Patch Notes 0.21 February 27th, 2022

# "The Seller of Rare Artifacts"



## General

Welcome to 2022! Sorry, this patch has taken so long, I wound up delaying the January patch for more testing, and then just wound up combining the January and February patches together into this rather large one. There are many exciting changes coming up in this patch! 2022 is going to be a great year for TLOS. There are many exciting new fighters that will be making their way onto the battlefield this year (that were teased in the last patch). Another goal for TLOS in 2022 is to get something (most likely a game board for The Enchanted Forest) for sale in the shop, so be sure to keep on the lookout for that!

And of course Character Art will continue to be added into the game throughout the year. Starting in this patch with character art for **Hisoki Souta**! It's so exciting to finally see Hisoki come to life! He looks incredible and came out exactly as I wanted thanks to our incredible game artist, Hannah Mata. Links to twitter and instagram are posted below, and are always accessible on the "**Contact**" page.

https://twitter.com/cinnabeep https://www.instagram.com/cinnabeep/



# *Game Rules*

Some important game rules are being changed in this patch. First the Monster system is being redesigned so that each Map has its own unique deck of monster cards that correlate to that map. Additionally, the four classes are all having their passives reworked and shifted around to try and make the power level between them more consistent. For example Hunter's essentially didn't have a passive (as their 6 damage basic attacks are more so just a part of their kit), while mage passive constantly kept them relevant with energy without even needing to go for energy spaces. The classes should now all at least feel like they have a passive that competes with the other classes. And lastly in this section is a nice buff to the stealth mechanic. This should make stealth feel more impactful even if the opponent is able to track you through it.

**Monsters!**

- The Monsters have been changed to now correspond directly to the map, so each map will have its own unique set of monster cards.
- The Monsters of *The Enchanted Forest* can be viewed via the "Monsters!" button on *The Enchanted Forests* map page.

## The Monsters of The Enchanted Forest

| CP | Monster | Passive |
|---|---|---|
| 1 | Wisp (x5) | Restoration: Heals you for +1 hp upon defeat. |
| 2 | Raven (x5) | Murder of Crows: For every Raven in the discard pile, this unit gains +2CP. |
| 3 | Changeling (x3) | Prankster: If you are defeated by this monster, all other enemy fighters gain +1 Energy. |
| 4 | Merrow (x3) | Femme Fatale: Has +3CP against male fighters. |
| 5 | Fairy (x2) | Magic Essence: Grants +1 Energy upon defeat. |

| | | |
|---|---|---|
| 6 | Pooka | Prankster: If you are defeated by this monster, all other enemy fighters gain +1 Energy. |
| 7 | Leprechaun | Luck of the Irish: Upon defeating, hold onto this card. May be used once to re-roll ANY dice roll (movement/ combat/ etc) then discarded. |
| 8 | Sprite (x2) | Magic Drain: Lose -1 Energy upon defeat. |
| 9 | Selkie | Prankster: If you are defeated by this monster, all other enemy fighters gain +1 Energy. |
| 10 | Sporeful Spirit | Infection: If you are defeated by this unit you take an additional 3 damage at the start of your next turn. |
| 11 | Fairy Queen | Queens Essence: Grants +2 Energy upon defeat. |
| 12 | Kelpie (x2) | Lady Killer: Has +3CP against female fighters. |
| 13 | Siren | Femme Fatale: Has +3CP against male fighters. |
| 14 | Dark Sprite | Dark Drain: Lose -2 Energy upon defeat. |
| 15 | Banshee (x2) | Banshee's Wail: Upon being defeated by a Banshee you're **Deafened** for 1 Round (disabling the use of reactions). |
| 16 | Tam Lin | Offering: Upon encountering this monster you may make them an offering of either 2 Energy or 1 other **Currency (**Varick *Doubloons***)**. If you do not, you have -5 CP for this encounter. |
| 17 | Aillén Mac Midgna | Mystic Fire: If you defeat this monster you are cleansed of all negative effects.<br>Sleep Spell: If you're defeated by this monster your current turn ends. |
| 18 | Cliodhna | Banshee Queen: Upon being defeated by Cliodhna all fighters are **Deafened** for 1 Round (disabling the use of reactions). Upon defeating *Cliodhna* hold onto her card instead of discarding. You may use it to automatically win a battle with a *Banshee* (discarding both cards). |
| 19 | The Morrigan | Trickery: Upon entering combat with *The Morrigan*, draw the next Monster card. If this is a *Raven*, *The Morrigan* also turns into a *Raven* and you now fight 2 *Ravens*. If it's anything else, discard it and continue to fight *The Morrigan* normally. If the Morrigan is defeated as a Raven, shuffle her card back into the deck instead of discarding. |

## The Classes

All of the classes in this patch will be receiving a new/ updated passive, to try and bring them all around the same power level. The hunter passive was basically non-existent, while the mage passive was super strong. Each class should now feel like they have a functioning passive.

- **Warriors -** All instances of healing restore an extra +1 hp, can only proc once per turn. (Changed from: Monsters heal an additional +2 hp upon defeat)
- *Can still be proced on Monster heals, but now has other uses for warriors with built in sustain (most warriors)*
- **Hunters -** Hunter's have an additional +3 CP when fighting monsters (Changed from: Base *Basic Attack* damage = 6)
- *Hunters now have the added bonus of being able to hunt down monsters easier. Their increased basic attack damage wasn't so much a passive, as it has now just innately become a part of their kit.*
- **Mages -** Mages instead gain 2 energy from +1 energy spaces (Changed from - Mages gain 2 energy every other turn)
- *Mages can still gain increased energy, but now they have to be going for it, rather than gaining it passively. While this change does have the potential to be stronger than the last mage passive (as it can proc every turn), it should now feel most impactful in the late game. Throughout the early game mages especially want to be prioritizing level and monster spaces to try and get their abilities online. This change should shift their power spike more into the late game, rather than allowing them to be a consistent threat throughout the entire match.*
- **Assassins -** Upon defeating a monster move a number of spaces equal to your level (2-5) in the direction of your choosing (Changed from - Assassin's have +3 CP and can move two spaces after slaying a monster)
- *Assassins have had their monster hunting prowess stolen by the hunters, as they felt like the class who deserved to have the monster HUNTing passive. So instead I doubled down on the secondary part of the passive and buffed the movement to now scale with the assassins current level, giving them an extra boost of movement to close distance before their attacking phase.*
- **Classless -** Classless characters may start in any open start space of their choosing, and take on the passive of that class
- *More on this later :^)*

**Stealth**

- Stealthed fighters can no longer be targeted by attacks
- They can still take damage, but attacks that require a target will no longer be able to find them while they're in stealth
- Hisoki and Lá Oíche will be receiving some nerfs in the **Fighter Balance** section to compensate (will be keeping an eye on Mindi as well)

# *New Fighter*

It is time for the first fighter of the year to be released! Kicking off 2022 with a brand new fighter, and even a brand new class! That's right, another class (or lack there-of?) is being added into the game with this patch. The new class is: **Classless.** *Classless* characters don't really fit the mold of any other class in the game. They aren't really survival based like warriors, ability focused like mages, basic attack focused like hunters, nor mobility focused like assassins. They take on a kind of a "Jack-of-all trades" role. Additionally, as you may have seen in the class passives section, *Classless* fighters are also able to choose any open start space at the start of a match, and they take on the passive of that class.

**Varick** is a Classless fighter who plays around equipping everyone in the match (friend or foe) with powerful relics that shake up the gameplay. This fighter may buff enemies, but Varick is a smart man, and the house always wins. While enemies are limited to holding one relic at a time, Varick may equip up to two, meaning there are 100 different possible synergy combos between them, be sure to try out different combinations to try and figure out your favorite way to play Varick. Additionally, if an enemy fighter has bought a relic and is synergizing with it way too hard, Varick may call in some favors, and plunder it back from them. I hope you have a lot of fun playing Varick, and playing WITH Varick. Varick's relic shop mechanic makes playing a match with him in it feel fun even for other fighters as you try and obtain the relic you think would be best for you. ENJOY! <3

Physical

Classless

# Varick

## Open for Business



*High Adaptability, High Single Target Damage*

### Passive: Varick's Relic Shop

Varick runs a shop that may be accessed by all players at anypoint during their turn. The shop's stock is based on Varick's level. At level 1 Varick has 3 *consumables* for sale, as well as his choice of 2 *relics*. He continues to stock 2 *relics* of his choice per level into his shop. All players start the game with 1 **Doubloon** and can earn more by leveling up (+1 **Doubloon**) or by slaying a monster (+2 **Doubloons**). Varick pockets any doubloons from items he sells to other players. Varick may purchase from his shop as well, but these doubloons are discarded. *Relic*'s become sold out after they are sold, because there is only 1 of them, while *Consumables* are always available in the shop. All players may only have 1 *Relic* and 2 different *Consumables* at a time. Varick may have up to 2 active *Relics* on him at a time. If a player wants to swap their relic they may buy a new one for full-price and put their discarded one back in Varick's shop. All relics are open for anyone to buy, but are categorized into classes to help players that aren't sure what to build for their fighter.

**Consumables**

| Healing Elixir | Power Potion | Monster! Food |
|---|---|---|
| Heals you for 3 hp. | Adds 3 physical damage to next your damaging attack (does not stack). | Can be used to instantly win a fight against a Monster! This monster grants no Doubloons. |
| 1 **Doubloon**<br>*Consumable* | 1 **Doubloon**<br>*Consumable* | 2 **Doubloons**<br>*Consumable* |

# Relics

**Varick chooses 2 to stock per level**

| General | Assassin | Hunter |
|---|---|---|
| **Arcanian Pendant**<br>Generate one additional energy every other turn, starting next turn.<br><br>3 **Doubloons**<br>*Relic* | **Enchanted Elven Dagger**<br>After casting an ability your next basic attack deals an extra burst of 5 magic damage<br><br>3 **Doubloons**<br>*Relic* | **Ancestral Bow**<br>Your Basic Attack has 2 charges (allowing you to basic attack twice per turn)<br><br>3 **Doubloons**<br>*Relic* |
| **Druid Stone**<br>Heal for 25% of the damage you deal.<br><br>3 **Doubloons**<br>*Relic* | **Transcending Feather**<br>Gain the ability to add up to +2 to your mobility abilities.<br><br>3 **Doubloons**<br>*Relic* | **Draconic Spear**<br>Your Basic Attacks have a 25% chance to deal 300% damage<br><br>3 **Doubloons**<br>*Relic* |

| Warrior | Mage |
|---|---|
| **Bulwark of the Vikings**<br>At the start of every one of your turns you gain a 3 hp shield. This shield cannot stack and caps at 3 hp. When this shield is broken, you gain 1 flat damage mitigation.<br><br>3 **Doubloons**<br>*Relic* | **Crona's Clock**<br>Your first basic ability (ability 1, 2, or 3) cast per turn, does not go on cooldown.<br><br>3 **Doubloons**<br>*Relic* |
| **Ever-Shifting Cloak**<br>Upon receiving this relic select an enemy. This relic morphs and grants you 25% damage mitigation against their damage type (physical or magical). Once this target is defeated, you may select a new target gaining more damage mitigation, this effect stacks.<br><br>3 **Doubloons**<br>*Relic* | **Tormented Soul**<br>Killing a Monster grants one stack. You may use this item to enchant one ability cast every turn, causing it to deal bonus damage equal to 1 per stack you have, and applying 50% anti-heal for 1 turn.<br><br>3 **Doubloons**<br>*Relic* |

## Basic Attack: Plundering Strike

Varick slashes at an enemy with his pirate cutlass dealing damage. If the enemy is within an adjacent space to Varick, he gains 1 **Doubloon**.

Damage: 4
Energy: 1

## Ability 1: Plunder-Buss

Varick whips out his trusty blunderbuss and takes a shot at an enemy of his choice. This shot does a base amount of damage, increased by 1.5 damage for every **Doubloon** Varick has on hand.

Damage: 3 (+1.5 per **Doubloon**)
Energy: 2

## Ability 2: Another Round

Varick drinks from his glass of rum and revitalizes himself. This resets the cooldowns on both of his other basic abilities (**Plunder-Buss** and **Barrel of Rum**).

Energy: 1

## Ability 3: Barrel of Rum

Varick throws out a barrel of rum 5 spaces away from him. This barrel deals damage to everything it has to go through to get to its location and knocks enemy players back in the direction it's traveling, it is stopped on player-made walls, however. Once the barrel stops moving, it explodes, dealing damage to everything within a 2 space area around it, this damage is increased on the same space as the barrel. Enemies hit by this explosion gain 1 stack of *intoxication*. When an intoxicated enemy casts their next attack they must roll a d4, if they roll a 4, the attack misfires and they target themself with it instead. This die roll removes the intoxication stack. Each stack increases the chance of misfire happening by 25% (max 4 stacks). Varick may choose to hop on the barrel and use this as a dash as well.

Rolling Barrel Damage: 5
Explosion Damage: 8 (10 on same space as the barrel)
Knockback: 1 Space
Energy: 3

Ultimate: **Mine for the taking**

Varick calls in some favors with his former pirate crew. He commands them to travel around the board and steal from the other players. If any of these players have an active *Relic* from **Varick's Relic Shop**, they take it. If they do not have any *relics*, then the pirates just steal whatever **Doubloons** they have on them. The pirates then return these to Varick. Varick may choose to keep the *Relic* for himself if he has an open slot or switch it with one of his current active ones. If he does not want to use this *Relic* he then puts it back in his shop for sale.

Energy: 6

# *Fighter Balance*

## Hisoki Souta

Hisoki is seeing a bit of a preemptive nerf due to the stealth changes in this patch. His basic attack now does not deal as much damage globally to reduce his poke a bit. Now when combined with his Kemuri form, he still has access to the 5 damage global basic attack, but overall his basic attack damage should be lower. His basic attack now incentivises you to be more on top of them (which suits the rest of your kit anyway) and it is made easier by the fact that you should be more elusive now that you can't be targeted directly by attacks while in stealth.

*Precise Strike (basic attack)*

- Now only deals 2 damage globally
- The target takes 5 damage if they're within 2 spaces of you
- All targets within 2 spaces of you when this is cast, have 1 energy stolen from them

*Kemuri Form (ability 1)*

- Now it is canceled by the effects of hard crowd-control.

**Lá Oíche**

Similarly, Lá Oíche is getting a couple of nerfs to compensate for the free un-targetability he is receiving from the stealth changes. They will be seeing a couple of energy cost increases as their energy costs are relatively low, and they now have some added survivability to buy more time to go for energy spaces.

*Lantern of Souls (ability 1)*

- Energy cost increased from 2 -> 3

*Spirit's Wrath (ability 2)*

- Energy cost increased from 1 -> 2

# *Overview*

**New Classless Fighter! - Varick**

| Buffs | Shifts | Nerfs |
|---|---|---|
| ➢ | ➢ | ➢ Hisoki Souta<br>➢ Lá Oíche |