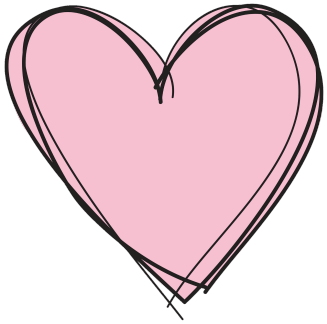
Patch Notes 0.10 September 6th, 2020

"Welcome Back"



General

Hello! My apologies that it's been a while since the last patch, but we are back on track with a new patch upload schedule. That being the first Sunday of every month. Patches will be less frequent, yes, but I'm hoping to improve the patch quality and address more balance concerns per patch (rather than the 2 - 3 fighter changes we were getting in previous patches). In addition, I'm hoping to finally begin adding new characters soon, so as the roster grows, I'll need more time to address the fighter balance per patch. Many other exciting things are in the works, such as character art. Character art will be added to the game as it's completed. So be sure to stay tuned for that :)

- All fighters have had some of their ability descriptions edited to better reflect the format I'm now using for fighter kits
- Fighters have had a brief description of their gameplay added to their page

Game Rules

The following changes are being implemented in an effort to help the early game feel a bit better and less sluggish, and the late game faster and less sustained.

You will be seeing sustain nerfed across the board. As well as a rework to the assassin's passive to make it more impactful.

Starting the Game

- All players are now given 1 energy at the start of the game.

On Your Turn

- After leaving your start space, you can no longer enter or move through that space again.

Damage, Health, and Winning the Game!

- Defeating enemy player heal reduced from +20hp -> +15hp.

Monster!

- Defeating a Monster! Heal reduced from +10hp -> +8hp.
- Ties are now granted to the player, instead of re-rolled.

The Four Classes

- *Warrior* heal bonus reduced from +3hp -> +2hp.
- *Assassin* passive has been **reworked** from "Assassins gain 2x movement speed on their first turn as well as the turn after they defeat a monster." to "Assassins gain +3 CP when fighting a Monster! After defeating a monster they also can move 2 spaces in the direction of their choosing."

Fighter Balance

Bjuaros the Bold

Bjauros will be seeing a couple of nerfs to tone him down even more as he is still over performing. Thick-skinned gives Bjuaros a great boost to his early sustain, however, his higher max HP cap was a part of his kit before he received free Damage Mitigation on *Runic Healing.* I feel that currently, these two together make him so incredibly tanky in the early game, while still dealing average damage in comparison to other fighter's. His *Heavy Strike* is STILL very oppressive, even with the 1 turn of not being able to root the same target. His damage will be brought

back in line with other character's Basic Attacks while still keeping the root and 2 energy cost. Finally, the last nerf Bjuaros will be receiving today is a nerf to his *Spear Walls* damage. Five per step is far too high especially with its low energy cost of 2.

Thick-Skinned
- Maximum HP reduced from 115 -> 110

Heavy Strike
- Damage reduced from 8 -> 5

Spear Wall
- Damage reduced from 5 -> 2

Elizabeth Dépée

Elizabeth is going to be having her Ready Stance shifted a bit to make it more accessible, but just having a bit less uptime. She could easily mitigate so much damage on every turn, so I'll be adding a window to counterplay her.

Ready Stance
- Energy cost reduced from 3 -> 2
- Now has a 1 turn cooldown after deflecting an attack

Vetus-Crepitu von Finkledor

In this patch, Vetus will be having some of his numbers shifted around a bit. The heal from *Shroud of Leaves*, was quite front-loaded which made it's combo with *Warm Embers* very rewarding. Some healing will be taken off the initial cast and added onto the heal over time. *Heavy Gust* will be having its damage reduced but also it's energy cost reduced to make it more accessible. And lastly, both Earth Spells will be seeing an energy decrease to make them more accessible as well (and to compensate for his sustain "nerf").

Shroud of Leaves
- Heal shifted from 10 (+5, +5) to 8 (+6,+6)

Heavy Gust
- Damage decreased from 15 -> 12
- Energy cost decreased from 4 -> 3

Rock Armor
- Energy cost decreased from 6 -> 5

Earthquake
- Energy cost decreased from 6 -> 5

Mindi Nite

Mindi is going to be quite heavily nerfed this patch. She's always been pretty strong, but recently in every playtest of mine she's been in she completely dominates the game. In some cases even finished the game with 100hp. She has quite strong sustain for a mage, so we will be tuning that back in this patch. As well as making her supernova combo, slightly harder to pull off, and reducing the damage of *Dark Laser*, since it can double hit. I will not be touching the damage of *Dark Laser* while in *Darkest Form.* I'm aware that this is a lot all at once, but Mindi is frequently played so it will be quite easy to see how these changes work out, and I am ready to undo any of these or buff another part if her kit if need be.

Dark Spores
- Heal decreased from 5 -> 3

Dark Laser
- Damage decreased from 10 -> 8

Black Hole
- Duration decreased from 2 Rounds -> 1 Round

Ouray Ahiga

Ohcumga will be having his energy cost reduced to reflect that of a Basic Attack, but of course, the damage has to be brought down to compensate. Ancestral Arrow did so many things; a knockback, damage, a cripple, and a 3 space dive roll for Ouray. This is supposed to be a good tool to set up your passive, but the way it is now with the knockback, roll, and cripple, it is far too good at this. The following changes will address this issue while also buffing its damage slightly to compensate. Remember this ability's damage could also be amplified by *Master at Range.* Additionally, *Hunter's Mark* will no longer be passive and you will have to use this ability to mark someone, however, the mark now also makes your next basic attack apply the stim.

Spirit Wolf
- Damage decreased from 10 -> 6
- Energy cost decreased from 2 -> 1

Ancestral Arrow
- Damage increased from 5 -> 8
- Diveroll has been removed

Hunter's Mark

- No longer is applied passively, now the mark is what applies the basic attack damage buff, however after hitting this attack, the mark is removed.
- Energy cost reduced from 3 -> 2

Lorna Reid

Lorna is going to be seeing a range decrease to her passive, to make it easier for her to gather her wisps. Additionally, there will no longer be an energy cost to detonate *Pinecone Bombs*, now Lorna can hit an enemy with an instant basic attack and detonate it for 1 energy, just like every other fighter. And finally, *Bear Trap*, you can now only have one of these active, but it has had its damage increased. Lorna is played around her big burst combo, and this change will make that combo hit even harder. She will be receiving more damage in everyone of her abilities. I'm aware that these are some pretty drastic buffs, but she deserves them. She receives buffs in every patch and still has not even come close to winning a match in playtesting. I'm hoping these buffs will finally lift her out of that spot so we can then adjust her down to her point of balance.

Will of the Wisps
- Wisp spawn distance reduced from 10 -> 8

Pinecone Bombs
- No longer costs any energy to detonate

Bear Trap
- May now only have one active at a time (reduced from 2)
- Damage increased from 5 -> 10

Snare
- Damage increased from 5 -> 8

Wisp's Will
- Minor rework
- No longer creates a barrier between two spaces
- Now, applies damage directly to a target and makes them take 50% more damage from all sources through the end of their next turn

Hisoki Souta

Hisoki will be given some buffs to further help his ranged poke, so he can do just a little bit more outside of his ultimate. He will also be seeing some buffs to his *Meditation* to make it more accessible. Most of the time it was more worth it to just take the CC of an ability since you wouldn't be able to cast this until after the movement phase anyway. Now he will be able to cast this ability whenever he desires, even during other players turns.

Shadow Kunai

- Damage increased from 10 -> 12

Meditation

- Energy cost decreased 5 -> 4
- Can now be cast as a **reaction** (during someone else's turn to completely avoid the effects of crowd control, still take damage)

Madame Loco

Madame Loco is being shifted to help her in the early game. She'll be having her ability order changed to allow her to craft earlier, as well as a buff to her passive to open her potential from crafting at level 2. These changes are also an attempt to help ease more into the rework she will be receiving in the next patch, where her crafting ability will be her first ability.

The After Party

- Now grants 2 reagents (increased from 1)

Gather Reagents

- Now ability 2

Baroness' Brew

- Now ability 1

Overview

Buffs	Shifts	Nerfs
➢ Vetus-Crepitu von Finkledor ➢ Lorna Reid ➢ Hisoki Souta	➢ Elizabeth Dépée ➢ Madame Loco	➢ Bjuaros the Bold ➢ Mindi Nite ➢ Ouray Ahiga