Mindi Nite: Changelog

Patch 0.1

rework

Dark Spores (new passive)

Upon dealing damage to an enemy Mindi instills Dark Spore's into their soul. These spores lie dormant until stacked three times, at this point the burst out dealing damage and healing her. If Mindi is able to get enough instances of damage off, this ability can deal it's damage multiple times in the same turn.

Damage: 5
Heal: 5

New Ability 2: **Portal (new ability 1)**

- This ability has now been moved to her second ability
- She may now also teleport her Ghost Allies to the Portal

New Ability 3: **Dark Laser**

Mindi shoots a laser of pure dark energy out of the palm of her hand. This laser deals damage to it's target and anything it has to pass through to get there. If this ability hits a portal it may reflect in a different direction. If an enemy is hit by this multiple times they take half damage after the first hit.

Damage: 10
Energy: 3

New Ability 4: **Black Hole**

- This ability has now been moved to ability 4
- This ability now always deals 8 damage per turn to anything trapped in it's radius
- It's energy cost has been changed from 3 to 4
- If **Dark Laser** is targeted at, or has to pass through **Black Hole** to get to it's target The Black Hole goes supernova, ending the black hole and dealing an additional 15 damage to anything in its radius.

Darkest Form

- If she is killed while in this form she is instead reborn with 5hp on her start space. This counts as a death and her killer does receive credit for the kill. This cannot happen if she is executed. This effect is refreshed whenever **Darkest Form** is used
- Ghost Allies now only heal for 8 in **Darkest Form**
- **Dark Laser** deals 15 damage while in this form
- **Black Hole** now only deals 8 damage per turn

Patch 0.10 (Nerfs)

Dark Spores (passive)
- Heal decreased from 5 -> 3

Dark Laser (ability 2)
- Damage decreased from 10 -> 8

Black Hole (ability 3)
- Duration decreased from 2 Rounds -> 1 Round

Patch 0.11 (Nerf)

Dark Spores (passive)
- Damage reduced from 5 -> 3

Patch 0.12 (Shift/ Nerf)

Black Hole (ability 3)
- Base damage increased from 8 -> 10
- Supernova damage decreased from 15 -> 13

Darkest Form (ultimate)
- *Dark Laser* damage decreased from 15 -> 12 (second hit from 8 -> 6)

Patch 0.13 (Buff)

Dark Laser (ability 2)
- Damage increased from 8 (4 after first hit) -> 10 (5 after first hit)

Patch 0.14 (Nerf)

Portal (ability 1)
- No longer can be placed globally, instead must be placed or relocated within 6 spaces of Mindi (she can still teleport to it globally, however)

Darkest Form (ultimate)

- *Portal (ability 1)* - can no longer teleport to portal if she's crippled, instead, while in Darkest Form the portal is able to be placed or relocated globally.

Patch 0.16 (Nerfs)

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

Patch 0.17 (Nerfs)

Black Hole (ability 3)

- Damage reduced from 8 -> 5

Darkest Form (Ultimate)

- *Dark Laser (ability 2)* second hit damage decreased from 6 -> 4
- *Black Hole (ability 3)* damage remaining at 8

Patch 0.20 (Nerfs)

Ghost Ally (basic attack)

- Damage decreased from 5 -> 4

Patch 0.22 (Nerfs)

Ghost Allies (Basic Attack)

- Renamed to '*Dark Fiends*'

Portal (ability 1)

- Placing and teleporting now share a cooldown, meaning Mindi cannot place a portal and teleport to it in the same turn
- Mindi can no longer send her ghost allies through the portal
- Portal placement distance decreased from 6 -> 5 spaces
- Portal now disappears after Mindi teleports to it

Black Hole (ability 3)

- Now must be placed at least 4 spaces away from Mindi

Darkest Form (ultimate)

- *Ghost Ally*'s in *Darkest Form* damage reduced from 5 -> 4 to match her current *Ghost Ally* damage
- Upon consuming a *Ghost Ally* with *Darkest Form*, Mindi now enters **Stealth** for 1 round

Patch 0.24 (Shift)

Dark Spores (passive)

- No longer provides healing

Dark Fiends (basic attack)

- Now hits all targets in its adjacent space AoE

Darkest Form (ultimate)

- Blackhole damage decreased to match base 8 -> 5
- Three turn cooldown removed