Patch Notes 0.7
"Runic Healing"

General

Game Rules

A couple of game rules that have been bugging me have been changed. Now the early game should feel less confusing and less drawn out.

- Leveling up no longer grants 1 energy, just your next ability
- Being defeated by a monster no longer causes you to lose a level

Balance

Bjauros the Bold

Bjuaros is having his crowd control tamed a little bit. Due to his rooting basic attack, it made him super good at just completely shutting someone down early. Also, his 'Heal Wounds' ability has been removed from the game. It is being replaced by 'Runic Healing' as a more lore accurate alterative, and a buff to its early game. Additionally his 'Warcry' now also deals damage to and fears enemies within adjacent spaces.

Heavy Strike

If the enemy was rooted by this basic attack on this turn they cannot be rooted again on your next turn.

Heal Wounds

Has been removed from the game and replaced with the more lore accurate 'Runic Healing'.

Ability 1: **Runic Healing**

Call upon the runes on your ax to protect and heal you for the next two turns. Any time you take a tick of damage one of the ruins activates and begins to glow, up to a maximum of three runes. At the end of the duration, you receive a heal equal to the number of ruins that have been activated. If all three ruins become activated, the ability ends immediately granting you the heal for the three runes as well as an additional heal.

Energy: 2
Heal: 5 per ruin (+5 bonus for all three)
Duration: 2 Turns

Warcry
Damage: 8
Now fears enemies within adjacent spaces as well.

Vetus-Crepitu Von Finkeldor

Vetus has had his passive changed so that way now he can change his selected abilities when leveled down. He has also had his early sustain nerfed because it was far too strong. Lastly, he's having the damage on his Icicle Spear reduced because he had way too much early burst. Vetus is supposed to become very potent in the late game, but the abilities he has access to early make it almost guaranteed that he gets to that point.

Warm Embers
Now deals damage to anyone on the same space as Vetus, but heals for less.
Heal: 3
Damage: 5

Icicle Spear
Damage reduced from 12 to 10.

Lorna Reid

Lorna has had a lot of difficulty getting to her wisps (especially in a matchup against Bjuaros). Wisps will now always spawn 10 spaces away from her, to make them much easier to collect and use. Other than that her rework seems to be going well, and makes her much more engaging to play.

Will of the Wisps
Wisp's will now spawn 10 spaces away from you.

Madame Loco

Madame, for the first time since her rework, is feeling slightly underpowered. This is most likely due to her recent nerfs to her sustain. She doesn't quite have the burst of an assassin like Hisoki, but now she can't sustain herself while getting off her DOT damage. She's seeing a range increase on her Blood Curse which should make it more versatile and easy to hit. In addition, she is having her Voodoo Doll buffed. It felt very weak for a final ability, especially with its crazy energy cost.

Blood Curse
Now teleports up to 5 spaces, changed from 4.

Voodoo Doll
No longer gives 50% healing received to target.
Energy cost reduced from 8 to 5.
It no longer costs energy to switch targets.

Overview

Buffs	Shifts	Nerfs
Bjuaros the Bold Lorna Ried Madame Loco		Vetus-Crepitu von Finkledor