

# Season 9

## Patch 9.3



## Group Improvements:

Several changes have been made in an attempt to improve the "group" user experience.

### *New Commands:*

- \* Promote: Targets a group member, promotes them to group leader if you are the group leader.
- \* Reject: If you have a PC following you but not yet grouped, you may "reject" them to force them to stop following you.
- \* Scout: scout <direction> moves you that direction without bringing any players with you. NPC followers will still follow.
- \* group autoloot: If you are the group leader, you may toggle autoloot for the group. This is disabled by default. It only gags equipment, treasure and key looting, so group mates can still autoloot coins, quest items, tomes, and components if the group leader doesn't override them with their own configurations.

### *Other Improvements:*

- \* You can now follow from across the world even without the target being in a group.
- \* If you attempt to follow someone who is grouped with someone else, it will respond with whom they are following instead of just telling you "They're not leading a group"
- \* If you have someone following you, you will see "Pending" followers within your group display
- \* The groups "autoloot" configuration will be displayed in the group command

### *Bug fixes:*

If you are following but not grouped, you will no longer see the group display for the group.

## Spells:

Spells now use the same function as the skill display for determining their saving roll and damage roll, meaning there should no longer be any disparity between the values.

## Lineages:

I've buffed all of the lineages in the following way.

### *Draconic:*

- Now costs 80 renown (down from 100).
- Now grants Firebreath automatically at level 5.

- The rest of the breaths are available starting at level 10 instead of 13 (which is the widest available range for rolling skills)

### ***Raptor:***

- Now costs 90 renown (down from 100)
- Talon Strike now does a regular melee damage roll instead of it's own roll
- Soar is now available starting at level 18 (down from 20)
- Predator's Grasp is now available starting at level 19 (down from 20)

### ***Lupine:***

- Hamstring now does a regular melee damage roll instead of it's own roll.
- Lupine now passively grants +5 crit

#### Notes

- Granted skills like fire breath do not count like regular skills against skill total, nor can they be Fated.
- Those who had the upgrades have been credited renown for the change.

### **Bug Fixes:**

- Auto loot no longer grabs items from a falling corpse
- Purify removes cursed items
- Skill display accounts for damage moon in damage ranges

### ***Ethereal Pact***

I identified a problem where Ethereal Pact was being wiped on remort alongside other skills, so even though you had the upgrade you no longer had the passive. This means that those who had it and did not Fate it were not actually benefitting from it. This was fixed as part of adding "Fire Breath" to Draconic Lineage.

My apologies to those who were effected, as recompense I have added 30 renown to those players.

Additionally, since those skills are no longer valid for becoming Fated, I have removed the Fated status from accounts who chose it. If that was you, you will be allowed to choose a different Fated skill.