# Bjauros the Bold: Changelog

## Patch 0.1 (Nerf)

*Thick Skinned (passive)*

- Changed from 15% damage mitigation to giving him 115 max HP. Additionally, he cannot be executed while above 100 HP.

*Warcry (ability 2)*

- Changed the duration from 3 turns to 2 two turns
- No longer silences

## Patch 0.4 (Shift)

*Spear Wall (ability 1)*

- Now ability 3

*Heal Wounds (ability 3)*

- Now ability 1

## Patch 0.7 (Shift)

*Heavy Strike (basic attack)*

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

*Heal Wounds (ability 1)*

- This ability has been removed and replaced with *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 runes 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 rune (+5 bonus for all three)
Duration: 2 Turns

*Warcry (ability 2)*

- Now fears enemies within adjacent spaces to you as well

## Patch 0.9 (shift)

*Runic Healing (ability 1)*

- Runic healing has been reworked. Now has a passive where runes are activated upon taking damage giving you a stacking damage reduction buff of 1, up to a maximum of 3. Activating the ability heals you per active rune. Heal per rune reduced from 5 -> 3.

*Boulder Toss (ultimate)*

- Has been replaced with *Savage Charge*

Ultimate: **Savage Charge**

Become unstoppable and charge forward. You are immune to crowd control for the duration of the dash. Any enemies you come into contact with take damage and are pushed along with you. If this dash collides with a **Spear Wall** the dash stops immediately and any enemies that are pushed into the wall take bonus damage and are stunned. The **Spear Wall** is shattered destroying it, and sending the spears forward 4 spaces dealing damage, slowing and crippling.

Charge Damage: 10 damage (+5 if slammed into wall)
Spear Damage: 8 damage
Energy: 6
Charge Distance: 8 Spaces
Spear Distance: 8 Spaces
Slow and Cripple Duration: 1 Round

## Patch 0.10 (Nerf)

*Thick-Skinned (passive)*

- Maximum HP reduced from 115 -> 110

*Heavy Strike (basic attack)*

- Damage reduced from 8 -> 5

*Spear Wall (ability 3)*

- Damage reduced from 5 -> 2

## Patch 0.11 (Nerf)

*Heavy Strike (basic attack)*

- Now only roots if the target is within three spaces of you

*Spear Wall (ability 3)*

- Now the wall takes 1 damage anytime an enemy walks into it
- Energy cost increased from 2 -> 3

## Patch 0.12 (Nerf)

*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

## Patch 0.14 (Shift)

*Runic Healing (ability 1)*

- Energy cost increased from 2 -> 3

*Warcry (ability 2)*

- Damage increased from 8 -> 10

*Savage Charge (ultimate)*

- Energy cost decreased from 6 -> 5

## Patch 0.15 (Buff)

Heavy Strike (basic attack)

- Energy Cost reduced from 2 -> 1

## Patch 0.18 (Shift)

*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.

## Patch 0.20 (Shift)

*Runic Healing (ability 1)*

- Energy cost increased from 2 -> 3

*Warcry (ability 2)*

- Energy cost decreased from 3 -> 2
- Fear duration reduced from 2 -> 1 Round

## Patch 0.22 (Buff)

*Heavy Strike (Basic Attack)*

- Now has a set range of 2 spaces

*Runic Healing (Ability 1)*

- Now Ability 3

*Warcry (Ability 2)*

- Fear is no longer broken if you attack the enemy

*Spear Wall (Ability 3)*

- Now Ability 1
- Energy Cost decreased from 3 -> 2

## Patch 0.23 (Shift)

*Runes of Mitigation (passive)*

- **New Effect -** Now once all three Runes are active, instances of damage supercharge each Rune. Once all 3 runes are supercharged they pop granting you a heal and all deactivating
- **New Stat -** Heal: 3

*Runic Healing (ability 3)*

- This ability has been changed to *Runic Resilience.*

## Ability 3: Runic Resilience

Bjuaros bolsters his resilience, doubling your mitigation from Runes of Protection (passive) and granting immunity to Slows, Roots, and Knockbacks until the end of your next turn.

Energy: 2