Patch Notes 0.22 February 19th, 2025

"The Return of TLOS"



General

Hello and welcome to TLOS in 2025! My apologies for the lack of updates the past couple of years. The game is currently undergoing a developmental shift. The game is no longer being produced as a tabletop game, and has begun production as a fully digital board game! This direction makes much more sense for the project as the game's characters can get fairly complex and be a lot to keep track of on paper, now the game will be able to do all of that for you!

Additionally, because the game is character-driven, this format allows me to show a lot more love to the characters through voice acting, animations, and music. Be sure to follow the journey on social media for updates:

Youtube: @TLOSGame
Twitter: @TLOSGame
Instagram: @TLOSgame

That being said however, I would like to get back to updating the tabletop version. This serves as a pseudo test server for now, as well as provides some insight for some of the first waves of content that will be released in the video game version once that's out. Ideally, I would like to at least release another full rotation

of Fighters to the table top version before the launch of the digital version, as well as a new map/ gamemode. A lot of the content from the last rotation of fighters has been pushed back and those foreshadowed fighters won't be released into this version of the game (for now). But here is a teaser for this new upcoming rotation of fighters:

"If a young man gives into temptation and becomes corrupt with power, would his love's melody be enough to stop the corruption? After years of traveling and stealing relics, a rugged adventurer is finally ready to join the battle and fight alongside his "best friend". With all of these upcoming love stories, it's only inevitable that a bit a heartbreak will unfold once "she" is unleashed onto the battlefield."

Game Rules

Level Up

Similarly to the next change, this "*Catch-Up*" level mechanic was put into the game as a quick fix to the struggles with the current monsters and difficulty to level up. With this patch's Monster changes, it should no longer be necessary, as gaining levels from Monsters has been made much more consistent.

When the first person in the Match reaches level 5, other level 1 and 2 players are no longer granted a "*Catch-Up*" level.

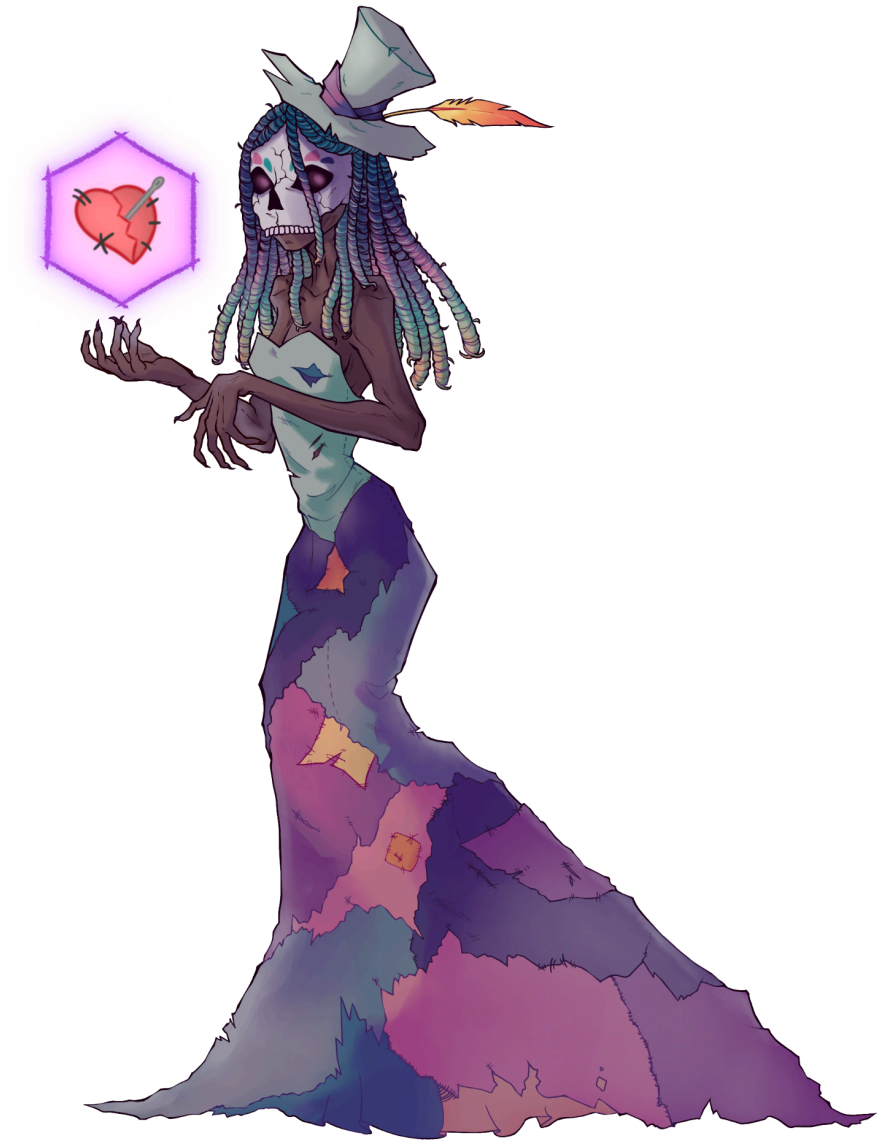
Monsters!

This patch will see the removal of the *Pity of the Fates*. This mechanic was really a band-aid fix to the underlying problem with the Monsters currently in the game. The Monsters currently on the Enchanted Forest map are just a bit too strong at the moment. Nothing feels worse than repeatedly losing against monsters. This patch will be padding out the monster deck with a bit more lower level monsters to make winning your monster battles slightly more consistent. In addition, this issue will be addressed with the monsters on future maps going forward as well.

Enchanted Forest Monsters Added : (x5) Wisps, (x2) Ravens, (x2) Changelings, (x2) Merrows, (x1) Fairies

Art

This patch also brings a few updates on art being added to the game. Starting with a new logo (shown above) to go along with this developmental shift and re-branding. Additionally, Official Character Art for Madame Loco has been added into the game. She looks incredible thanks to our amazing game artist who can be found here (https://twitter.com/cinnabeep) as well as on the 'Contact' page on the site.

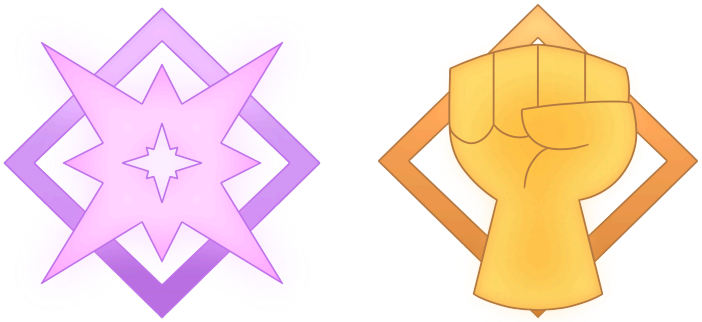


This one with the 'Voodoo Hex' will be her default character art, however other variations with her different hexes have been created as well.



Lastly for art, the symbols designating the fighter's classes, and whether they deal Physical or Magical damage have been updated as well.





Fighter Balance

Buffs

Bjuaros the Bold (Buffs)

Bjuaros will be seeing a bit of shift/ buff this patch, leaning more towards a buff. First, his basic attack no longer has a global range, as this patch is doing a lot of cleanup from when all fighters back in the day had global basic attacks regardless of the weapon they used. This nerf is being compensated for with a few buffs, including swapping around his ability order, giving him earlier access to his walls, allowing him to be able to lock down targets earlier in the game.

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

Trixx (Buffs)

Trixx is receiving a few more buffs in this patch as he is still underperforming. His biggest issue is his need to get to the very late game in order to do much, and it is very hard for him to get there especially when competing against other characters that have self-sustain. This is an intentional part of his design, however the difficulties of getting him to that point are still feeling just a bit too potent. He's receiving a buff to his passive which will hopefully help him get into the late game more consistently, without providing him with sustain while he's there.

Tales of the Kitsune (passive)
- Trixx now receives a heal (4 hp) when he levels up/ gains a tail, this heal does not proc upon slaying a Monster! Or when Trixx is at 9 tails.

- Trixx no longer receives 1 energy when gaining a Tail

Inazuma Claws (ability 3)
- Leap distance is now doubled (2 spaces -> 4 spaces) if cast while shapeshifted (either by *Dangerous Deceit* or *Kitsunetsuki*) ending your current transformation

Nerfs

Mindi Nite (Nerfs)

Mindi is receiving a couple of nerfs in patch 0.22, mostly targeting her evasiveness and ability to kite. Portal will be seeing some changes to make it harder for Mindi to just constantly warp herself out of perilous situations. Black Hole is also seeing the addition of a minimum range, meaning that Mindi MUST place a Black Hole a certain distance away from herself. Making running her down a much more effective strategy. Lastly, Mindi is seeing a slight buff to darkest form to add stealth into her base kit in order to solidify stealth as a part of her design, rather than something she just gains from La Oiche being in the match. Tying it to Darkest Form allows her to have stealth without it really being too overwhelming and turning her into a true "stealth based character". This change should also slightly buff her evasion while in darkest form to compensate for the other nerfs she's receiving in this patch.

Ghost Allies (Basic Attack)
- Renamed to '*Dark Fiends*'

Portal (ability 1)
- Placing and teleporting now share a cooldown, meaning Mindi cannot place a portal and teleport to it in the same turn
- Mindi can no longer send her ghost allies through the portal
- Portal placement distance decreased from 6 -> 5 spaces
- Portal now disappears after Mindi teleports to it

Black Hole (ability 3)
- Now must be placed at least 4 spaces away from Mindi

Darkest Form (ultimate)
- *Ghost Ally*'s in *Darkest Form* damage reduced from 5 -> 4 to match her current *Ghost Ally* damage
- Upon consuming a *Ghost Ally* with *Darkest Form*, Mindi now enters **Stealth** for 1 round

Lorna Reid (Nerfs?!)

The time has finally come… to nerf Lorna. Lorna has statistically been one of the worst characters in the game for years. After countless buffs and a couple of reworks, she's finally in a spot where she needs nerfs. She can be very oppressive and a nuisance to play against, these nerfs aim to target her frustration factors while still allowing her to feel powerful. *Woodland Trap* (*ability 1*) is now able to be destroyed by enemies before it is triggered. This will allow enemies to be able to clear a path to get to Lorna, but they will have to spend some energy to do it. Woodland Trap's damage and energy cost are being lowered a bit to allow Lorna to deploy a new trap easier if her old one gets destroyed. *Confine (ultimate)* is another extremely powerful part of her kit, which almost allowed her to keep an enemy silenced for the entire game. The detonation 1 turn silence is now being turned into a blind, not allowing enemies to target attacks. This will allow other fighters to still cast buffs/debuffs, untargeted mobility, and ground target moves after popping one of her Confine flowers. This may still be frustrating for characters who don't really have these mechanics in their kits, but due to her troubled past, I don't want to over-nerf this ability so soon. We will be keeping a close eye on Confine to make sure it isn't TOO oppressive in patches to come.

General

- Now is classified as magical damage, instead of physical

Woodland Trap (*ability 1*)

- Damage reduced from 12 -> 8
- Energy cost reduced from 3 -> 2
- This trap is now a *Deployable* that can be targeted and destroyed by enemies before it is triggered. Woodland Trap has 10 hp.
- Refund 1 Energy when destroyed

Wisp's Will (*ability 3*)

- Damage increased from 5 -> 6

Confine (ultimate)

- No longer *Silences* all abilities upon causing the Confine flower to explode

- Now *Blinds* the enemy, leaving them unable to use targeted attacks for the rest of this turn
- Can no longer remove them herself to receive an energy refund

Madame Loco (Nerfs)

Madame Loco will be receiving a couple of nerfs in this patch. Her basic attack damage is being taken down a bit, as she's able to deal a lot of damage with it if the target has hexes on them. This basic attack damage is just a bit too high for where I want her to be. She's additionally having her mobility nerfed as well. With the changes to the assassin passive from the last patch, combined with her teleport which could be targeted to any space within its range, she's able to be all over the map. This was especially prevalent on The Enchanted Forest map, where she has great synergy with the Red Buff (due to all of her tick damage) and is able to get to the portal and take the buff with almost no penalty. This mobility nerf will make it a bit harder for her to do that.

Poison Darts (basic attack)
- Damage decreased from 5 -> 4

Shroud of Darkness (ability 2)
- Teleport range decreased from 7 -> 5

La Oiche (Nerfs)

La Oiche is seeing some interesting changes in this patch. For one their sustain when consuming souls in daytime is being taken down just a bit to nerf their intense burst healing especially when paired with the healing buff from standing in the light of the lantern during day. The additional effects on their basic attacks however are being swapped, so now basic attacks during the day will heal them, allowing it to be buffed by the lantern zone. Additionally their 3rd ability is seeing a few nerfs as it was able to deal a lot of damage with a lot of CC and additional effects with a large range. It could be nearly impossible for a lot of fighters to be able to escape this ability's wrath with its pull, slow zone, and large range. Lastly, eclipse is seeing a change to its functionality. It now will override the passive day switching at the end of the round, if La Oiche used eclipse during this round. La Oiche was able to abuse eclipse to be able to constantly keep the cycle on whichever day they wanted. This paired with the stealth change from the last patch

allowed La Oiche to remain completely untargetable essentially forever. If you were not a fighter who had any ground target or reveal effects, you just would not be able to touch them. This obviously needed to be removed in this patch.

Spirit Rend (basic attack)

- Additional effects swapped
- Now grants a heal per shot hit during the **Day**
- Now deals *True Damage* during **Night**

Lantern of Souls (ability 1)

- **Day -** Heal per soul stack reduced from 2 -> 1.5

Go to the Light (ability 3)

- Deployment range reduced from 8 -> 6 Spaces
- Slow zone radius reduced from 3 -> 2 Spaces
- Pass-Through damage reduced from 4 -> 3
- Globe slam down damage reduced from 10 -> 8
- No longer pulls enemies

Eclipse (ultimate)

- Using *Eclipse* now stops your Day/ Night cycle from shifting again when the round ends

Shifts

Elizabeth Dépée (Shift)

Elizabeth is receiving a bit of a mini-rework in this patch to solidify her theme as a fencer and a vigilant pursuer. Her global range *basic attack* is finally being removed, as it was one of the last basic attacks in the game with a global range even though it was performed with a melee weapon. However, the attack is getting some extra damage to compensate. She is also receiving some other changes throughout her kit to help her close distance better. She has a variety of changes coming to shift around where her power is coming from, including the removal of the damage boost on *Intent Focus* with a damage increase to *En Garde*!

Slash (basic attack)

- **REWORKED**

- *Slash* has been removed from the game and reworked to *Lunge*

Basic Attack: *Lunge*

Elizabeth jabs with her Saber two spaces in front of her. Enemies at the edge of this attack (exactly 2 spaces away from her) take increased damage.

Damage: 4 (6 at max range)

Energy: 1

Ready Stance (ability 1)

- 'Counter Stance' renamed to 'Riposte Stance'
- No longer reflects CC and additional effects back at the attacker
- Now is a *passively channeled* ability, allowing her to still take other actions while it is active, but allowing it to be canceled by *interrupts*
- Now only counters a damaging attack that is targeted at Elizabeth
- No longer has a 2 turn cooldown

Lunge (ability 2)

- Renamed to *Balestra*
- Is now classified as a leap rather than a dash, allowing Elizabeth to maneuver around certain obstacles better
- Range increased from 4 -> 5 spaces
- Now also applies a 2 space knockback to the target
- Damage reduced from 10 -> 6

Intent Focus (ability 3)

- No longer procs her passive from any range
- No longer provides a 1.5x damage increase to her next attack
- No longer disables her from attacking other enemies
- Updated text to more clearly state that if she's focusing on a fighter, she can see them through stealth
- Now provides a 2x movement speed boost when moving towards the focused fighter
- Now lasts until the end of her next turn instead of the current turn
- Energy cost reduced from 2 -> 1

En Garde! (ultimate)

- Damage increased from x4 of die roll to x5
- Ties are now granted to Elizabeth

Ouray Ahiga (Shift)

Ouray is finally seeing his long overdue rework/overhaul in this patch! The goals of this rework were to fit his theming better and feel more like a kit for 'Ouray'

rather than an 'archer' archetype, similar to the Lorna rework in July of 2021. I wanted to be sure to keep his playstyle fairly simplistic, as he should be a good character for newer players to gravitate toward when starting the game. I still wanted him to be rewarded for kiting and keeping his distance, without giving him any mobility. This rework aims to make *Ohcumga (the spirit wolf)* feel like a more in-depth part of his kit, and like a mini second player, while also removing some of his clunkiness. He still has lethal single-target damage, while being counterable by closing distance. Another point of counterplay to Ouray added is that Ohcumga can now be attacked and slain by enemies, hindering his damage, and giving him a short respawn timer.

Master at Range (passive)

- **REWORKED**
- *Master at Range* has been removed from the game and reworked to *Ohcumga, the Spirit Wolf*

Passive: **Ohcumga, the Spirit Wolf**

Ouray starts the game with his spirit wolf, Ohcumga, by his side. This wolf moves independently from you. When you roll the die you first move yourself the amount rolled, and then move Ohcumga for half of the roll (rounded up). Ohcumga takes the effect of the space he lands on. Landing on an energy-gain space causes him to store energy that he will grant to Ouray the next time they cross paths. Landing on an energy-loss space causes him to lose energy from the pool he's storing. He may store up to a maximum of 6 energy at any one time. Ohcumga may also level up/ down from level spaces, and from fighting Monsters! (up to a max of level 3) Ohcumga deals damage dependent on his level automatically upon crossing paths with an enemy fighter. This damage counts as a *basic attack*. Ohcumga has an HP pool and can be killed by damage from enemy fighters and monsters. Upon death Ohcumga loses all of his stored energy and is removed from the board, respawning at Ouray's side at the end of the next round, and staring at Level 1.

Level 1 Damage: 2
Level 2 Damage: 4
Level 3 Damage: 6
Minion Hp: 10

Longshot (basic attack)

- No longer deals damage to all targets it has to pass through to get to its target
- Now deals increased damage (9 damage) to targets 12 or more spaces away from you

Spirit Wolf (ability 1)

- **REWORKED**
- *Spirit Wolf* has been removed from the game and replaced with *Hunger of the Wolf*

Ability 1: Hunger of the Wolf

(This ability cannot be used if *Ohcumga, the Spirit Wolf* is dead)
Ohcumga will lash out and attack all targets within adjacent spaces of him dealing damage dependent on his level. This attack inflicts a wound on the enemy, causing them to bleed and take damage at the start of every turn for 2 turns.

Ohcumga has increased movement speed when moving toward a bleeding target, allowing him to use your full die roll. Whenever Ouray basic attacks a wounded enemy, they take an extra burst of damage.

Initial Damage: 3, 6, 9 (dependent on Ohcumga's Level)
Bleed Damage: 1 per turn
Longshot Bonus Damage: 2
Energy: 2
Ohcumga Move Speed: x2
Bleed Duration: 2 Rounds

Ancestral Arrow (ability 2)

- Damage reduced from 8 -> 5
- Energy cost reduced from 3 -> 2
- Knockback now scales up based on how close the target is to you

Knockback: 5 Spaces if the target is within 3 spaces
4 Spaces if the target is within 6 spaces
3 Spaces if the target is within 8 spaces
2 Spaces if the target is within 10 spaces
1 Space if the target is within 12 spaces

Hunter's Mark (ability 3)

- No longer interacts with *Master at Range* as this ability has been removed from the game
- No longer slows the target
- No longer gives *Ohcumga* a movement speed boost
- Now when Ouray uses *Longshot (basic attack)* on a marked target, Ohcumga will teleport to the target
- When Ohcumga *basic attacks* a marked target, Ouray's *Longshot (basic attack)* cooldown is reset

Ancestor's Strength (ultimate)

- **REWORKED**
- *Ancestor's Strength* has been removed from the game and replaced with *Celestial Howl*

Ultimate: Celestial Howl

Ohcumga unleashes a powerful celestial howl stunning enemies within 2 spaces of him. Then, Ohcumga charges back to Ouray, dealing damage dependent

on his level and rooting enemies in his path. Upon reaching Ouray, Ohcumga is restored to full hp.

Charge Damage: 3, 6, 10
Energy: 3
Ohcumga Heal: 10 HP
Stun Duration: 1 Round
Stun Radius: 2 Spaces
Root Duration: 1 Round

Varick (Shift)

Varick is seeing some slight nerfs to his shop just to clean it up a bit more and set some harder rules for how it is used. He will be seeing some other buffs however, to shine some light on parts of his kit that are being underutilized. Specifically his third ability and his ultimate. While his ultimate can be a very powerful tool in a free for all, it rarely felt worth it in a 1v1 scenario. Now, this ultimate has a scaling energy cost that increases based on the targets that are going to be hit by it. Additionally his barrel is seeing a bit of a shift to lower its energy cost (while also bringing down its damage) to hopefully allow Varick to utilize the unique CC that this ability brings more frequently. Overall the intent of these changes is to open up his diversity, shifting his power away from his Plunder-Buss (*ability 1*) and Plundering Strike (*basic attack*) and towards his Barrel of Rum (*ability 3*) and Mine for the Taking (*ultimate*) making them more active parts of his kit.

Varick's Relic Shop

- Fighters can now only access *Varick's Relic Shop* at the start of their turn (before movement)
- All Fighters (including Varick) may now only purchase one item (*Relic* or *Consumable*) from the shop per turn
- Clearly states that all fighters may hold a max of 1 *Relic* and 2 *Consumables* at a time (Varrick may still hold 2 *Relics*)

Plundering Strike

- No longer global, now has a range of 2 spaces
- If Varrick is on the same space as the target, he now steals a doubloon from them

Plunder-Buss

- Doubloon damage scaling reduced from 1.5 per doubloon -> 1

Barrel of Rum (*ability 3*)

- Barrel distance increased from 5 -> 6 Spaces
- Barrel rolling damage reduced from 5 -> 3
- Explosion damage reduced from 8 -> 5
- Explosion on same space as barrel damage reduced from 10 -> 8
- Energy cost decreased from 3 -> 2

Mine for the Taking (*ultimate*)

- If target does not have relic, the Pirates can now only steal up to 3 Doubloons from them
- Energy cost now scales based on targets that will be hit by this ability, costing 2 per target

Overview

- ➢ Removal of the "*Catch-Up*" level mechanic
- ➢ Removal of the *Pity of the Fates* mechanic
- ➢ Additional Lower CP Monsters added to the Enchanted Forest deck

Buffs	Shifts	Nerfs
➢ Trixx ➢ Bjuaros the Bold	➢ Elizabeth Depee ➢ Ouray Ahiga ➢ Varick	➢ Mindi Nite ➢ Lorna Reid ➢ Madame Loco ➢ La Oiche