Patch Notes 0.9
"Savage Charge"

General

"Ability 4" has been renamed to "Ultimate". This has no impact just assists in cleaning up kits. Now kits consist of a Passive, Basic Attack, 3 Basic Abilities, and an Ultimate Ability.

Ability descriptions have been cleaned up to better reflect the difference between a 'Turn' and a 'Round". 'Turn' refers to each individual players turn while 'Round' refers to a full rotation of every player taking their turn.

Balance

Bjuaros the Bold

Bjuaros is seeing a rework to his **Runic Healing** to make it better and less easy to counter. Its new functionality helps solidify him and a hard to take down tank. Additionally, his **Boulder Toss** is being removed and replaced with a more thematic ultimate.

- **Runic healing** has been reworked. Now has a passive where runes are activated upon taking damage giving you a stacking damage reduction buff of 1, up to a maximum of 3. Activating the ability heals you per active rune. Heal per rune reduced from 5 -> 3.
- **Boulder Toss** has been removed from the game
- *NEW Ultimate ability* - **Savage Charge**

Ultimate: **Savage Charge**

Become unstoppable and charge forward. You are immune to crowd control for the duration of the dash. Any enemies you come into contact with take damage and are pushed along with you. If this dash collides with a **Spear Wall** the dash stops immediately and any enemies that are pushed into the

wall take bonus damage and are stunned. The **Spear Wall** is shattered destroying it, and sending the spears forward 4 spaces dealing damage, slowing and crippling.

Charge Damage: 10 damage (+5 if slammed into wall)
Spear Damage: 8 damage
Energy: 6
Charge Distance: 8 Spaces
Spear Distance: 8 Spaces
Slow and Cripple Duration: 1 Round

Lorna Reid

Lorna is having her **Wisp's Will** buffed to no longer consume all of her wisps upon casting. It was too hard of a cost losing all of the bonus damage from **Will of the Wisps** and two energy and still having to use **Snare** to pull them through the barrier to benefit at all.

- **Wisp's Will** now only consumes 1 wisp, and will always last for 2 turns

Overview

Buffs	Shifts	Nerfs
Lorna Reid	Bjuaros the Bold	