

# Major Update

## Infrastructure, Accounts and a New Game Type

This news outlines a ton of massive changes that are coming to Ishar, that have been discussed in the Discord for the past several weeks and hinted at for a long time before that. I would greatly encourage everyone to read it all to understand what is happening.

These changes are scheduled to go live on Saturday, June 11th, which will be the start of the first four month long season.

The “twist” to season 1 will be that remorting grants double stats. Additionally, double xp will be on until Saturday, June 18th and Bonus XP (20%) will replace it until July 6th.

## Infrastructure Changes

There were a myriad of limitations to Ishar’s server - namely that it is privately owned by someone who is no longer very involved in Ishar and therefore was extremely hard to update.

As a result - Ishar has been moved to a new cloud-hosted server on AWS - the new url is

**[isharmud.com:23](http://isharmud.com:23)**

In this migration I was able to modernize a ton of the backend libraries Ishar uses as well as modernize the various processes around building and maintaining Ishar, which will make working on it much more accessible.

Additionally, I took the opportunity to begin upgrading how data is stored - for now just “character” data. Character data is now all stored in a MySQL database, which *vastly* improves the ability to modify characters, whereas before it was a frustratingly rigid experience.

None of this has any great impact on the day-to-day gameplay of Ishar (outside of the new home) but I wanted to make sure there was transparency.

## Accounts

There has long been a lot of struggle over how to associate characters and, as a player, how to recognize who is whom. My answer to this is accounts. Upon navigating to [isharmud.com:23](http://isharmud.com:23) you will notice a new screen will greet you.

Note that where before it requested simply your character name - it now asks for an account email address. Hitting new will take you through the process of creating an account.



An account currently comprises, mostly, of three things; an email address (for verification purposes only), a friendly account name (the name that is visible to other players in the game), and a password.

Once you log in to your new account you will be presented a “Character selection” screen.



From this landing page you will be able to either; enter a character name to enter into the game as that character or type menu to see a list of various other “account management” options.

Accounts provide a lot of strengths and solve a lot of issues. Previously, everything was done through IP comparison, which was very imperfect and caused issues when people who live in the same household wanted to play together. Now - things like multiplayer, that relied on IP comparison, now instead natively use accounts to figure out how characters are associated. It also provides a lot of power as a creator to give bonuses to the entire account, which will be expounded upon in the next section.

Lastly - if you type "user" in game, instead of showing a list of character names with IP names, it'll now show character name with account name, allowing people to much more easily recognize their friends.

**Note:** You are allowed to have multiple accounts if you want to do seasonal progression differently for whatever reason, but it will be considered a rockable offense to associate / group with characters across accounts, especially to circumvent the multi play checks.

## Seasons

Definitely the largest impact to the day-to-day gameplay of Ishar is "Seasons". Note - this is an experimental concept and will be in-flux based on feedback gained.

### General Concept:

Ishar will move to a seasonal model where every 4\* months, the season changes. A season change is marked by all currently active characters being deleted and the progress made being turned into a form of currency, referred to as "Essence" These Season Points can then be turned in for a variety of account wide boosts, outlined below

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### Reasoning:

The general reasoning behind this change is to prolong the inevitable power creep that Ishar has by giving a "clean slate" every 4 months and instead turning that progress into lower level account boosts.

### Mechanics:

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#### Seasons

Seasons will be unique periods of Ishar gameplay where new things can be tried out and different bonuses could be applied.

Example:

1. Season 1 - You earn double renown from all sources
2. Season 2 - Everyone has access to an inherent recall ability
3. Season 3 - Everyone starts out with more stats
4. Season 4 - etc

Additionally - there will be shorter more “volatile” seasons where more wacky concepts can be tried out to shake up the game. I.e. Maybe between season 2 and 3 there will be a short 1 week season where you start out as a pigeon and see how far you can get.

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## Earning Essence

The gameplay of Ishaar will stay largely the same, where you earn XP to advance in levels and earn renown / stats to grow in power throughout the duration of a season. The difference being that you will now also be striving to earn Essence through a variety of ways.

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### Playing:

Everyone who creates a character for a season will automatically qualify to earn 2 Essence at the end of the season.

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### Remorting:

Remorting will stay a central part of Ishaar and the most common way of earning Essence. The first remort on an account (i.e. you can't earn this multiple times with different characters) will net you 1 essence. Every milestone of 5 remorts past that (5, 10, 15) will net you an additional 3 essence.

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## Renown

Renown accumulated throughout the season will be taken into account. The highest, total renown you gain throughout the entire season will net you 1 essence per 10 renown.

I.e. if you remort 5 times and gain 10 renown and (outlined later) complete all 7 current quests across the 5 remorts and gain 35 renown and at the end of the season have accumulated 45 renown, you will gain an additional 4 essence.

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### Leaderboards:

In future expansions of this idea, there will be a concept of “Leader boards” where accumulated stats; Quests completed, challenges completed, unique mobs killed, etc, will be consolidated into an “end of season leaderboard”. Leaders in the various categories will be awarded essence.

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## Other

This will continue to grow as well

## Spending Essence

At the end of the season, your account will be credited with the essence you earned for that season.

Example: You played (2 essence). You made it to 8 remorts (3 essence) and completed 30 quests across those 8 remorts (3 essence), you will have earned a total of 8 essence for the season.

Inside of the Character Selection you'll be able to type "shop" to see enter the "account shop".

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Which character would you like to join as... ? shop

Welcome to the seasonal shop! This is where you can find information on the
current season, as well as view your accumulated essence balance and spend it
to upgrade your account.

Type "help" followed by the upgrade ID to learn more about it.

You currently have: 0 essence.

  ID  Name                               Cost  Purchased?
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  1   Increased Vitality                   1     0
  2   Experience Bonus                       1     0
  3   Increased Starting Bank                1     0
  4   Improved Starting Gear                 4     Yes
  5   Character Creation: Perks              10    Yes
  6   Character Creation: Alignment          3     Yes

What would you like to purchase... ?
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There is a lot of room for future expansion here - these are the 6 upgrades that I chose to launch with.

Increased Vitality : New character creation option - you receive 1 point per tier that can be delegated towards either 1% additional moves, mana or health.

Experience Bonus: Gain an account wide 1% experience bonus

Increased Starting Bank: Upon hitting level 5, acquire 1000 gold per tier.

Improved Starting Gear: Begin the game with class appropriate, improved starting gear; including at least 1 magical item. Reacquired after remorting.

Character Creation: Perks: Unlocks the ability to choose from a list of upgrades within character creation. Includes; permanent invisibility, permanent detect invisibility, Third Eye, Endure Elements, Water Affinity, Hyperbolic Metabolism or Skill Gain Increase.

Character Creation: Alignment: Unlocked the ability to choose a starting alignment within character creation - and be more resistant to deviating from that alignment.

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## Migration

To make migrating to the new server / game type more exciting - everyone who creates an account on the new Ishar will receive 5 Essence that they can spend immediately.

Additionally - everyone who messages me with their highest remort from the old server will be compensated at 50% rate. I.e. a 20 remort would receive  $\text{ceil}((2 + 1 + 3 + 3 + 3 + 3) / 2)$  additional essence. Starting the new season with 13 essence total.

## Other Updates

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### Mechanics

1. Group bonus - Fixed group bonus to use accounts. Receive a 5% bonus to experience gains when grouping with other accounts
2. Remort command now shows if you are eligible for remorting
3. config Multiplay has been removed - now is dynamic based on how many characters you have logged in
4. There is a new configuration option "auto level" which toggles on/off the ability to auto level upon hitting 100% xp.
5. Glisse has had it's function rewritten to now allow you to "twirl" it to cast confusion at the expense of a combat round.
6. The previous change that made bardsword, frosted dagger, etc, do 1 damage while casting has been reverted.
7. Artifacts are no longer bound to 15 upon remorting, you can once again use them at level 5.

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### Quests

Major quests now all reward renown upon completion. Additionally - The Sorrows of Illiar quest has been fixed, and the various end game zones have been marked as quests. I.e. Killing Ego, Morimaere, and Loth Necralis all count as "quest completions".

This concept will be further expanded upon in the future - but for now it allows for 7 extra renown to be accessible per remort.

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### Bug Fixes:

A variety of bugs have been squashed.

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## Known Quirks of New Architecture

As part of the migration process, mostly in regards to the database, a few things got altered.

1. XP Caps - XP Caps no longer persist through reloading your character and only aggregate while you are actively playing
2. Buffs / Debuffs are no longer saved to your character - this means that long lasting buffs / debuffs (namely Increased Experience) will be gone if you rent and relog.