Varick: Changelog

Patch 0.21

Varick has been added to the game

Patch 0.22 (Shift)

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

Patch 0.23 (Nerfs)

Varrick's Relic Shop (*passive*)

- Bulwark of the Vikings no longer grants a 3 hp shield. Now just always provides 1 flat damage mitigation. (If stacked with other flat mitigation effects, reduced to 0.5)
- Enchanted Elven Dagger damage reduced from 5 -> 4
- Winged Laurel now also provides immunity to cripples.

Plunder-Buss (ability 1)

- Now a maximum of 6 Doubloons will be added into this shot and the Doubloons added will be consumed.
- Doubloon bonus damage increased from 1 -> 1.5

Patch 0.24 (Shift)

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