“The Spirit of the Enchanted Forest”



General

Happy Halloween! I’m so excited to be bringing you a patch on the best day of the year! Sorry that last month's patch was delayed, I needed some more time to finish up the new character, who is finally arriving! It works out well because now their release date gets to be on Halloween! But before we dive into the new character I have a few other important things to note here.

Firstly, continuing with re-evaluating fighter difficulties which started in the last patch, I have decided to reduce Ouray Ahiga’s difficulty from 3 to 2 stars. Lorna in comparison is also a 3 star hunter, but she requires more skill to understand how to set up and combo opponents whereas Ouray doesn’t have to worry about too much. All he has to do is keep his distance. There is some skill required to be able to kite effectively on him hence why he’s a 2 star difficulty instead of 1. In addition, Trixx will be changed from a 3 star to a 5 star difficulty. While I feel like Trixx’s main gameplay loop is still average in difficulty, this doesn’t account for his ultimate, which has to be the hardest ability in the game to use. Not only do you need to have

an understanding of every other fighter in the game, but also understand when which character would be the best choice for your situation. I feel like this is a large skill check that goes unrepresented by his current difficulty level.

Ouray Difficulty Change - ⭐⭐

Trixx Difficulty Change - ⭐⭐⭐⭐⭐

Next, character art for **Mindi Nïte** has been added into the game! It's so exciting to finally see Mindi come to life! She looks incredible and came out exactly as I wanted her to thanks to our game artist, Hannah Mata. Links to twitter and instagram are posted below, and are always accessible on the "**Contact**" page.



https://twitter.com/cinnabeep https://www.instagram.com/cinnabeep/

And lastly, I have finished up the remaining changelogs and they have been added into the game! :)

Changelogs added for - Madame Loco, Jala the Illustrious, and Trixx

New Fighter

It is time for the last fighter of this class rotation to finally be released! We had our Mage, Assassin, and Warrior, and now it's finally time for a new **Hunter** to make their way onto the battlefield. Lá Oíche **(Luh EE-hyeh)** is the Spirit of the Enchanted Forest. They are the bringer of the day and night, and help guide lost souls to the otherworld.





Lá Oíche is a hunter who deals magical damage, with a heavy focus on basic attacking. This fighter deals most of their damage as lots of small ticks (making Bjuaros a strong counter and the red buff have strong synergy). They have a unique passive which changes around how their kit functions. This fighter has a pretty average level skill floor, with a reasonably high skill ceiling. The high skill ceiling is mostly in their timings. Knowing when is the most effective time to unleash your collected souls, playing around the cycle of your passive, and even knowing when **not** to attack are all skills that will separate an average Lá Oíche from a skilled Lá Oíche. I hope you have as much fun figuring them out as I had creating and playtesting them, enjoy! :3

Hunter

LÁ OÍCHE

SPIRIT OF THE ENCHANTED FOREST



High single target damage, High sustain

Passive: KEEPER OF THE CYCLE

When Lá Oíche is on the field the game is played with a day/night cycle. Starting with **Day** on round one, and then cycling every round (once all players have taken their turn). Depending on whether it is day or night, your attacks have additional effects. During **Night**, Lá Oíche falls into stealth. Upon entering a new **Day** Lá Oíche is cleansed of all crowd control. If *Mindi Nite* is in the game, during **Night** she also falls into stealth.

Basic Attack: SPIRIT REND

Attack your enemies with two shots of spirit energy. Each shot may be targeted at a different enemy, gain one **soul** stack per unique fighter hit. If it is **Night**, gain a heal per shot hit. If it is **Day**, your shots deal true damage.

Damage: 3 per shot
Energy: 1

Day	Night
True Damage: 3 per shot	Heal: 1 per shot hit

Ability 1: LANTERN OF SOULS

Passive: Once this ability is unlocked if anything is killed (monster, minion, or player) within 3 spaces of you, capture their soul in your lantern gaining one **Soul** stack (can stack *infinitely*).

Active: Upon activating this ability interact with your **Soul** stacks in various ways depending on whether it is currently **Day** or **Night**. When this ability is activated, all of your **Soul** stacks are consumed. If it is **Day,** disperse the souls into the light getting healed. If it is **Night**, send the souls at a targeted enemy dealing damage. The heal and damage values are based on the amount of **Soul** stacks you have. The value per stack diminishes by 0.5 for every 5 **Souls** that are shot out, but will not go below 1.

Energy: 2

Day	Night
Heal: 2 per **Soul** stack 1.5 per **Soul** stack (past 5 stacks) 1 per **Soul** stack (past 10 stacks)	Damage: 3 per **Soul** stack 2.5 per **Soul** stack (past 5 stacks) 2 per **Soul** stack (past 10 stacks) 1.5 per **Soul** stack (past 15 stacks) 1 per **Soul** stack (past 20 stacks)

Ability 2: SPIRITS WRATH

Lá Oíche enchants their next basic attack using the energy in their lanterns, which causes it to displace the target's soul, not allowing them to heal for one turn. This also applies an additional effect based on whether it's **Day** or **Night**.

Energy: 1
Slow/ Root Duration: 1 Turn
100% Anti-heal Duration: 1 Turn

Day	Night
Target is slowed, if they are already slowed they are rooted for 1 turn	After this cast of **Spirit Rend**, it is cast again automatically

Ability 3: GO TO THE LIGHT

Fling the soul globe from one of your lanterns out to a chosen space within 8 spaces of you. The soul globe deals damage to and collects 1 **Soul** stack from enemies it passes through to get to this space. Upon arrival the soul globes slams down dealing damage to enemies on the space, and pulling the nearest enemy within 6 spaces to the space that it's on (ignores enemies already on the same space as it). The soul globe then begins to glow, creating a 3 space zone around it that slows enemy movement. Anything that dies in this zone grants you 1 **Soul** stack. The zone also provides an additional effect based on whether it is **Day** or **Night**. The next time you cast this ability the soul globe moves from the spot it's already in, instead of being flung out from you.

Pass-through Damage: 4
Arrival Damage: 10
Soul Globe Cast Range: Within 8 Spaces of you
Pull Range: 6 Spaces from Soul Globe
Slow: 50%
Soul Globe Radius: 3 spaces
Energy: 3

Day	Night
Zone increases ally and self healing received. Healing Increase: 50%	Steals Monster! kill credit within the zone. (When an enemy kills a monster in the zone, you get credit for the kill instead of them.)

Ultimate: ECLIPSE

Break your day and night cycle by shifting it to the next in the cycle. The cycle then continues on with the next when the round shifts. If it is daytime, switches to night, if it is nighttime, switches to day. This also resets the cooldown on your basic attack, **Spirit Rend**.

Energy: 1

Fighter Balance

Vetus-Crepitu von Finkledor

Vetus will be seeing a lot of changes in this patch. He's going through almost a mini rework of sorts. While that wasn't my original intention for this patch Vetus has been calling for some rather large changes to make other fighters more viable in competition with him. The most major change is his Ice and Wind spells are having their leveling order swapped. His **Fireball** + **Icicle Spear** combo is immensely strong as it does a lot of burst damage, however I feel the reason it feels so strong mainly lies in how early he gains access to it. Now he won't be able to start bursting with this until much later in the game when hopefully other players are more online and able to compete with him. He's also receiving a slight buff to **Warm Embers** to make it more enticing to take over Fireball. Especially now that you can combo **Warm Embers** with your Wind spells at level 2. In addition Heavy Gust is receiving some changes to shift it into feeling like more of a First ability rather than a Third. And lastly, Bustling wind has seen a full ability rework. The global low risk/ high reward energy steal is finally leaving the battlefield, THANK GOD! This ability was just so strong as it made the game nearly impossible to win against a Vetus running this as you just never had energy to fight him. Now, he can still use it to steal energy but it's a lot more conditional and has counterplay.

Warm Embers (*basic attack*)

- Now the damage is done to all enemies within 2 spaces of you
- Now the healing is also done to any allies in the AoE

Icicle Spear (*ability 1*)

- Damage decreased from 9 -> 8
- Switched to *ability 3*

Frostbite (*ability 1*)

- Switched to *ability 3*

Bustling Wind (*ability 3*)

- *Reworked*
- **NEW** - Vetus commands a gentle vortex beneath him that he rides forward for two spaces before disembarking. The vortex then continues forward for 4 more spaces. Enemies hit by this vortex are *interrupted* (any channeled abilities are cancelled) and they lose 1 energy. If they are hit by the dash part of this ability, Vetus steals this energy instead.
    - Energy: 2
    - Dash Distance: 2 Spaces
    - Energy Steal on Dash: 1

- Switched to *ability 1*

Heavy Gust (*ability 3*)
- Damage decreased from 12 -> 8
- Bonus damage if there is no knockback reduced from 5 -> 4
- Energy cost decreased from 3 -> 2
- Switched to *ability 1*

Reginleif

Reginleif is seeing another change to the rune of her third ability, Borealis Blade. Firstly this rune was named incorrectly in her ability description, so that is being fixed here, She'll also be seeing a change to how this rune functions to allow her to be more versatile with it in a free-for-all. This is a nerf in the sense that now you can no longer stun someone instantly with this ability from across the map, but also a buff as now you can stun multiple enemies, as this allows you to use this rune with **Valkyrie Sword**.

Borealis Blade (ability 3)
- Activate Fehu: Now, this rune is only activated after this attack hits an enemy.
- Additionally this was written as "Activate: Fehu" instead of "Active: Raidho" which is correct, so the text is being updated here as well

Overview

New Hunter! - Lá Oíche

Buffs	Shifts	Nerfs
	➢ Reginleif (more of a buff)	➢ Vetus-Crepitu von Finkledor