Patch Notes 0.11 October 11th, 2020

"Hexcraft"



Game Rules

Monster damage and healing is being reduced again to make the monsters have less of an impact on the outcome of the match. Their values are being made *True* however, meaning that Monster's damage and healing will always affect you for their full value **no matter what.**

Monsters!

- Damage reduced from 10 -> 8
- Heal reduced from 8 -> 6
- The heal and damage values are now *True*, meaning they will always damage/ heal for the same amount, regardless of immunities, anti heal, mitigations, or heal/damage amplifications

Fighter Balance

Bjuaros the Bold

Bjuaros is still immensely oppressive. His global root is finally being removed, and will instead only root if the target is close to you. He is also seeing some changes to **Spear Wall** in an effort to reduce it's up-time.

Heavy Strike (basic attack)

- Now only roots if the target is within three spaces of you

Spear Wall (ability 3)

- Now the wall takes 1 damage anytime an enemy walks into it
- Energy cost increased from 2 -> 3

Vetus-Crepitu von Finkledor

Vetus is seeing some shifts this patch in an effort to make him feel less clunky. Now **Fireball** will be able to interact with both ice spells as **Warm Embers** can interact with either wind spell. Each basic attack will still only have synergy with one Nature spell (**Fireball + Entangling Vines** and **Warm Embers + Shroud of Leaves)** because the Nature Spells are already strong enough on their own. This is also the reason why when combining your Fire and Nature Spells, the Nature spells are removed to apply the additional affects.

Master of the Elements (passive)

- Now, once you are level 5, landing on a level up or level down space allows you to change one of your ability (or basic attack) choices.

Fireball (basic attack)

- Fireball now deals increased damage if the target is affected by EITHER ice spell (previously just applied on *Frostbite*)

Warm Embers (basic attack)

- Heavy gust and warm embers combo damage reduced from 8 -> 5 (for both wind spells the extra damage applied is now Warm Ember's basic attack damage, no longer additional ability damage).

Frostbite (ability 1)

- Energy cost increased from 1 -> 3
- Now once a target's stun from this ability wears off, they cannot be targeted by this ability again for 1 round.

Earthquake (ultimate)

- No longer can shatter *Icicle Spear*

Mindi Nite

Mindi will be having her passive's damage reduced to match the heal nerf she got in the last patch. Just a small nerf to her damage over time, which is hardly noticeable in her burst combos.

Dark Spores (passive)

- Damage reduced from 5 -> 3

Ouray Ahiga

Ouray is seeing a nerf to Ohcumga in this patch. With the energy reduction from the last patch this ensured that Ouray would always be able to permanently slow his target using Ohcumga. Now after he is finished slowing the target, Ohcumga will return to Ouray's side.

Spirit Wolf

- Ohcumga now returns to Ouray after attacking

Lorna Reid

Lorna is seeing another wave of buffs because the ones she got in the last patch still weren't enough to bring her in line with the other hunter. When Ouray is enough spaces away to proc his passive his basic attacks hit for 9 damage. This is the same amount that Lorna's hit for when she has her passive fully stacked. But it takes her much longer to stack this up than it does for Ouray to get out of range. Her passive will be seeing some buffs to help it fair better in comparison to Ouray's. One of them being, Lorna also will now Level-Up upon collecting a wisp so the Lorna player is free to chase their wisps without having to worry about falling behind in level. Additionally her Ultimate is undergoing a few changes addressing how it was a sort of pseudo-taunt. Using this ability made enemies want to focus Lorna with their attacks, not always ending well for her as she has no defense or sustain. She will now blind them once they've removed the silence, rendering them unable to target her with attacks for the rest of this turn.

Will of the Wisps (passive)

- Wisps may now be collected by walking within adjacent spaces of them
- Lorna is cleansed of all negative effects she is currently afflicted with and levels up upon collecting a wisp

Wisp's Will (ability 3)

- Now waits until after the debuff is over to consume Lorna's wisp stack

Confine (ultimate)

- Can no longer use multiple confines on the same target
- If an enemy removes a confine by dealing damage to Lorna, they are now blinded rendering them unable to target her for the rest of their turn

Madame Loco

And finally, last but not least, Madame Loco will be receiving a rework this patch. There were a lot of things I wanted to address with this Madame Loco rework. She now should play more like an assassin and should be less clunky. She is receiving a new-ish passive, that leans more into helping her gather reagents for

her crafting. Her *Spirit* stacks however, are gone. Her basic attack is relatively the same but now it has the added bonus of dealing extra damage when the target is affected by other parts of her kit. Her first New Ability (Abiltiy 1) is **Hexcraft**. Hexcraft will be replacing **Baroness' Brew** as Madame Loco's crafting ability. I wanted to get rid of the potions as they were confusing in their application. One of them was a consumable, another was a basic attack stim, another applied directly to an enemy, and the last one was a deployable. This felt unfocused and confusing. Now she will use her reagents to craft *Hexes* instead. *Hexes* can all be applied directly to an enemy within range. Most of these *Hexes* are similar to her old potions, although now she has a less powerful version of her Ultimate **Voodoo Doll** as a hex. Her **Gather Reagents** is relatively the same. Her next new ability (ability 3) is **Shroud of Darkness**, this is essentially her old Blood Curse teleport, but now does burst damage and heals her. Lastly as spoiled before **Voodoo Doll** is no longer her ultimate. It felt like such an out dated mechanic, and is being replaced with a new version of **Blood Curse**. Have a look at Madame Loco's new kit in full detail below!

Assassin

Madame Loco

Toxic Terror



High Adaptability, High Single Target Damage

Passive: Reagent Scouting

Madame Loco is always on the lookout for *Reagents* (**Rabbit's Foot, Willow's Root,** or **Snakeskin**) that she could use to create her vicious hexes. Whenever she slays a Monster! She collects 2 *Reagents* of her choosing. Additionally, whenever she lands on an energy gain space, she also collects 1-3 *Reagents*, equal to the amount of energy the space gives.

Basic Attack: Poison Darts

Blow darts at your enemies. These darts are enhanced with a special toxin that deals an extra burst of ability damage if the enemy is affected by any of your **Hexes** or **Curses**. This extra damage burst scales up, the more **Hexes** or **Curses** the target is currently afflicted with.

Damage: 5 (+1 per **Hex** or **Curse** afflicting the enemy)
Energy: 1

Ability 1: *Hexcraft*

Madame Loco crafts a **Hex**. This ability does not cost any energy to cast and does not have a cooldown (meaning it can be cast as many times as Madame Loco wants to craft in a turn). **Hexes** are one-time use spell cards that Madame Loco can hold onto and cast directly on an enemy within 5 spaces of her whenever she desires during the attack phase of her turn. She may only have one type of each **Hex** active at a time.

Hexes	Effect	Reagents
Terminal Hex	The target of this **Hex** takes damage at the start of every one of their turns unless it is cleansed off, or Madame Loco is defeated. Damage: 2 per turn	2 Snakeskin 2 Willow's Root
Toxic Hex	The target of this **Hex** takes damage at the start of their turn, for three turns. The damage is increased every turn. Damage: 3, 6, 9 Duration: 3 Turns	2 Rabbit's foot 2 Willow's Root
Madness Hex	The target of this **Hex** must roll a d4 at the start of their next attack phase and cast the ability equal to the roll (4 = Ultimate) on a target other than Madame Loco. If they cannot cast this for	2 snakeskin 2 Rabbit's foot

	any reason, they are silenced on this turn instead.	
Voodoo Hex	The target of this **Hex** receives 50% of the damage that is dealt to Madame Loco. Duration: 2 Turns	1 Willow's root 1 Rabbit's Foot 1 Snakeskin

Ability 2: Gather Reagents

Choose one of three of your various reagents to scout out, **snakeskin**, **rabbit's foot**, or **willow's root**. Roll a d4 and receive the amount rolled of whichever material you were scouting.

Energy: 3

Ability 3: Shroud of Darkness

Madame Loco fades into the darkness and teleports to a targeted location up to 6 spaces away. Upon arriving she bursts out of the darkness dealing damage to all enemies within adjacent spaces. She then heals for each enemy hit.

Damage: 12
Heal: 4
Energy: 3

Ultimate: Blood Curse

Madame Loco begins casting a wicked curse upon all enemy players. However, she must sacrifice her own blood in order to cast it. She deals self-damage for each enemy that will be affected by this curse. After she has taken the self-damage, the **Blood Curse** is cast. Enemies afflicted with **Blood Curse** cannot receive any healing for its duration. If they are healed while it is active, they instead receive the amount of healing they would have gotten as damage.

Energy: 3
Self Damage: 5 per enemy player
Duration: 2 Rounds

Overview

Buffs	Shifts	Nerfs
➢ Lorna Reid	➢ Vetus Crepitu von Finkledor ➢ Madame Loco (reworked)	➢ Bjauros the Bold ➢ Mindi Nite ➢ Ouray Ahiga