Patch Notes 0.17 July 25th, 2021

"The Enchanted Forest"



General

Welcome! The patch has finally come where we will be adding our first official new Map to the game. This board is pretty simple in design, and would be pretty easy to make at home for yourself. This Map is designed for Free-For-Alls. The setting of the Map is The Enchanted Forest (home to Lorna). In the next couple of patches we will be continuing to spend some time in this region of the world. There is a small objective in the center of the map, The Spirit Portal. Passing through this space grants you a buff of your choice, either to your damage or energy gain. This buff isn't huge so getting the objective shouldn't be your number one priority, but if the enemy is grabbing it over and over again, this could be the leg up that they need to win. Be sure to check out the all new map menu page, as well as the page for The Enchanted Forest as well. :)

New Map - The Enchanted Forest (FFA)

Changelog added for - Hisoki Souta

Game Rules

There are a couple of game rule changes being made in this patch. The first thing I wanted to address was Level Up spaces. Level Up spaces go from being the most sought out early game, to being completely useless in the late game. This was a weird shift that I wanted to take the polarization off of just a tad. As such, I'm making it so that now, once you are level 5 leveling up, grants you 2 energy. This applies to both Level Spaces and Monster victories. Speaking of Monsters, they're receiving some other changes as well. Monster healing and damage are both being brought down, and too the same amount. The reason why Monsters dealt more damage than they could heal you for, was to add more risk to going for them, so that you couldn't just lose against one then win against another and completely undo it's damage. As well as the fact that victories grant you a level up in addition to the heal while defeats only damage you. This is being removed however. I feel like far too often the game almost feels run by monsters, and want the focus to be more on fighting each other. And lastly, upon killing another player, the heal you recieve is being reduced to help give others in the match a more fair chance.

Spaces on the Board

- Level Up - Now upon landing on a level up space, if you are level 5, gain 2 energy

Damage, Health, and Winning the Game!

- Player kill heal decreased from 15 -> 10

Monster!

- If you are already level 5, upon slaying a Monster! gain 2 energy.
- Monster heal decreased from 6 -> 5
- Monster damage decreased from 8 -> 5

Fighter Balance

Mindi Nite

Mindi is seeing yet some more nerfs to her damage in couple of spots. Nothing too crazy, just a little bit of damage coming off of a couple of areas for her, to help reduce her overall damage output.

Black Hole (ability 3)
- Damage reduced from 8 -> 5

Darkest Form (Ultimate)
- *Dark Laser (ability 2)* second hit damage decreased from 6 -> 4
- *Black Hole (ability 3)* damage remaining at 8

Reginleif

Reginleif is seeing a change to how her stun works. Now, if the target was stunned by this attack on their last turn, it will only slow them this turn. If Reginleif just stockpiled her energy, which is pretty easy for her due to her passive, and the fact that she doesn't poke with her autos early game like everyone else. When she hits level 4 and unlocks this ability, she was able to just stunlock a target forever.

Borealis Blade (ability 3)
- Can no longer stun multiple turns in a row, now if the target was stunned by this attack last turn, this turn it will only slow.

Overview

New Map - The Enchanted Forest (FFA)

Buffs	Shifts	Nerfs
➢	➢	➢ Mindi Nite ➢ Reginleif