Patch Notes 0.18 August 29th, 2021

# "The Feartie Trapper"




## General

Welcome back! This month's patch is very exciting. We have Lorna's rework to overhaul her more in line with her lore, in terms of the theme of some of her abilities. This rework is mainly visual, however there are a few gameplay shifts as well. In addition, Lorna will be the first character to have art in the game along with this rework. The 'Welcome Sticker' above was done by me, and her official character art below was one by our game artist Hannah Mata (available in the 'Contact' tab).

Additionally, over the next few patches I will be correcting some of the fighters' difficulty labels. A lot of these are feeling incorrect, especially with the different changes fighters have received since these labels were put in place. In this patch, Bjuaros and Elizabeth will be swapping difficulties, as I feel like Elizabeth is a lot more new player friendly and overall easier as she can just run people down, whereas with Bjuaros you actually have to think about positioning and timing more.

**Elizabeth Difficulty Change -** ⭐

**Bjuaros Difficulty Change -** ⭐⭐

Lorna's rework replaces her abilities, **Bear Trap** and **Snare,** with new versions that are functionally similar, but with slight differences to freshen up her gameplay. **Wisp's Will** has been changed back to a deployable barrier that consumes a wisp stack upon activation, however now the barrier will stay forever (until someone

goes through it). And lastly, **Confine** has been buffed significantly to make it an ability much more worth using.

## Hunter

# Lorna Reid

### The Feartie Trapper



*High Crowd Control, High Single Target Burst*

### Passive: *Will of the Wisps*

At the start of the game, a wisp spawns 8 spaces away from you. Walking within adjacent spaces of a wisp collects it, granting you a *Wisp* stack (max 3). Collecting a wisp cleanses you of all negative effects currently afflicting you, and grants you one level up. Once one wisp is collected another one spawns the same distance (8 spaces) away from you. *Wisp* stacks increase your basic attack damage by 1, for every stack you have. Once you are fully stacked, no more wisps spawn.

### Basic Attack: *Pinecone Bombs*

Place a *Pinecone Bomb* on the space of your choosing. You can have three of them active at a time and you may place them whatever fashion you like. You may detonate them at your will for no energy cost, making all of them explode, dealing damage to anything on adjacent spaces.

Damage: 6
Energy: 1

### Ability 1: *Woodland Trap*

Set a woodland trap within 8 spaces of you. As enemies pass this space they take damage and become rooted and crippled until the end of their next turn. You may only have one of these active at a time. This trap can be relocated after it is deployed for a reduced energy cost.

Damage: 12
Energy: 3 (1 to relocate)
Root/Cripple Duration: Until the end of their next turn
Trap Placement Distance: 8 spaces

## Ability 2: *Alluring Antlers*

Lorna targets another player, then activates the buds on her antlers causing them to glow. This soft glow draws in the target moving them towards Lorna a base amount of spaces in addition to a d6 die roll. If you pull them over a **Woodland Trap,** the pull ends and they take the effect of the trap**. Confine** flowers are also drawn to her antlers, adding 1 space to this pull for each confine flower the target has on them. Wisp's out on the board are also drawn towards you half the amount.

Pull Distance: 3 ( + d6 die roll) (+1 per **Confine**)

Energy: 2

## Ability 3: *Wisp's Will*

Send out one of the wisps you've acquired to form a barrier between two spaces (must have at least 1 *Wisp* stack to cast this ability). Setting this barrier removes 1 wisp stack from you, however if there are none already out on the map, a new wisp will spawn. The barrier will stay up until a fighter walks through it. The enemy who passes through the barrier takes damage and is debuffed to take increased damage through the end of your next turn.

Damage: 5

Damage Increase: 1.5x

Energy: 2 (and 1 *Wisp*)

Debuff Duration: 1 Round

## Ultimate: *Confine*

Lorna plucks a flower off of one of her antlers and sends it to an enemy. Choose an enemy's ability to silence, rendering the enemy unable to use it. You may do this to a maximum of 3 abilities at a time. You may choose to remove any of your silences during your turn to gain 1 energy. If a *Confined* enemy deals damage to you, the first *Confine* that was placed on them explodes, dealing damage, silencing all of their abilities for the rest of this turn, and being removed.

Confine Flower Silence Duration: Indefinite

Explosion Damage: 8

Explosion Silence Duration: 1 Turn

Energy: 2



# *Fighter Balance*

## Bjuaros the Bold

Bjuaros is receiving an interesting change in this patch. His old passive has been removed and replaced with essentially the passive from his first ability. It felt like he had two passives, **Thick Skin** and his rune mitigations. His rune mitigations proved to be really strong when they stayed up infinitely, and made his heal not worth using. Then they were changed to deactivate after mitigating the max amount of damage, which made doing damage calculations for him very annoying. And left his heal in a weird spot. Now I'm finally Removing Thick Skin and making his rune mitigations his actual passive. This has allowed me to return the runes to staying up indefinitely again (at a lower amount) and buff his heal ability to be stronger now that it's lost it's really strong passive.

*Thick Skin (passive)*
- This ability has been **removed** from the game.

*Runes of Protection (NEW - passive)*
- New Passive Ability
- Upon receiving damage, one of the runes on your ax begins to glow granting you protection. This may stack up to three times. First two runes protect for a lower amount while the third one is more powerful.
- First two runes: 0.5 damage mitigation each
- Third rune: 1 damage mitigation
- 2 Total damage mitigation at 3 stacks. These runes are no longer deactivated once they mitigate damage.

*Runic Healing (ability 1)*
- This ability has received a slight **rework**
- No longer has a passive
- When activated heals you for 4 hp flat, then enhances your currently active runes, doubling the mitigations they give you. At the start of your next turn, you are granted an additional burst heal for each active rune, then all runes are deactivated.

## Vetus-Crepitu von Finkledor

Vetus will be receiving some more nerfs in this patch. He's still performing super well and has very oppressive mechanics like Bustling Wind. In this patch I've changed Bustling Wind so that now, it no longer always grants you 2 energy for the cost of 1. Now its cost has been increased and you need to roll a d4 to determine how much you can steal. Overall this move's potential has been increased, but now it has a risk factor. Additionally **Icicle Spear** is having it's damage tuned down just a bit as it is a very good source of early poke damage. And lastly, **Entangling Roots** is seeing a change to make it easier to deal with.

*Icicle Spear (ability 1)*

- Damage decreased from 10 -> 9

*Entangling Vines (ability 2)*

- This ability cannot be used on the same target for multiple turns in a row.

*Bustling Wind (ability 3)*

- Amount of energy stolen changed from 2 to (a d4 roll)
- Energy cost increased from 1 -> 2

# *Overview*

| Buffs | Shifts | Nerfs |
|---|---|---|
| ➢ | ➢ Lorna Reid **(rework)**<br>➢ Bjuaros the Bold | ➢ Vetus-Crepitu von Finkledor |