“Holder of the Forbidden Tome”



General

Hello and welcome to patch 0.23! This is a very exciting patch, featuring the first new Fighter release in over 3 years! I can’t believe so much time has flown by since the release of Varrick, but am very happy to be getting back into the swing of fighter releases. In addition to the new fighter, this patch also features a new mechanic to the Monster system that will hopefully reduce a lot of the frustration surrounding them, as well as, of course, balance changes.

While the first new fighter in 3 years is a very exciting event for this patch, the next patch will be even larger! Featuring ANOTHER new fighter, and an addition to the classification system; Subclasses. Additionally, the next patch will also feature our first brand new game mode, naturally coming with a new map to boot. Lots of exciting upcoming things to look forward to in the world of TLOS!!

Game Rules

Monsters!

A new mechanic is being added to Monster Combat in an effort to try and combat the bad feeling of getting unlucky. Padding out the deck with lower level

Monsters in the last patch has definitely helped with this issue, however the possibility to just get extra unlucky still feels terrible. Like you lost the match with no agency of your own. While I stand by the removal of the Pity of the Fates and they will not be returning (at least for now), a new mechanic is being added to Monster Combat that should help address this issue more directly. Players can no longer pull higher level Monsters early on in the match. Late game, all Monsters will be available to pull so there is still the risk of getting unlucky when trying to go for extra energy and sustain. However, now early on there is less risk when going for Monsters so you can hopefully get online and into the late game without feeling like you drew the short end of the stick and are just getting unlucky Monster pulls.

(NEW) *Monster Scaling Mechanic*

- Monster levels will now scale with your fighters level.
- At level 1, you cannot pull a Monster with a base Combat Power higher than 10.
- At level 2, you cannot pull a Monster above 12.
- At level 3, you cannot pull a Monster above 14.
- At level 4, you cannot pull a Monster above 16.
- At level 5, you can pull any Monster in the deck.

New Fighter

The first new Fighter in over 3 years is finally arriving in this patch! **Rose**, the *Holder of the Forbidden Tome* is finally making his way to the battlefield. Coming with lore connections to Vetus, Elizabeth, and even Varrick, this Fighter bridges a lot of gaps and links a lot of otherwise unconnected characters.

Rose is a Mage that deals Magical damage. His unique passive gives him the ability to corrupt his kit, changing how his abilities function. When Pure, he has a decent amount of sustain with lower damage numbers, while becoming fully corrupt removes his sustainability while causing him to inflict self damage with the trade off for higher damage numbers. He is rather highly skilled in terms of both ceiling and floor. Knowing when to use his passive to enhance which ability at the right time gives him a lot to learn and play around with. Enjoy!!

Rose

Holder of the Forbidden Tome



High Adaptability, High Burst, High sustain

Passive: Tome of Stranglethorne

Rose wields the forbidden *Tome of Stranglethorne*. Once per turn, Rose may invoke the power of the tome to enhance his **Basic Attack**, **Ability 1, Ability 2** or **Ability 3**. However, doing so causes Rose to begin to wilt to the book's curse, corrupting him. He has three different levels of corruption, corruption 3 being the last one. Once he is fully corrupted you may still invoke the tome to enhance as many of your basic skills as you desire per turn, at the cost of (2 + 10% current hp) health per ability.

Basic Attack	**Ability 1**
+5 Damage	All currently active Petals/ Thorns proc immediately at the target of your choice (can choose self, for healing from Dance of Petals), and your next corruptions Petals / Thorns casts and creates an extra +2.
Ability 2	**Ability 3**
The garden grows one more space in all directions, then detonates, dealing damage to any enemies inside equal to half of the amount of spaces the garden took up. The garden then needs to be restarted.	The 'second turn effect' instead, happens instantly.

Basic Attack

Pure Rose's Strike Rose strikes at his target with a jolt of magic from his rose dealing damage, and healing him. Damage: 4 Heal: 2 Energy: 1	**Corruption Level 1** Rose's Scorn Rose strikes at his target with a more powerful jolt of magic from his rose dealing damage. Damage: 5 Energy: 1
Corruption Level 2 Tome's Scorn Strike your target with a blast of magic from your tome dealing damage to them and to yourself. Damage: 8 Self Damage: 2 Energy: 1	**Corruption Level 3** Tome's Lament Strike your target with a blast of magic from your tome dealing damage to them and to yourself. Damage: 10 Self Damage: 3 Energy: 1

Ability 1:

Recasting this ability stacks applying more petals/ thorns to your current pool. Changing the corruption level lets you keep all active thorns/ petals in their current form. Different forms of petals and thorns can proc simultaneously.

Pure Dance of Petals Rose creates a flurry of 3 rose petals around him. Each Petal will heal him on turn start consuming the petal. When Rose hits an enemy with his basic attack, a petal will fly at them	**Corruption Level 1** Storm of Petals Rose creates a storm of 3 wilting rose petals around him. When Rose hits an enemy with his basic attack, a petal will fly at them dealing damage and consuming the petal.

dealing damage and consuming the petal. If Rose is standing in Mystic Garden, the heal no longer consumes Petals. Damage: 2 per petal Heal: 3 per petal Energy: 2	Damage: 3 per petal Energy: 2
Corruption Level 2 Storm of Thorns Rose creates a storm of 4 thorns around him. When Rose deals an instance of damage to an enemy, a thorn will fly at them dealing damage and consuming the thorn. Damage: 3 per thorn Energy: 2	**Corruption Level 3** Torrent of Thorns Rose creates a torrent of 5 thorns around him. When Rose deals an instance of damage to an enemy (not with this ability), a thorn will fly at them dealing damage and consuming the thorn. While these thorns are around Rose, he has increased movement speed, and the thorns will deal their damage to enemies passed through without consuming the thorn. Damage: 3 per thorn Move Speed: 2x Energy: 2

Ability 2:

Pure Mystic Garden Rose blooms a mystical garden across three spaces. Once the garden is established, casting this ability again grows it one space in all directions. Enemies standing in the garden deal 50% less damage. Energy: 1 Damage Decrease: 50%	**Corruption Level 1** Mystic Patch Rose blooms a mystical patch across three spaces. Once the patch is established, casting this ability again grows it one space in all directions. Enemies moving through the patch are damaged. Damage: 1 per space walked through Energy: 1
Corruption Level 2 Briar Patch Rose blooms a briar patch across three spaces. Once the patch is established, casting this ability again grows it one space in all directions. Enemies moving through the patch are damaged. Damage: 2 per space walked through Energy: 1	**Corruption Level 3** Briar Expanse Rose blooms a briar expanse across three spaces. Once the expanse is established, casting this ability again grows it one space in all directions. Enemies moving through the expanse are slowed and damaged. Rose also takes a reduced amount of damage from walking through the Briar Expanse, but not the slow. Damage: 3 per space walked through Self Damage: 1 per space walked through Energy: 1 Slow: ½

Ability 3:

Pure Blooming Rose Rose blooms a rose on a targeted space that taunts enemy movement towards it. At the start of your next turn, Rose teleports to the rose (before moving) dealing damage to and knocking up all enemies within adjacent spaces. Damage: 8 Energy: 2	**Corruption Level 1** Withering Rose Rose blooms a withering rose on a targeted space that taunts enemy movement towards it. At the start of your next turn, the dying rose withers back into the earth, and takes all enemies within adjacent spaces with it. The enemies are damaged, pulled to Rose's space, and knocked up. Damage: 8 Energy: 2
Corruption Level 2 Withering Brambles Rose blooms withering brambles on a targeted space that taunts enemy movement towards them. At the start of your next turn, the dying brambles wither back into the earth and take all enemies within adjacent spaces with them. The enemies are damaged, pulled to Rose's space, and Crippled on their next turn. Damage: 10 Energy: 2	**Corruption Level 3** Corrupt Brambles Rose blooms corrupt brambles on a targeted space that taunts enemy movement towards them. At the start of your next turn, the corrupt brambles wither back into the earth and take all enemies within adjacent spaces with them. The enemies are damaged and pulled to Rose's space. Damage: 12 Energy: 2

Ultimate: Final Strike

Rose dashes through an enemy within 3 spaces of him and performs a powerful strike on them. This attack may be cast using either your Tome or your Rose. If you use your Tome, first immediately increase your corruption level. If you are fully corrupt you cannot cast this strike using your Rose.

Below is a table with the effects of Rose and Tome per level of corruption. If this attack finishes off an enemy player, Rose takes all of their remaining energy, and resets his cooldowns.

Energy: 3

	Rose	Tome
Pure	Damage: 5 Heal: 10	N/A
Corruption Level 1	Damage: 8 Heal: 6	Damage: 12
Corruption Level 2	Damage: 10 Heal: 3	Damage: 15
Corruption Level 3	N/A	Damage: 18

Fighter Balance

Buffs

Madame Loco (Buffs)

Madame Loco is probably seeing the most changes of all of the FIghters in this patch. Her more niche hexes are seeing some changes to bring up their usability a bit. While I don't think they will ever be as useful as Terminal and Toxic hex as raw damage will always be applicable, these changes should help them have a bit more time to shine. She's being granted a bit more control over the RNG of Madness Hex giving her more play making potential with it. Voodoo Hex is seeing a couple of changes to help with the fact that it puts a target on her back. However, now it will also give the target some of the healing she receives. While this may seem like a downside overall it can be paired with her ultimate to deal a lot of damage. Speaking of, her ultimate will be seeing some nice buffs to improve its

overall usability. This ability is niche, which is fine, however for an ability that can only be used in specific scenarios it had quite a large price between being the highest energy cost in her kit as well as dealing self damage. Her largest change is definitely her rework to Gather Reagents. This was an ability that had way too high of an energy cost and RNG on its effect and was left just feeling inferior to her passive. Its replacement fills the same role of helping her to generate reagents but now provides her with an additional mobility option to help her feel more like an assassin. This new version now also counts as an additional curse to add an extra tick to her basic attack.

Poison Darts (basic attack)

- Base damage decreased from 4 -> 3

Madness Hex (ability 1)

- Madame Loco now rolls the d4 when this Hex is crafted, determining which ability the Madness Hex will cause to cast, and this information is stored within the Hex.
- Now clearly states that the target must spend their own energy to cast this attack.

Voodoo Hex (ability 1)

- Voodoo Hex now *transfers* 50% of the damage that Madame Loco takes from other fighters to the Hexed target (meaning Madame Loco takes 50% less damage from these attacks). The Hexed targets attacks still deal 100% damage to Madame Loco (and 50% to themself).
- Voodoo Hex now heals the target for 50% of the healing received by Madame Loco (she still is healed for 100% of the heals value).

Gather Reagents (ability 3)

- This ability has been reworked into, **Curse of Scouting**

Ability 3: Curse of Scouting

Madame Loco dashes 3 spaces in a chosen direction, dealing slight damage to enemy fighters passed through. Madame Loco generates 2 **Reagents** of her choice per fighter hit. Fighter's hit by this are also afflicted with **Curse of Scouting** for 2 turns. This curse makes Madame Loco's *Reagent Scouting* (passive) apply to them, granting her reagents when they slay a Monster or land on a Gain Energy Space.

Damage: 3
Dash Distance: 3 Spaces
Energy: 3

Blood Curse (ultimate)

- Madame Loco can now choose which Fighters will be affected by this curse.
- Energy cost decreased from 3 -> 2
- Self Damage decreased from 5 -> 4 per enemy fighter
- The damage dealt by the heal conversion is now *True Damage*

Jala the Illustrious (Buffs)

While she does have high energy gain, Jala is struggling a bit with the high cost of her abilities. The energy cost to leave Bottle Form is being removed and her 3 is shifting to deal less damage at a bit less of an energy cost. The intention of this is to allow her to have a more active playstyle. Rather than stockpiling energy in Bottle Form until she's ready for her massive burst.

Bottle Form (ability 1)

- No longer costs energy to leave Bottle Form

Starfall (ability 3)

- Damage reduced from 12 -> 10
- Energy cost reduced from 4(5,6) -> 3(4,5)

Nerfs

Ouray Ahiga (Nerfs)

His rework from the last patch has overall been successful and has made him much more engaging. While definitely not broken, he is feeling a bit strong after the rework and will be receiving a couple of nerfs in this patch. Firstly, his basic attack damage is being toned down a tad to fall more in line with modern basic attack power shifts. As a very energy efficient character, his Hunters Mark will be seeing an energy increase as it now provides a solid amount of power after his rework.

Longshot (basic attack)

- Damage reduced from 6 (9 at range) -> 5 (8 at range)

Hunter's Mark (ability 3)

- Energy cost increased from 2 -> 3

Reginleif (Nerfs)

Our beloved Valkyrie was way too excited to send every enemy on the map to Valhalla. This patch will be overall nerfing the value and adding a range to her passive as it let her stockpile truly insane amounts of energy. Additionally, her basic attack is seeing a slight damage decrease as well to follow suit.

Path to Valhalla (passive)

- No longer doubles if Reginleif got the kill
- Now has a range of 5 Spaces

Valkyrie Sword (basic attack)

- Damage decreased from 5 -> 4
- 10 -> 8 while on the same space or space in front of her

Lá Oíche (Nerfs)

The great Spirit of the Enchanted Forest was still able to abuse his ultimate to have permanent untargetability, even after their changes in the last patch. This nerf should finally put an end to that.

Keeper of the Cycle (passive)

- No longer grants *Stealth* during **Night**
- No longer grants a CC *cleanse* at the start of a new **Day**

Eclipse (ultimate)

- Now grants *True Stealth* when shifting into **Night**
- Now grants a *CC* and *Debuff Cleanse* when shifting into **Day**

Varrick (Nerfs)

This man is a problem! Varrick typically will get his 2 relics he wants online immediately in a match and then the rest of this match all of his doubloons just make plunderbuss hit like an absolute truck, and he can use it TWICE per turn with no downside. This ability is being hard nerfed to now have a maximum amount of doubloons contributed and those doubloons are now spent. Additionally some of the Relics in his item shop are seeing some changes. Namely, Bulwark of the Vikings

was providing way too much mitigation while Winged Laurel was feeling entirely useless especially when compared to the other Relics for sale.

Varrick's Relic Shop (passive)

- Bulwark of the Vikings no longer grants a 3 hp shield. Now just always provides 1 flat damage mitigation. (If stacked with other flat mitigation effects, reduced to 0.5)
- Enchanted Elven Dagger damage reduced from 5 -> 4
- Winged Laurel now also provides immunity to cripples.

Plunder-Buss (ability 1)

- Now a maximum of 6 Doubloons will be added into this shot and the Doubloons added will be consumed.
- Doubloon bonus damage increased from 1 -> 1.5

Shifts

Bjuaros the Bold (Shift)

Most of the time Bjuaros' third ability, Runic Healing, felt unusable. While the burst heal was nice it often felt like a detriment to use due to its high energy cost and the fact that it deactivated his Runes of Mitigation. Additionally, his Runes being constantly active due to not using ability 3 is feeling very strong again. This ability is being dissolved into his passive to free up design space for something new, while keeping some of his healing and making the runes deactivate automatically yet again.

Runes of Mitigation (passive)

- **New Effect -** Now once all three Runes are active, instances of damage supercharge each Rune. Once all 3 runes are supercharged they pop granting you a heal and all deactivating
- **New Stat -** Heal: 3

Runic Healing (ability 3)

- This ability has been changed to *Runic Resilience.*

Ability 3: **Runic Resilience**

Bjuaros bolsters his resilience, doubling your mitigation from Runes of Protection (passive) and granting immunity to Slows, Roots, and Knockbacks until the end of your next turn.

Energy: 2

Trixx (Shift)

Trixx's third ability was suffering from similar issues to Bjuaros', though not as bad. This ability didn't feel detrimental, however it had a fairly high energy cost and was maybe a bit too RNG dependent to feel useful. This slight shift lowering some of its numbers while also giving it a bit more guaranteed value should help it feel like a much more useful part of his kit.

Inazuma Claws (ability 3)

- Damage decreased from 10 -> 8
- 9-Tails Damage decreased from 15 -> 12
- Energy Cost decreased from 4 -> 3
- No bounce energy refund reduced from 2 -> 1
- If there is an additional target within range, lightning will always shoot out to them once, and then coin flip for additional bounces.

Overview

New Feature - Monster Scaling System

New Mage! - Rose

Buffs	Shifts	Nerfs
➢ Madame Loco ➢ Jala the Illustrious	➢ Bjuaros the Bold ➢ Trixx	➢ Ouray Ahiga ➢ Reginleif ➢ Lá Oíche ➢ Varrick