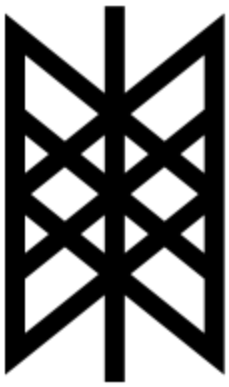
Patch Notes 0.16 June 27th, 2021

"The Gift of the Valkyries"



General

Our first new **Warrior** is finally making her way onto the battlefield. **Reginleif**, the Gift of the Valkyries, will be a close ranged basic attack focused warrior who deals magical damage. She has a lot of survivability through her defense and healing. She isn't too difficult to play once you learn the best order to activate her abilities in. As Bjuaros' daughter, she wields a weapon with similar runic carvings in it, however they are activated and used differently. She wants to close distance and stay around her enemies and whittle them down lower and lower to make herself hit even harder. Characters that can zone her out well or have high mobility will likely excel against her. She has some ways to deal with these scenarios however so she won't be completely shut down. Enjoy! <3

Changelog added for - Lorna Reid

New Fighter - Warrior

Reginleif

Gift of the Valkyries



High Area Damage, High Survivability

Passive: Path to Valhalla

Whenever anything dies in the game (Player, Monster! or minion) Reginleif is invigorated and receives energy. If Reginleif receives credit for the kill this energy gain is doubled. If Reginleif kills an enemy player all 3 runes on her **Valkyrie Sword** become activated.

Energy Gain: 1 (2 if Reginleif killed them)

Basic Attack: Valkyrie Sword

Slash with your mighty sword sending out a wave of aurora magic in a 4 space area in front of you, dealing damage to all enemies hit. Enemies on the same space as you, as well as the space directly in front of you are with the sword itself, and take increased damage. Each time you cast a basic ability, one of the runes on your sword is activated adding an additional effect to your next basic attack cast.

Damage: 5 (10 if target is on the same space as you or next to you)

Energy: 1

Ability 1: Aurora Aura

Reginleif calls upon the aurora for protection. She is granted a defensive aura which reduces the damage she takes for the duration.

Damage Mitigation: 50%

Duration: 1 Turn

Energy: 2

Activate *Sowulo:* While this rune is active, your next cast of **Viking Sword** heals you for 50% of the damage dealt.

Lifesteal: 50%

Ability 2: Bladewhirl

Reginleif spins forward a set distance dealing damage to everything she passes through. While whirling, Reginleif is immune to roots and cripples.

Damage: 7
Energy: 3
Distance: 4 Spaces

Activate Teiwaz: While this rune is active, your next cast of **Viking Sword** deals an additional 15% of the target's missing hp (calculated after the basic attack damage is taken) as damage. This counts as basic attack damage.

Damage: 15% of the targets missing hp

Ability 3: Borealis Blade

Reginleif allows her valkyrie sword to be guided by the aurora, sending it at a single enemy anywhere on the board. This attack counts as a basic attack and procs all active rune effects on the single target.

Damage: 8
Energy: 3

Activate Fehu: This attack stuns the target.

Stun Duration: 1 Turn

Ultimate: Valkyrie's Wyrd

As a Valkyrie, Reginleif has the final say over who lives and who dies in battle. She may mark either herself or an enemy with the **Mark of the Valkyries**. If an enemy is marked their movement is slowed for the duration, and if their health reaches 5 or below, they are executed, and Reginleif receives credit for the kill. If the mark expires without the target being executed they are mezzed for 1 turn. If Reginleif is marked and her hp reaches 0 she is resurrected, respawning on the space she currently occupies with 15 hp, and no one receives credit for the kill. She is immune to all damage until the start of her next turn. If the mark expires without her being resurrected she receives a heal.

Mark Duration: 2 Turns
Mez Duration: 1 Turn
Heal: 8 hp
Energy: 4

Fighter Balance

Mindi Nite

Mindi will be seeing some nerfs to her damage this patch to make her burst just a bit less obnoxious. The black hole dark laser combo is super easy to pull off and has a global range that just feels a bit too rewarding. She's having her black hole damage reduced as well as the second hit from her dark laser to take the edge off of this combo just a bit.

Dark Laser (ability 2)

- Secondary hit damage decreased from 5 -> 3 (initial hit stays the same)

Black Hole (ability 3)

- Damage decreased from 10 -> 8
- Supernova damage decreased from 13 -> 10

Hisoki Souta

Hisoki's ultimate on the lower end was still feeling a bit lackluster. If he was in Kemuri Form already he could Kunai for 13 damage and basic attack for 8, at the cost of only 4 energy, dealing more than the lower thresholds execute damage for less energy. And instead of needing to be adjacent to you could do this within 6 spaces. His lowest threshold is being brought down to match this energy cost, while it does 1 less damage and you have to be adjacent to them, this is balanced out by the fact that it deals true HP and executes.

Assassinate (ultimate)

- Energy Cost on the lower end is being reduced a bit

Target HP	Energy Cost
41 -50	18 -> **16**
31 -40	13 -> **10**
21 - 30	8 -> **6**
20 or lower	5 -> **4**

Overview

New Warrior! - Reginleif

Buffs	Shifts	Nerf
➢ Hisoki Souta	➢	➢ Mindi Nite