates for changes.

The first change we are making to improve root networks is rebalancing **Treespirit** to enable **reducing its power cost to 50**. This will make Treespirit a move effective battery unit. Next, we will be changing **Thornbark** to **provide 3 support while outside of combat**. It is odd that right now all root network cards, regardless of cost or tier, provide a maximum of one support. This change is the first step in allowing root network cards to scale up in support strength as their requirements increase, while also giving Thornbark an identity that does not require it to directly compete with Razorleaf. Finally, and most importantly, we will be implementing a full redesign of **Sylvan Gate**.

Sylvan Gate currently functions as both a healer and a part of the tunnel system. The tunnel system seems like it would synergize perfectly with the root network, but unfortunately root networks face the issue that they are comprised of both units and buildings, the second of which are unmovable, while also requiring a substantial amount of deck slots. This, plus Sylvan Gate's high cost, leaves it and its tunnel ability largely unused. Additionally, Sylvan Gate has the annoying characteristic of siphoning off root support from your frontline due to its healing ability, requiring even more units to be used as a battery. Given these factors, we have introduced radical changes to the card. These changes are meant to help remedy many of the issues root networks face. In order to make their strength transferrable around the map, **we have increased Sylvan Gate's connection range to 100m**. Now all root entities in a

100m radius around a Gate will be connected to each other. This will allow the player to continue benefiting from their Living Tower batteries, while their units can transfer elsewhere through a tunnel or via Burrow Ritual. For this purpose, we have also **given the Gate Accelerated Construction, meaning it will build 50% faster, reduced its power cost from 110p to 80p, and removed its healing effect to stop it from siphoning support.** Overall, these changes will allow Sylvan Gate to function as an improved Root Nexus and Tunnel rolled into one, adding to root networks some much-needed flexibility.

Tier 4

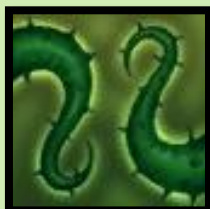
Root Network Deck Continued

Building on the changes in T3, we want to improve the root network cards in T4 to make them a compelling choice for players, while also hopefully enabling a new playstyle. With the move of Primeval Watcher from 2 Nature, 2 Neutral to requiring 3 Nature, 1 Neutral orbs, this leaves Spore Launcher as the only T4 Nature unit requiring 2 Nature orbs. This functionally means that 2 Nature orbs provide zero T4 Nature units, as Spore Launcher is not worth using. As a combat unit, Spore Launcher is underwhelming. This is because it shares all the weaknesses of Razorleaf plus some. Spore Launcher has Siege, has near identical damage scaling as Razorleaf, and is unable to attack air units. Outside of Spore Launcher, the player is also offered Howling Shrine as Nature's T4 fortress card. Unfortunately, Howling Shrine is also entirely replaceable by Razorleaf.



Given that we do not intend to nerf Razorleaf, this means we need to look for other ways to buff both Howling Shrine and Spore Launcher. In terms of **Howling Shrine**, it will receive changes as part of the upcoming towers rework discussed in our recent [Deep Dive](#). These changes include an increase to its life points, and the ability to provide 6 support to other root network entities while out of combat. This should allow two Howling Shrines to fully support each other against offset attack waves in different parts of the map.

As for **Spore Launcher**, we must wonder why the original developers gave the unit Siege. Was the card actually intended to be an offensive unit? If so, what would that even look like, and could we somehow achieve it ourselves? It is in pursuit of such a goal that we will be making changes to Spore Launcher. First, we are removing the unit's slow and **increasing its speed to that of a normal XL-unit**. Next, we will be **increasing its support capacity**, that is the number of units that it can be supported by, **from 6 to 8**. This should allow Spore Launcher to outscale its T3 counterpart in Razorleaf. Finally, we are introducing a **new active called Sprout Spore, which spawns 2 Treespirits** in the same manner as Satanael spawns Snapjaws. This should allow Spore Launcher to create a semi-mobile unbound power root support battery which, when combined with Sylvan Gate, should give the unit the ability to function as an attacker while it utilizes its long range of 50m. It is expected that such a strategy will take some fine-tuning, meaning Spore Launcher and other root network cards will likely receive further changes to their numbers and design as it becomes more apparent where they currently stand in terms of power level.



Nature Army Deck

A repeatedly mentioned detail in this Deep Dive is that Nature deals the majority of its damage via units, and even then, mostly through units auto attacking. Even Frost, the other unit heavy faction, deals substantial amounts of damage via spells by T3 and T4. While it would be rather simple to add a few Nature themed damage spells to the faction, we think this would be a mistake. Each faction should feel unique to play, and given Nature's existing identity, we think it fits perfectly as a unit-centric faction.

The difficult question thus becomes, how do we design a faction like this? Many of the most important targets in BattleForge are buildings. Spawn buildings, crowd control buildings, damage buildings; when a player enters a camp in PvE usually their first priority is killing at least one, if not more, buildings. Yet, the few spells available to Nature cannot even damage buildings, and we do not intend to change that. The problem thus requires more creative solutions.



The first task is to enable the player to focus down spawn buildings in the back of the camp. **Mind Control** is the perfect card for this job. To enable it to fulfill the function of spawn destroyer, we are **lowering Mind Control's power cost to 250p** and adding a **new passive effect which will cleanse the enemy unit of all debuffs on cast**. The newly controlled unit will then be **immune to all major debuffs**, including crowd control, **for 10 seconds** which should enable it enough time to destroy its target. Additionally, we are doubling Mind Control's charges to 8, allowing for twice as many takeovers. Changes to Mind Control will happen in tandem with changes to the mind control immunity of Lost Souls, meaning the card will be useable against all enemy factions, both as a way to destroy enemy

spawns and as a means to create a powerful army of enemy units.

The second task is to enable Nature to play around crowd control, particularly in the form of buildings such as Twilight's Willzapper. Here we are experimenting with two possible options. The first is giving **Grove Spirit** an auto-cast ability similar to Crystal Fiend, **which both heals the target and grants a temporary immunity to debuffs**. This will not cleanse current debuffs, only prevent future ones. Additionally, we are looking into change her Healing Song ability to both heal and grant immunity to debuffs in all allied units in range. This change would grant Nature players an option to proactively prepare their army before engaging to prevent being locked down. A second idea is to add a **new T3 spell card, tentatively named Green Tide**, which spawns a large number of short-lived units similar to Infect. The units from Green Tide would be able to overwhelm enemy crowd control defenses, safeguarding Nature's damage dealing units so they can continue attacking. A third idea is to add a **new Pure Nature T4 spell card, tentatively named Sanctuary**, which **grants allied units a small Mark of the Keeper effect**. This spell would allow Nature to disable enemy buildings, as well as silence ranged units, just by having an own unit with Sanctuary nearby. These three ideas are still in the conceptual stage and will not be released with the upcoming patch.





Our intended changes to Nature do not stop at the support around the army, but also extend to the units which make up the army itself. **Forest Elder** will be gaining a **new passive ability called Magic Link**, which is a stronger Breeding Grounds effect, **reducing summoning costs for allied units by 30%**. This change will allow Pure Nature decks to generate armies in the field without missing out on Breeding Grounds. Additionally, we are changing Forest Elder's Pest Plants ability from a poison effect to an armor shredding ability. Any enemy which is **paralyzed or disarmed within 30m of Forest Elder will receive 40% more damage** from all sources. This will synergize well with Green Peace's disarm effect and Primeval Watcher's paralyze.

One of the issues in Pure Nature is that while the faction has a lot of crowd control, it does not have any mechanics that interact directly with crowd-controlled units like Frost does with freeze. This is the first step in creating more of these interactions.




Speaking of **Primeval Watcher**, Nature's T4 beholder will be receiving some substantial changes. To accommodate its increased power level, it will be **migrating to requiring 3 Nature orbs instead of 2**. **Primeval's Stasis Field is now targetable**, allowing its built-in paralysis to be used offensively. Its **power cost will be reduced to 250** and the damage on the later parts of its chain attack will be increased. This should allow Primeval Watcher to kill backline targets more effectively while being more power efficient overall. **Colossus** will also be receiving changes to its active ability as well as gaining a **new passive called Lumbering Step**. Lumbering Step will function much like a worm unit's Earth Dive, allowing Colossus to damage units just by walking into them. Given its potential to combo with Green Peace and Unholy Hero, potential changes to Colossus will need more testing before release and thus will not be part of the upcoming patch.

One major piece of the Nature puzzle that has been missed so far is our upcoming changes to **Shrine of Memory**. One reason Nature struggles so much is that while it typically binds more power into units than other factions, it also lacks any meaningful void manipulation. Shrine of Memory currently caps out at a maximum return of +20 power per 2 seconds when at 333 void power. Even if the player's void power pool has more than 333 power, the return never increases past the return limit allowed naturally at 1000 void power. While this is fine in T2, it is wholly insufficient in later tiers. To remedy this, **Shrine of Memory will be moving to T3 and increasing its void return percentage from +200% to +300%**. This increase in void return percentage comes with the added ability of Shrine of Memory to bypass the game's normal cap on void return. The shrine can **now return up to +80 power per 2 seconds** from the void power pool, capping out when the player reaches 1000 void power in total. Additionally, it would be quite odd if the void shrine of the most supportive faction were the only one incapable of aiding allies, so we are giving Shrine of Memory back its ability to benefit teammates as well.



Upcoming Changes Highlights

The changes below are an excerpt from all the changes which we plan to release in order to make Nature a more compelling choice and move closer to realizing their theme and vision. We want to highlight some of these changes and provide our reasoning for these changes.

| Card | Suggestion |
|--|---|
|  <p>Shrine of Memory (100)</p> <p>1 Shrine</p> <p>Echoes of the Past</p> <p>1800</p> | <p>Shrine of Memory Changes:</p> <ul style="list-style-type: none">• Increased Tier: 2 Nature (T2) to 2 Nature + 1 Neutral (T3)• Increased Power: 100p to 120p• Higher Void Return: +200% to +300%• Increased Void Cap: From +20 to +80 power per 2 seconds at max• Supportive: Now affects allies <p>Shrine of Memory has been changed into a competitive void return option in T3+ for both campaign and random PvE scenarios. Now Nature players can support their allies in an additional way.</p> |
|  <p>Sylvan Gate (110)</p> <p>2 Tower</p> <p>Heal</p> <p>Tunnel Exit</p> <p>Infused Linked Fire</p> <p>2460</p> | <p>Sylvan Gate Changes:</p> <ul style="list-style-type: none">• Lowered Cost: 110 to 80p• Repeater: Removed Heal, added Accelerated Construction• Increased Connection Range: 25m to 100m <p>Sylvan Gate does many things, but none well. It can be added to a root network, but since it steals support, it is better to use a Root Nexus and a Timeshifter Spirit. It can be a tunnel, but it costs too much. With this change, the Gate can connect root entities over large distances, granting significant amounts of flexibility to an otherwise static mechanic.</p> |
|  <p>Abyssal Warder (250)</p> <p>1 Giant Destroyer</p> <p>Crystal Spikes</p> <p>Infused Breakdown</p> <p>2500 XL 2500</p> | <p>Abyssal Warder Changes:</p> <ul style="list-style-type: none">• Reassemble (active): Combine 3 smaller Warders to create a Warder of a larger size• Lower Cost: 250 to 240p• Increased Ability Damage: 725 (2175 total) to 800 (4800 total) <p>By moving Promise of Life to T3, we open up the possibility of combining Abyssal Warder with Promise to create durable unbound armies. Even without Promise of Life, the other changes to Abyssal Warder should make it a stronger option in general for Pure Nature.</p> |
|  <p>Thornbark (120)</p> <p>6 Forestkin Dominator</p> <p>Root</p> <p>Radial Thorns</p> <p>Linked Fire</p> <p>1400 1300</p> | <p>Thornbark Changes:</p> <ul style="list-style-type: none">• Strong Supporter (passive) - Unit counts as 3 connected entities for the sake of determining root network supports while out of combat. <p>Root Network units all currently provide only 1 support, regardless of their power cost and tier. While this is okay in T1 and T2, it becomes an issue by T3, especially when multiple units are competing for the frontline spot. By making Thornbark provide 3 support, it means it will outscale lower tier options as a support and allow more flexible setups to avoid pop limit.</p> |



Forest Elder Changes:

- **Magic Link (passive):** Summoning friendly units requires 30% less of the usual power costs.
- **Pest Plants (rework):** All paralyzed and disarmed units take 40% more damage while being near Forest Elder.
- **Range Increase:** Pest Plants and Flower Power have 30m range

Forest Elder can now synergize with Nature's most common forms of crowd control in T4 while enabling its army-based strategy via a more powerful and mobile Breeding Grounds effect.



Primeval Watcher Changes:

- **Orb cost:** 2 Nature, 2 Neutral to 3 Nature, 1 Neutral
- **Power cost:** 260p to 250p
- **Increase Damage:** 6550 to 6950
- **Stasis Field:** Now has a 30m range and reduced cooldown 20s to 15s

Primeval Watcher has been moved to 3 Nature orbs and significantly buffed. Its damage on later parts of its attack chain have been increased to allow it to kill enemy targets in the backline easier, while its Stasis Field can now be cast on an area, greatly increasing flexibility.



Mind Control Changes:

- **Lowered cost:** 300p to 250p
- **New effect:** Mind controlled unit is cleansed of debuffs and is immune to all major debuffs for 10 seconds.
- **Charges:** 4 to 8

Mind Control can now be used to steal a unit in the backline near important enemy structures and use the CC immunity to destroy them while the rest of the army distracts the camp. On-cast disenchant allows even debuffed and crowd-controlled enemies to be good targets.

Conclusion

We hope you have enjoyed this dive into the Nature faction and are excited about the many changes the forest guardians will soon be receiving. It is our goal with documents such as these to give our players a glimpse into how we think about factions and where we are planning to take the game. We also hope that our deep dives give you a greater appreciation for how the various factions play and give you that final boost you might need to branch out of your comfort zone and try something new.

