Patch Notes 0.24 June 7th, 2026

“The Last Two Standing”



General

Hello and welcome to patch 0.24! This is by far the largest patch to ever make its way to the game. Many firsts are coming in this patch including; a New Game Mode, Subclasses, and a Brand New Map! Changes have also been made to the writing and structure of the fighter kits to try and make the game more easily accessible to newer players. Class Passives are also seeing an overhaul to bring their frequencies to a more even level. Lastly, Rose’s love also will be following him onto the battlefield in an effort to try and stop his corruption.

Some sweeping balance changes are also coming through in this patch to overall reduce the amount of sustain in the game, mainly targeted at the sustain of fighters outside of the Warrior class. This change is being made in an effort to bring down match time. The next patch will not be as large and feature as much new content as this one, however, should feature the release of the first new hunter in almost 5 years! This character will deeply expand the lore of an already existing character. This patch should also be able to get pushed out faster, reducing the time between this patch and the next. See you soon! <3

New Game Mode - 2v2

The first ever new game mode is coming to the game in this patch! This shakes up a lot of the core gameplay; if Free-for-all is starting to feel stale, jump into a **2v2** to mix things up. This game mode will have you and a friend taking on another team of two, opening up the door to find new combos and synergies between certain fighters.

This game mode changes a lot of game rules to help it stand out. Firstly, the class limitations are applied per team - finally a Warrior can fight against another Warrior. However, two Warriors may not be played on the same team. Additionally, turn order is determined by; the highest die roll, then the highest die roll on the opposite team, then the other fighter from team 1, and lastly the remaining player on team 2. Two team members may not have back to back turns. And finally, the game ends when *both* members of one of the teams are Knocked Out, leaving one or *two* last players standing. There is no '*friendly fire*' and attacks may not hit team members by default, unless specifically stated.

This game mode also features certain spaces that are specific to maps designed for 2v2s.

Team 1 Start Spaces	The spaces available to be the chosen spawns of players on team 1. Both players must choose a different spawn. Once you leave your start space, that tile cannot be passed through again.
Team 2 Start Spaces	The spaces available to be the chosen spawns of players on team 2. Both players must choose a different spawn. Once you leave your start space, that tile cannot be passed through again.
Partner Level Up	Your partner gains 1 level up.
Partner Gain Energy	Your partner gains +2 energy.
Duo Monster!	Draw Two Monster cards. You and your partner each must engage in combat with both Monsters individually.

New Map - Notre Dame Sparring Grounds

The first ever new map is being added to the game - The Notre Dame Sparring Grounds. This map has been designed specifically for 2v2s. 2v2 maps will have some noticeable differences from FFA maps. They are rectangular in shape

rather than the square structure of FFA maps, to give each team a clear 'side' of the board. Additionally, the spaces on the board mirror each other. Being symmetrical stops one side from having an advantage over the other. These maps also have some unique spaces not found in FFA maps, highlighted in the section above.

This map ties into the lore of; Elizabeth, Rose, and our new fighter Luca. This is the sparring grounds of Elizabeth's prestigious combat school, where she would bring justice to wrongdoers. That being said, she has truly left her mark on this school, leading into this map's unique mechanic; *Sparring*.

'*Sparring*' is a mechanic exclusive to the **Notre Dame Sparring Ground** and will not be featured on any other 2v2 Maps going forward. If two players of opposite teams are standing on SPAR spaces at any point, and there are no other players also on SPAR spaces, they enter a duel immediately. At the start of the duel, each player is granted 3 energy. The second player to land on a SPAR space, starting this duel, goes first. Each player may use one attack or pass, before play swaps to their opponent. Each player gets 3 turns before the duel ends. After the duel ends, the SPAR spaces go on cooldown, becoming deactivated for 2 turns.

This Map of course also has its own unique deck of Monster Cards. You may notice many of these Monsters are "Illusions". This is due to the Headmaster of the school being a master Illusionist, who uses her illusions to help train the students. Many of these Illusions are forces of the Draconan Army, as her current focus is on getting these elite students prepared for their foreboding war with Draco Kingdom.

CP	Monster	Passive
0	Monster's Rage (x5)	If this is a Duo Monster Space, add +5 CP to partner Monster. Does not count as a Monster for Victory/ Defeat events. If this is a single Monster Space, discard and skip Monster combat.
1	Training Dummy (x10)	Upon defeating this Monster, your next attack deals +1 base damage.
5	Illusion: Knight (x9)	Upon defeating this Monster, gain +2 CP for your next Monster Combat.
5	Illusion: Marksman (x9)	Upon losing to this Monster, an arrow is shot at your partner dealing 2 physical damage to them.

7	Illusion: General (x4)	Draw another Monster card, if 'Illusion: Knight/Marksman' they form a Troop with the General, and you draw again. This can happen twice before the drawing phase ends. Upon drawing a Monster other than 'Illusion: Knight/Marksman discard and the drawing phase ends. After the drawing phase, the CP of the troop is combined and you gain the Victory/Defeat effects multiplied by the size of the troop.
10	Illusion: Mercenary (x4)	Upon losing to this Monster, this Monster's damage has a 25% chance to be doubled.
12	Adaptive Training Regiment (x3)	Has a different passive based on the class of the challenger. Mage: Upon losing to this Monster, lose 2 energy. Warrior: Upon losing to this Monster, you cannot heal for this turn. Assassin: Upon losing to this Monster, you are *crippled* for this turn. Hunter: Upon losing to this Monster, you are *disarmed* for this turn.
13	Tactical Gargoyle (x3)	This Monster challenges your partner instead of you.
15	Hunchback (x1)	When this Monster appears, it rings its bell dealing 2 true damage globally and *deafening* all fighters for 1 round.
18	Illusion: Champion (x1)	(Eliza) This Monster has -8 CP if this is a Duo Monster Space.
19	Headmistress (x1)	Headmistress first spawns an Illusion that has (D20) CP. Engage in combat with that Monster before the Headmistress. If this Monster is defeated, you gain +8 CP against the Headmistress.

Game Rules

The Classes

The class passives are receiving an overhaul in this patch. Now all class passives are procced upon slaying Monsters to make when they're available more even for all fighters across the board. This change also adds extra incentive to going for Monster spaces, with the aim of pushing the match into the late game faster.

The Classless passive now allows them to choose which passive they want instead of being tied to their start space, allowing them to have more control over their passive in addition to the start spaces on the new map not being class based. The Hunter passive effect has also been completely changed as well. While this passive fit thematically (they were *hunting* the Monsters), it didn't make much sense to give them an advantage in their ability to get to the late game, as they're basic attack focused being the strongest class in the early game.

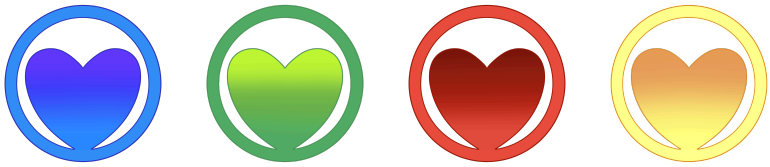
- **Warriors -** Monster kill heal proc is increased by +1
- **Hunters -** Upon slaying a Monster, the next instance of basic attack damage is increased by +2 base damage (does not stack).
- **Mages -** Mages now receive +1 energy upon slaying a monster.
- **Assassins -** Movement is now properly classified as *Dash* instead of regular movement, now being stopped by cripples instead of roots.
- **Classless -** Classless fighters may now choose which class passive they would like to mirror, regardless of their start space.

Subclasses

Subclasses have been added to the game to specify an even more precise playstyle. Subclasses also have a passive, but the player must choose between activating either their main or sub class passive when slaying a monster.

- **Support -** Support is the first subclass being added to the game. Support's strengths lie in aiding their allies. They will typically have some form of healing as well as buffs/debuffs. They will be weaker in a Free-For-All match but excel in 2v2s.

  Passive: Upon slaying a Monster, you may choose to give this Monster Victory credit to your ally.



Terminology

The list of Terminology has been updated to be more clear, and add some newer terms that have been added to the game.

Additionally, fighter abilities have been given “key-words” that correspond to the terminology list for easy reference to the properties of each ability. Going along with this, all fighter ability descriptions have been rewritten to be shorter and more palatable, while also being more clear and concise thanks to the use of the “key-words”.

Silence - has been reclassified as *Soft CC* (changed from *Hard CC*)

Stealth

This change was meant to be added alongside the La Oiche changes in the last patch, but never actually made it into the game rules. Stealth will end early upon using an attack, however a stronger version of stealth is also being added in which this will not occur.

- Using an attack while in stealth now ends the stealth duration early
- ***True Stealth*** - Has been added. It is not broken by attacking.

Diminishing Returns (DR)

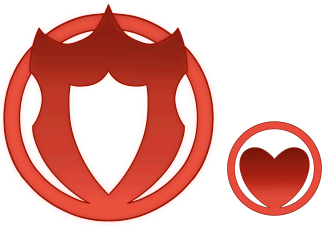
Diminishing Returns have been added as a baseline rule to a few oppressive CCs. This allows fighter abilities that specify “the target cannot be affected by this ability multiple turns in a row” to no longer need to state that, as it will now be a rule applied to the CC itself. With this change, I can also add other CCs to the list if they prove to be too oppressive, especially in 2v2.

- Diminishing Returns (DR) has been added to the game
- When a target is hit with a *DR Applicable CC*, they are immune to all other *DR Applicable CCs* for 1 Round after the *DR Applicable CC* wears off
- **DR Applicable CCs**: *Stun*, *Mez*, *Root*

New Fighter

The first new Warrior since Reginlief all the back in June of 2021 is finally here! **Luca**, the *Easygoing Prince*, will be following Rose into the battle in this patch. Luca comes to the aid of Rose, being the only thing that can stop his corruption. His overbearing father however, has no faith in his son to be able to take on this fight on his own, and will be joining him in the battle.

Luca is a Warrior Support that deals Magical damage. He has extremely low damage on his own, and would rather play his music that invigorates his team or distracts his enemies. However, when things start to get hairy his father will step in to show him how a real man fights. Luca has an average skill floor as he will always be passively doing something, however his skill ceiling can get quite high. Knowing when it is better to play around your enemies and debuff them or hang back with your ally and support their efforts, as well as when the best time to let your passive proc and go on the offensive will be what separates an average and a great Luca player.



Prince Luca

The Easygoing Prince



High Sustain, High Utility



<u>Passive:</u> The Royal Screw-up

Hp Shield | Stance Change

Instances of damage charge your **Royal Screw-Up** meter. Once full (8 instance; *Basic Attacks* grant 2) **King Aeron** drops down to **Prince Luca** granting an *HP Shield* and replacing all of your attacks. When the *HP Shield* reaches 0, he is dismissed at the end of your next turn.

King Aeron HP Shield: 15 hp

Additionally, when **Rose** is in the game, you may add up to +2 to your movement when moving towards him.

Basic Attack **King's Sword** *Targeted | Global*	King Aeron swings his enchanted claymore at a target dealing **Physical** damage. Casting an ability empowers the sword, adding an extra burst of 5 **Magical** damage to the target. The enchantment damage is global, while the physical sword swing has a range. Sword Damage: 5 Physical (2 space range) Enchanted Damage: 4 Magical (global range) Energy: 1 Range: 2 Spaces
Ability 1 **Overhead Slash** *Untargeted | Shield Break | Stun*	King Aeron slashes downward, dealing damage in a line in front of him. If the target is **Sundered** and has an *HP Shield* this instead will automatically break it and *Stun* them. Damage: 8 Physical Energy: 2 Slash Range: 5 Spaces Stun Duration: 1 Round
Ability 2 **Divine Sunder** *Targeted | Global | Debuff | Speed Boost*	King Aeron shoots a bolt of magic into the sky that shines down on an enemy, **Sundering** them. You gain increased movement speed while moving towards them, and your next ability to hit them consumes the mark and does not go on cooldown. **Sunder is also removed if King Aeron is dismissed.** Energy: 1 Move Speed: 2x
Ability 3 **Heavy Cleave** *AoE | Disarm | Leap (targeted)*	King Aeron slashes in an AoE around him dealing damage and *Disarming* targets. If the target is **Sundered** this may be cast on them from up to 5 spaces away, causing you to leap to them and then cleave. Damage: 6 Physical Energy: 2 Leap Distance: 5 Spaces Disarm Duration: 1 Turn Cleave Radius: 2 Spaces
Ultimate **Confrontation** *Heal | Stance Change*	Prince Luca confronts his father, dismissing King Aeron. The **Royal Screw-Up** meter is reset to 0, and you are healed equal to King Aeron's remaining *HP Shield*. Heal: 1-15 (depending on King Aeron's hp)

	Energy: 1

Basic Attack: Strum

Passive

When anyone inside of his **Song Aura** (including himself) casts an ability his Runic Lute is empowered by a **Note**.

As his muse, **Rose's ability casts grant him 2 **Notes**.**

Active

Targeted | Heal | Global

Prince Luca strums his Lute, shooting a bolt of magic music at an enemy dealing damage. All **Notes** are consumed, dealing increased damage and healing Luca and Allies in his **Song Aura**.

Damage: 2 (+1 per **Note)**
Heal: 1 per **Note**
Energy: 1

Ability 1: Runic Lute

Passive - Song Aura

AoE

Begin passively playing the song of your choice, affecting targets in an AoE. He stops playing while under the effects of *Hard CC* or *Silence*.

AoE Radius: 3 Spaces

Active

Prince Luca changes the song he's currently playing with options dependent on your level. When a new song is unlocked, you may switch to it for no energy cost.

Energy: 2

Level 1 *La Vie en Rose*	Resets Rose's **Corruption** level, and **Royal Screw-Up** will not proc while active.
Level 2	Enemy targets deal 50% less damage.

Damage Decrease	
Level 3 *Energy Cost Reduction*	Allied targets and Luca's energy costs are reduced by 1 (cannot go below 1).
Level 4 *Slow* | *Mez*	Enemy targets are *Slowed*, if they end their turn in the aura, they are *Mezzed* for 1 turn.
Level 5 *CC Immunity*	Allied targets and Luca are immune to CC.

Ability 2: Solo Serenade

Global | *Targeted* | *Buff* | *Damage Increase* | *Heal*

Prince Luca selects an ally, increasing the next instance of damage they deal. When they deal this bonus damage, you and them are healed equal to the amount of extra damage applied.

If the serenaded target is **Rose, Luca's love invigorates him, also granting 1 energy.**

Damage Increase: 50% more damage

Energy: 2

Heal: Equal to extra damage applied

Ability 3: Encore!

AoE

Prince Luca encourages an encore, causing all fighters in his **Song Aura** to automatically cast their last used ability for no additional energy cost.

****Rose** *is more attuned to Luca's music, allowing him to choose which ability to cast.**

Energy: 1

Ultimate: Feel the Music

Global | *Aggro*

Prince Luca expands his **Song Aura**, causing it to affect all targets globally and *Aggroing* all enemies. Instances of damage still charge up **Royal Screw-Up** while active, however King Aeron will not be summoned until this ability ends.

Energy: 3

Duration: Until the Start of your Next Turn

Fighter Balance

Buffs

Jala (Buff)

Jala seems to be slightly underperforming at the moment, and is getting a minor buff. Her passive can be very powerful when used at the right time, but the *Future Seer* wish specifically was feeling too niche and underutilized in comparison to the other two. It should now be a stronger contender when deciding how to use her passive.

Wish Granter (passive)

- **Future Seer** - now also avoids damage

Trixx (Buff)

Trixx has been super underperforming since he has been added into the game. He is going to be seeing some major changes in this patch to hopefully bring him to the safe side of strong. I'll be keeping a close eye on him to make sure these changes don't make him overbearing, but will expectantly bring him into viability with the rest of the cast. He is seeing some sustain added to his kit with the intention of aiding him in reaching his late game a bit more frequently. Additionally he is seeing some new functionality added to his kit with a new mechanic allowing him to spread debuffs, which has synergy with his basic attack and damage debuff on his first ability. This doesn't make him incredibly overbearing as his debuffs cannot stack, but allows him to spread them across multiple targets as well as synergize well with other fighter kits who do have stacking debuffs.

Tails of the Kitsune (passive)

- Now grants Trixx a reduced Heal (2hp) upon leveling up from slaying a Monster!

Flaming Fangs (basic attack)

- Now a targeted attack within adjacent spaces
- *Singed* does not stack

Kitsune's Discretion (ability 1)

- Energy cost decreased from 3 -> 2

Dangerous Deceit (ability 2)

- Can now dodge one attack in the base form of this ability
- Dodging an attack now grants a small heal (2 hp)
- Swapped to ability 3

Inazuma Claws (ability 3)

- Swapped to ability 2
- If the lightning bounces from an enemy with debuffs, it will spread the debuffs to the next target
- No longer grants an energy refund if lightning does not bounce
- Lightning damage no longer stacks at base form, lightning damage now ramps up while at 9-Tails
- Pounce damage decreased from 8 -> 6
- Pounce damage at 9-Tails decreased from 12 -> 8
- Energy cost decreased from 3 -> 2

La Oiche (QoL Buff)

While technically a buff, this change is really more a quality of life addition to give La Oiche more control over their orb. When you would place it down in an area and then the fight moves to a different part of the board, it could sometimes be too difficult and heavy of an energy sink to catch the orb up to where the fight is happening currently. This should alleviate those situations and allow them to control the orb more freely.

Go to the Light (ability 3)

- Can now be recalled to you for no energy cost but using this abilities cooldown

Rose (Buff)

Rose may be on the strong side once his full potential is realized, however at the moment has been slightly underperforming. This minute buff, really just cleans up the use cases and effectiveness of his ultimate, while the jury is still not out on the full strength of the rest of his kit.

Final Strike (ultimate)

- Now an *Untargeted Piercing Dash*, hitting all enemies in the area

Nerfs

Vetus Crepitu von Finkledor (Nerf)

With this patch addressing the concerns around a lot of the sustain in the game, especially outside of the Warrior class, the first on the chopping block is Vetus's healing build. While his is less of a concern than the others because he has to choose to build into it and does not always have access to it, it is still receiving

some nerfs. Additionally the damage numbers on Warm Embers as well were also a bit outdated and are being brought more in line with current standard damage output.

Warm Embers (basic attack)

- Healing decreased from 3 -> 2
- Damage decreased from 5 -> 4
- Shroud of Leaves explosion bonus damage decreased from 20 -> 15
- Warm ember's damage is now applied to all targets hit by a wind spell instead of just the first

Heavy Gust (ability 1)

- Additional damage if the target cannot be moved reclassified from an extra burst, to increased damage

Shroud of Leaves (ability 2)

- Healing decreased from 2,4,6 -> 1,2,3
- Energy cost decreased from 3 -> 2

Ouray Ahiga (Nerf)

Ouray has been flying under the radar for a while of potentially being the stronger fighter in the game. Ohcumga behaving more like a second player after Ouray's last rework has given him so much more damage and energy gain. While the wolf can be attacked and killed and then needs to be leveled again to slow his output down, this is still taking energy and cooldowns from his opponents to accomplish, while Ouray is able to attack them freely. This has become especially prevalent now that the Hunter passive provides an actual benefit, and is increasing his damage even further.

Ohcumga the Spirit Wolf

- Basic Attack damage reduced from 2,4,6 -> 2,3,4
- Now can only benefit from Monster!, Level-Up/Down, and +/- Energy Spaces

Longshot (basic attack)

- Proccing *Wounded* bonus damage now removes a stack of *Wound.*

Hunger of the Wolf (ability 1)

- Damage Reduced form 3,6,9 -> 2,5,8
- Energy cost increased from 2 -> 3
- Can now only be cast using Ohcumga's energy pool

Hunter's Mark (ability 3)

- Mark Duration reduced from 1 Round -> 1 Turn

Celestial Howl (ultimate)

- Energy cost increased from 3 -> 4

Lorna Reid (Nerf)

Some slight nerfs are in store for Lorna mainly to clean up her kit and simplify it a bit more. Many of her abilities have received some additions that added bloat as I was trying to buff her into viability over the years that she was terrible. Now that she's in a good spot we can start peeling back some of those more bloated features and see how she performs.

Will of the Wisps (passive)

- No longer grants level up on wisp pick up

Woodland Trap (ability 1)

- No longer grants an energy refund when destroyed

Madame Loco (Nerf)

Madame Loco is the next target for the overarching sustain changes in this patch, having her sustain completely removed. This comes with some other changes as well, like Voodoo Hex no longer transferring healing to the target, and the self damage on Blood Curse coming down. Additionally, her basic attack is losing its global functionality in the effort to continue to force her into closer range for the assassin playstyle. These may be some rather harsh nerfs combined, so we will be keeping a close eye on her to make these changes don't drop her viability too far.

Poison Darts (basic attack)

- Now has a range of 8 Spaces

Hexcraft (ability 1)

- **Voodoo Hex -** No longer transfers healing to the target

Shroud of Darkness (ability 2)

- No longer provides healing

Blood Curse (ultimate)

- Self damage decreased from 4 -> 2
- Duration decreased from 2 Rounds -> 2 Turns

Reginlief (Nerf)

Reginlief has a quite high damage output for a Warrior, and has been performing extremely well, so she is getting a slight nerf to her damage in this patch.

Valkyrie Sword (basic attack)

- **Teiwaz -** Percent HP damage nerfed from 15% -> 10%

Shifts

Mindi Nite (Shift)

Mindi is also seeing her sustain removed in this patch. However, her Dark Fiends will now hit all enemies in the AoE when they are triggered, to clear up any confusion about which target the ghost would go for when enemies are clumped up. This AoE damage also gives it more synergy with her Black Hole, and helps her apply even more Dark Spores to even more targets. Her ultimate is also getting its three turn cooldown removed which is another relic from an older time. This ultimate already costs 8 energy to enter and it's a stim that encourages to spam her kit while it's active, so it is highly unlikely that she will be chaining multiple uses of this ultimate back to back.

Dark Spores (passive)
- No longer provides healing

Dark Fiends (basic attack)
- Now hits all targets in its adjacent space AoE

Darkest Form (ultimate)
- Blackhole damage decreased to match base 8 -> 5
- Three turn cooldown removed

Hisoki Souta (Shift)

Hisoki in this patch will be getting the stats of his Shadow Kunai shifted around a bit to make it a bit easier to weave into his gameplay loop for the poke and mobility. Additionally with the new stealth classifications, his stealth is being classified as "True Stealth" to solidify his identity as THE stealth character. This change will not affect how he was already functioning in the previous patch, just preserve his former gameplay with the new stealth changes.

Precise Strike (basic attack)
- No longers steals energy in an AoE around you, only from the target

Kemuri Form (ability 1)
- Now grants *True Stealth*

Shadow Kunai (ability 2)
- No longer refunds energy if it doesn't hit a target
- Damage decreased from 10 -> 8
- Energy cost decreased from 3 -> 2

Varick (Shift)

Varrick's power is shifting around a lot in this patch. The changes to Plunder-buss in the last patch wound up being a very drastic change, dropping him from possibly the best fighter in the game to the worst. While plunder-buss cannot return to its former glory, this patch will restore a bit of power to it while giving him more control over his damage and doubloon economy. Additionally, his Intoxicate is a unique debuff that wasn't being seen in play enough due to how hard it can be to apply using the barrel. Intoxicate is being shifted to Another Round, giving him the opportunity to apply it globally using plunder-buss as well as making Barrel of Rum a less bloated ability so it can be buffed in other ways.

Varick's Relic Shop (passive)

- Allies function with the Relic Shop the same as Varick. Their doubloons spent are discarded
- **Tormented Soul** - now also gains stacks on Minion kills

Plunder-Buss (ability 1)

- Now may choose how many Doubloons to add into the shot
- Base damage increased from 3-> 4
- Doubloon scaling damage increased from 1.5 -> 2

Another Round (ability 2)

- After using another round his next used ability now applies 1 stack of *intoxicate*

Barrel of Rum (ability 3)

- Explosion no longer deals bonus damage on the same space as the barrel
- No longer applies *intoxicate*
- Explosion damage increased from 5 -> 6

Overview

New Game Mode - 2v2

New Map - Notre Dame Sparring Grounds (2v2)

New Warrior (support)! - Prince Luca, The Easygoing Prince

New Mechanic - *True Stealth*

- ➢ **Subclasses** added, the first being *Support*
- ➢ Ability descriptions updated to be more precise and clear
- ➢ "Key-words" added to abilities as additional descriptors

➢ **Class Passives** have been *reworked*

Buffs	Shifts	Nerfs
➢ Jala the Illustious ➢ Trixx ➢ La Oiche ➢ Rose	➢ Mindi Nite ➢ Hisoki Souta ➢ Varick	➢ Vetus Crepitu von Finkledor ➢ Lorna Reid ➢ Madame Loco ➢ Reginlief