Patch Notes 0.12 November 15th, 2020

"The Lost Genie of Arcania"



General

The time has finally come to add our first new fighter into the game, **Jala the Illustrious**! Jala will be a **Mage** who deals magical damage. Her strengths are her high crowd control, high burst, and high energy gain, however, she doesn't really have any sustain or ways to protect herself. She's not that hard to play but isn't the most forgiving due to her lack of sustain.

New Fighter!

MAGE

Jala the Illustrious

The Lost Genie of Arcania



High Crowd Control, High Burst, High energy gain

Passive: Wish Granter

Jala holds immense wish-granting power. She may choose to grant a wish providing one of the three effects listed below at any time she desires (even as a **reaction**, during other players turns). Once she has granted a wish she cannot grant another until she has retreated into her **Bottle Form** to recharge.

Future Seer	Energetic Connection	Meteor Shower
Become immune to any effects of an attack made on you, excluding damage	An enemy energy cost is paid to you instead of being discarded	Any **Star Falls** currently out, fall immediately

Basic Attack: Arcane Orb

Strike your target with a ball of pure arcane energy, dealing damage.

Damage: 8

Energy: 2

Ability 1: Bottle Form

Retreat into your vase and begin gaining 2 energy every turn starting with your next turn. If you are still in this form after 2 turns, begin gaining 3 energy per turn. Entering **Bottle Form** also recharges your wishing power, restoring your passive. You cannot use any of your normal abilities or grant wishes while in the vase, however, you gain two new abilities that can only be used in this state. While in the bottle form you are immune to energy swap spaces. You may leave this form at any point during the attack phase of your turn for an additional energy cost.

Bottle Rockets	Magic Burst
Shoot off a bottle rockets at the enemy of your choice, dealing damage. Damage: 5 Energy: 1	Burst out of your vase dealing damage and mesmerizing enemies in a 2 tile area of effect around you. (A mesmerize functions similarly to stun, however, it is broken upon taking damage.) Using this ability ends your bottle form. Damage: 15 Energy: 4 Mez Duration: 1 Turn

Energy to enter: 3
Energy to leave: 1

Ability 2: Distort Reality

Distort the reality of the enemy of your choosing. This enemy's next ability cast costs double energy. In addition, this enemy's movement is slowed until they cast this double energy ability.

Energy: 3

Ability 3: Starfall

Cast a star to fall on the space of your choice after a delay. Any active stars will fall at the start of your next turn dealing damage and knocking up all enemies within a 2 tile radius. You may use this ability 3 times in one turn however the energy cost increases each additional cast.

Damage: 15
Energy: 4 (then 5, then 6)

Ultimate: Remarkable Relocation

Mystically grab the enemy of your choice and slam them down 3 times within a 6 space radius of the space they started on. They take the effect of every space they are slammed down on, but cannot be slammed on the same space multiple times. They are then rooted to the third space for their next turn. Every time they are slammed they take damage and deal damage to any enemies on the space.

Damage: 3

Energy: 7

Fighter Balance

Bjuaros the Bold

Bjuaros is still immensely oppressive but is struggling with dealing really any damage on his own. He will be seeing some changes to Runic Healing to make the passive mitigation less effective at all points while making the heal more consistent and worth using. He will also be seeing some changes to help enable him to deal damage.

Runic Healing (ability 1)

- Now once you are at maximum runes, the next attack made against you deactivates your runes (after mitigating the 3 damage)
- Now upon activation, has a flat healing amount of 4 at all times, plus 2 hp per active ruin

Warcry (ability 2)

- Now also applies the damage to the target

Savage Charge (ultimate)

- Damage increased from 10 -> 12
- Wall collision damage increased from 5 -> 6

Elizabeth Dépée

Elizabeth continues to have an immensely strong passive that enables her to deal so much damage and heal for so much. Its essentially just Ouray's really strong passive, but with sustain. This will be seeing a change to make it both heal and damage less. Counter stance will be seeing a small change to help it compete with Parry stance more. Her dash will be seeing a range decease to try and make it a bit easier to escape her.

Solo Artist (passive)

- No longer makes attacks deal 1.5x bonus damage
- Instead makes the attack apply a bonus of 2 damage
- No longer heals her equal to the damage dealt, instead heals her for 1 hp whenever this passive is activated

Ready Stance (ability 1)

- **Counter Stance** now also deflects any additional effects or CC back to the attacker (if applicable)

Lunge (ability 2)

- Dash distance reduced from 6 -> 4

Mindi Nite

Mindi has been seeming to struggle in the early game just a bit more with her recent damage nerf to dark laser. This is causing her to be a lot more reliant on her darkest form. In addition, while in her darkest form, her burst seems just a bit overtuned. Mindi will be having her black hole damage shifted, to make it rely less on combo-ing it with dark laser. She will also be seeing a nerf to her dark laser burst damage, while in her darkest form.

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)

Ouray Ahiga

Ouray is still overperforming with his high burst damage at relatively low energy costs in his mark/ basic attack combo. He will be seeing a nerf to his passive to make it a bit harder to proc, so his auto attacks won't be as oppressive early game. He will also be seeing some changes to Spirit Wolf and Hunter's Mark in order to shift Ohcumga to being a more reliable source of damage for him, instead of the mark burst. While his CC will be shifted more to Hunter's Mark, to solidify its position as his utility ability. His ults energy cost was also a bit overtuned for what it actually does, so that will be slightly coming down.

Master at Range (passive)

- The range at which it procs has been increased from 10 -> 12 spaces

Spirit Wolf (ability 1)

- Will now proc **Master at Range** (passive) dealing bonus damage if Ouray is out of distance
- Now deals Basic Attack damage instead of Ability damage
- No longer slows
- Now while he is attached, whenever Ouray basic attacks the enemy, Ohgumga will lash out dealing damage again

Hunter's Mark

- No longer applies bonus damage to your next attack
- Now slows their movement

Ancestor's Strength

- Energy cost decreased from 5 -> 4

Hisoki Souta

Hisoki is doing well, but still very slightly underperforming. He'll be getting changed to make his kit just a bit less frustrating. His execute now deals True damage equal to the target's remaining health so it can no longer be immuned or mitigated in any way. In addition, he'll be having his energy cost reduced on Shadow Kunai when it is not targeted at an enemy. A 6 space teleport and 12 damage should not cost the same as a 4 space teleport. It made this ability feel pointless to use in this way. For now, it'll be placed at 2 energy, but it may go down to 1 at some point if he winds up needing it.

Shadow Kunai (ability 2)

- The energy cost has been reduced when this ability is **not** targeted at an enemy from 3 -> 2

Assassinate (ultimate)

- The execute is now applied by dealing True damage, as a result, it can no longer be immuned

Madame Loco

Madame Loco is currently struggling to get within range to cast Hexes on her foes. To help with this, we'll be switching her second and third abilities so she can have her mobility online sooner. With her new passive, *Reagent Scouting*, it doesn't seem like she needs to have *Gather Reagents* online as early anymore. In addition, she'll be seeing the range on her teleport increased to help her get in effectively, but in the return, the damage will be coming down just a bit.

Shroud of Darkness (NOW ability 2)

- Has been changed to her second ability
- Teleport distance increased from 6 -> 8
- Damage decreased from 12 -> 10

Gather Reagents (NOW ability 3)

- Has been changed to her third ability

Overview

New Mage! - Jala the Illustrious

Buffs	Shifts	Nerfs
➢ Hisoki Souta	➢ Bjuaros the Bold ➢ Ouray Ahiga ➢ Madame Loco	➢ Elizabeth Dépée ➢ Mindi Nite