“Make the Comeback!”



General

Hello, hello! Welcome to patch 0.20. Sorry for the delay on this one, I wanted to make sure that it was loaded with new stuff as it will be the last patch of the year. Being the last patch of the year I just want to say, thank you! 2021 has been so much fun. This year we finally started adding character art into the game with Lorna and Mindi, and they both came out perfect! Of course more is to come in the future; Hisoki will most likely be next! We also released a full rotation of fighters this year: **Jala, Trixx, Reginleif,** and **Lá Oíche** (even though Jala technically came out early, at the end of 2020)**.** They were all so much fun to work on and I love how they came out. Of course, there will be more fighter’s released next year. For 2022 I actually plan on releasing a total of 5 fighters throughout the year. A humble tavernkeep will begin selling his wares on the battleground. Where do these wares come from though? A rugged explorer would have had to travel all over the globe to “collect” these relics. A sad young man will finally be reunited with his lost love, as she descends from the stars above to dance her way across the battlefield. And a tale of two sisters separated at birth unfolds as a commanding heiress leaves her kingdom behind in search of her runaway sister. But is she ready for the monster that awaits her?

Game Rules

Currently the meta seems to be favoring the early game, and late game fighters are struggling because of it. In this patch I will be adding a couple of *Comeback Mechanics* to the game rules. These should help out with this just a bit, but not make the game feel unfair for the person who is ahead. I understand that being ahead a lot of the time is earned, and I don't want to take that away from anyone. These changes should really only help if you're really behind and getting especially unlucky with Monsters/ level ups. Additionally a couple of small changes are being made to the way knock-ups and taunts function to make them feel more unique and in "real-time".

Spaces on the Board

Level Up

- NEW - When the first person in the game reaches level 5, any players below level 3 (level 1-2) are granted 1 level up

Monster!

Defeat

- NEW - Losing to a monster grants you **1 Pity of the Fates**. Upon reaching 3 Pity's of the Fates, do not roll the combat die when fighting your next monster. Instead, you automatically win! And your **Pity of the Fates** is reset.

Dictionary

Knock-Up

- The damage amplification window from a knock-up is now only applied for the remainder of the current turn
- NEW - If a knock-up is applied to a target mid movement, their movement is immediately canceled and they take the effect of this space

Taunt

- Now once a taunted enemy reaches the source of the taunt, their movement stops and they take the effect of this space

Fighter Balance

Bjuaros the Bold

Bjuaros is receiving a nice shift this patch. First his heal will be getting it's energy cost increased to make it a bit less accessible in the early game, as this ability has become very strong at healing through opponents' damage. To compensate however, Bjuaros is getting an energy cost reduction on his *Warcry* (*ability 2*) to help him compete with other's global poke a bit better.

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

Mindi Nite

Mindi will be seeing a nerf to her basic attack damage in this patch. The base basic attack damage in the game is still at 5, however for fighters (excluding hunters) whose basic attacks can do a lot more, I will be looking to bring this damage down. Mindi is the first candidate, because due to her passive, she can poke with a basic attack every turn and after 3 turns she'll have dealt 18 damage, just like a hunter. With this nerf, after hitting three basic attacks she will be dealing 15 damage (and healing for 3), more in line with other mages. Furthermore, this nerf is justified in the versatility of her basic attacks, being able to be used as direct damage, for zoning, or even for sustain through her ultimate, *Darkest Form*.

Ghost Ally (*basic attack*)

- Damage decreased from 5 -> 4

Hisoki Souta

Hisoki is receiving a couple of buffs in this patch! Firstly his teleport distance was 4 spaces, increased to 6 when targeted at an enemy. This was feeling bad, as Shadow Kunai was his main damage output, so it felt especially punishing to use it just for the teleport since it had a decreased distance while you're already losing out on the damage. To compensate for this it had a reduced energy cost to try and help, however Hisoki's not too worried about his energy. With that being said however, his meditation energy cost still felt way too high. In most circumstances it

felt more worth it to just wait out the CC for a turn, rather than spending 4 energy that you could instead use to deal damage to cleanse it. It's energy cost is being brought down to make it feel more worth using.

Shadow Kunai (ability 2)

- Base range increased from 4 -> 6 (Now **always** has a range of 6 spaces; not only when being targeted at an enemy.)

Meditation (ability 3)

- Energy cost decreased from 4 -> 2

Jala the Illustrious

Jala is getting almost a mini-rework to her ultimate ability, *Remarkable Relocation*. This ability was mainly there to harass enemies and setup for your *Starfall (ability 3)* burst using the root. The problem was that it didn't feel very effective at either. In order to really harass enemies with it you would need to basically just wait until they found themself in the perfect position for you to slam them down with 3 good negative spaces for them. In addition, it's energy cost was so high that after using it for the root, it's next to impossible to also cast your starfalls. Her updated ult is now just one slam that deals more damage with an energy decrease to make it more versatile and allow her to weave this ability into her normal combos more effectively.

Starfall (ability 3)

- Damage reduced from 13 -> 12

Remarkable Relocation (ultimate)

- Amount of slams reduced from 3 -> 1
- Slam damage increased from 3 -> 5
- Energy cost reduced from 7 -> 3
- If an enemy was hit by this last turn, you cannot hit them with it again

Trixx

Trixx couldn't stand to see Hisoki buffed, and has evolved to compete with him. Trixx is a very strong late game powerhouse once he gets *Tails of the Kitsune* (*passive*) fully stacked, however, he is definitely still struggling to get to this point. With nothing in terms of sustain of defense, Trixx is dying before getting his passive online in most match-ups. He is seeing a buff in this patch to help him get to his late game. Instead of defense or sustain though, he will be weakening his opponents, just like in his lore.

Kitsune's Discretion (*ability 1*)

- NEW - Now applies a 50% decrease on the next instance of damage the target deals (this effect cannot stack).

Overview

NEW - Monster pity system, level scaling system

Buffs	Shifts	Nerfs
➢ Hisoki Souta ➢ Trixx	➢ Bjuaros the Bold ➢ Jala the Illustrious	➢ Mindi Nite