

Season 2

Patch 2.0

The name of the game in season 2 is “shake-up”. Where season 1 was about piloting the new essence system, season 2 is about new mechanics, new skills, better combat, balance adjustments, etc.

Season 1 introduced massive power scaling with double stats and a huge increase in available renown, coupled with a ton of mechanics added in recent times that accelerated XP to a massive degree. A lot of those things are being scaled down this season and in exchange, there are a ton of new mechanics, spells and skills to play with.

This is by far the largest content drop that Ishaar has ever seen at one time - I am excited to see how season 2 goes.

Warrior

Balance Changes

Taunt:

No longer requires a skill roll for success / failure. Skill in taunt now just helps determine success against individual mobs.

Mobs three levels or more below the caster now always fail.

Rallying Cry:

Moved from level 20 to level 18.

Critical Specialization:

Pounding: Is now affected by bash / trip size

New Skills

Second Wind

Drawing deep from their experience on the battle field, a warrior will be able to push themselves past their limits and stay in the fight longer. On a success, heal 1d10 + level hit points with a 12 minute cooldown.

Rogue

New Mechanics

Weapon Coatings

This season I am launching a new mechanic called “weapon coating”. You may only have a single weapon coating applied at a time, applying a new one removes the previous one. While you have a weapon coating applied, your melee strikes have a chance to have an additional affect determined by the coating.

Rogue’s weapon coatings are poisons. Poison are applied on a failed poison save or if the applying melee strike is a critical.

New Skills

Hemlock Poison - Level 6

Hemlock Poison is a weapon coating that causes your melee strikes to do an additional (level / 5)d3 poison damage if the opponent fails a poison save.

Disengage - Level 10

Disengage allows the rogue to attempt to leave combat without fleeing. Make a skill roll against each of your opponents, on a success you leave combat with that opponent and they seek a new foe. If you successfully disengage from all of your opponents, try to hide in the room

Nightspore Poison - Level 11

Nightspore poison is another weapon coating that causes the rogue’s melee strikes to apply Nightspore Poisoning to their foes. While under the effects of Nightspore Poisoning, players and

mobs both have a 25% chance to fail any skill or spell attempted (including breath attacks). Failed spells still consume the mana used to attempt to cast them.

Cobra Venom - Level 14

Cobra Venom is another weapon coating that causes the rogue's melee strikes to apply Cobra Venom to their foes. While under the effects of Cobra Venom, players and mobs have all healing received reduced by 50%.

Bug Fixes

Distract should now work as intended.

Cleric

New Mechanics

Heal Over Time

This season introduces the first "heal over time" effect. Every x rounds, where x is determined by the specific effect, the recipient receives an amount of healing determined by the spell, until the spell fades.

Balance Adjustments

Heal

Heal no longer removes paralysis and blind, or curse and jinx if the caster is Good aligned with Divine Purpose.

Recall

At level 14 recall can target a friendly target, bringing them with the caster.

New Spells

Judgement - Level 1

Clerics call down divine judgement on their foes, dealing damage similar to magic arrow. The damage is negatively and positively adjusted based on how different the casters align is to the victims.

Cleansing Touch - Level 9

Removes paralysis, poison and blind.

Binding Heal - Level 11

Casts heal critical on both the cleric and the target.

Heroism - Level 12

Grant temporary hit points equal to the casting level, 100% poison save and fear immunity.

Purify - Level 15

Removes paralysis, poison, blind, jinx, fear and curse.

Word of Grace - Level 16

Heal over time effect that casts heal serious (with a bonus determined by caster willpower) every two rounds for 30 seconds.

Divine Intervention - Level 19

A short term buff (15 seconds) that protects the target against death. If the target dies while under the effects, they heal a large amount of moves, health and mana instead.

Magician

New Mechanics

Damage over Time

This patch is the first introduction of a proper damage over time effect. We previously had cleric's "poison" spell, which sort of dealt 1 damage each player regen tick - more recently I introduced the "bleed" critical effect, which dealt damage after x rounds. This go around, mages are getting the first "true" damage over time called "acid burn".

Acid burn is a spell effect of a new spell, Acid Arrow (described below). When effected by acid burn, the target will take damage every round until it either expires or they manage a spell save.

Sustained Spells

Mages are getting another brand new mechanic this patch, which in the future will go to all spell casting classes - "sustained spells". Sustained spells are a unique type of spell that works sort of similarly to a buff. When you cast it, it takes the mana required to cast the spell, but it also caps your mana. For example, if the spell costs 60 mana and you have 100 mana total, for the duration of the sustained spell your new max mana is 40.

However, while you're "sustaining" the spell, it's effect will trigger. An additional caveat is that you can only sustain a single spell at a time - meaning when there're more sustained spell options, you will have to pick and choose the right one for the situation.

Balance Changes

Spell Effects

Various magician spell effects have been changed in how they work. Frostbite, for example, would roll two saves - one for damage and one for the slow effect. Instead it's now a single save - if you fail the spell save to reduce damage, you also get slowed.

Shield Block

Has been removed from the mage skill list

Lightning Bolt

Lightning bolt's chain is now a spell effect - on a failed save against lightning bolt it now has a 100% chance to chain to another target for half damage. If that new target fails their save, it will chain to another new opponent until either it runs out of new opponents or someone succeeds a save.

Fireball

Now has a spell effect to reduce all healing by 20% for a short duration.

Energy Drain

Has been removed from the mage spell list

Teleport

Now costs mana, but it will accept two new arguments once you reach level 12, for now.

1. "Mareldja" - teleports the mage to the portal room in the mage guild in Mareldja
2. "Jrel" - Teleports the mage to the portal room in the mage guild in J'rel

Translocate

Moved down to level 14 from level 17. No longer has a chance to stun the mage.

New Spells

Arcane Barrage - Level 9

Unleash a torrent of arcane energy - casting level / 4 magic arrows at once (capped at 7)

Acid Arrow - Level 12

Conjur a magical arrow of caustic acid to launch at your foe. Has the spell effect "acid burn", which deals damage over time.

Earth Spike - Level 14

Call forth a vicious spike of earth from the ground to impale your foes. Mages have sort of mostly had fire spells - I thought it was time they got more options. Earth spike deals a large chunk of damage, and has the spell effect to knock down and reduce the agility of the target. It also utilizes petrification saves instead of magic saves.

Portal: Mareldja - Level 14

Summon a portal to the mage guild in Mareldja for a short duration - the portal is open to all who can take it before it closes.

Tempest - Level 16

The first sustained spell to enter the game. Tempest surrounds the mage in a billowing storm. Each round that tempest is sustained, it has a 20% chance to unleash a lightning bolt at a random opponent.

Portal: J'rel - Level 18

Summon a portal to the mage guild in J'rel for a short duration.

Bug Fixes

Conjur Food no longer requires you to target yourself.

Necromancer

Balance Changes

Reanimate

Reanimate is what being a necromancer is all about. Moved it down to level 1 from level 6.

Additionally, you can now baseline reanimate mobs your level.

The stat pairing for reanimate is now focus / willpower instead of perception / willpower

You can now only charm a maximum of level * 4 with max stats instead of level * 5

Energy Drain

Energy drain has been moved to the necromancer spell list at level 11

Shield Block

Has been removed from the necromancer skill list

General Gameplay

New Mechanic

Spell Penetration

There's a new modifier available in the game - Spell Penetration. Spell penetration increases the chance for spells to not be saved by a certain percent.

I will be rolling this out to different casting items slowly.

Train all will now display spell penetration, and this effect has been unified with the previous effect of Focus / Willpower helping overcome saves.

Renown Upgrades:

Spell Penetration - 10 tiers - 2% spell penetration per tier

Titan Wrestler - 1 tier - allows you to knock down opponents regardless of size or weight

Essence Upgrades:

Carrying Capacity - 1 tier - doubles the amount that you can carry before becoming overburdened.

Bank Size Upgrade - 8 tiers - increases max bank size by 50k each tier

* Starting Equipment: Mage - 1 tier - Unlocked improved starting equipment for mages

Renown Upgrade - 10 tiers - Received a bonus 1 renown upon remorting per tier

* note: Decided to break starting equipment upgrades into separate purchases so that I can roll them out as I have time for them, and you can pick and choose what you want to buy based on preferred class. This will probably be messed with a lot over time as well.

Balance Changes

Remorting

Remorting now only grants 1 renown.

Remorting no longer grants 2/4 stats in a pattern, instead grants a flat +3.

Essence Upgrades

Essence upgrades are using a new function I'm using to scale tier cost. Essentially each upgrade has a different scale associated with it, and gradually increases in price. Each price increase is equal to the base cost.

E.g. Experience Bonus has a base cost of 1, a max value of 100 and a scale of 4. That means every 25 tiers, the cost goes up by 1. So 0-24 it costs 1 essence. 24-49, it costs 2 essence, etc.

Remort Upgrades

Remort upgrades got the same treatment as essence upgrades. All of the upgrades with more than 1 tier now have consistent, but different scaling based on my current understanding of their relative power level.

Additionally, all of the previously 5 tier aux upgrades (attack, critical, spell penetration, armor class, etc) have been raised to have 10 possible tiers.

In exchange, I am severely reducing the availability of the remort armor / weapon / artifact upgrades. Remort Artifacts have had its cost raised to 2 and limited to 1 tier. Remort Armor has had its cost raised to 4 per tier and capped at 3. Remort Weapon has had its cost raised to 8 and capped at 1. The reason for this is the relative power level of these upgrades, especially in how they completely skew the early game and de-incentivize the need to re-gear.

However - body armor no longer counts as 3 slots for the purpose of remorting armor, it now only counts as 2 slots.

Additionally, critical strike is a little bit less expensive, but now only increases critical strike by 2% per tier instead of 3%, making the cap for 10 tiers 20% as opposed to 30%.

Challenges

Challenges are being massively rebalanced to try to keep them a unique and challenging mechanic at all levels of the game.

Basically, if you want to attempt a challenge, you will enter into "challenge mode" by typing "challenge start". What this will do is flag you and your entire group as attempting a challenge and give you a unique debuff called "Soul Drain", which drains away all of the bonus stats, health and mana that you would have accumulated from remorting - resetting your power level.

As a way to still give remorts an edge and reward them for their hard work - you are able to keep access to your renown upgrades.

You must be in this mode to be eligible for a challenge, and if a challenge mob is touched by any one not in a challenge mode, they will be flagged for 24 minutes as ineligible. Eligible mobs will be indicated by a new aura "An aura of challenge surrounds Mob!", visible only to those in challenge mode.

You may exit challenge mode while out of combat by typing "challenge end" or by waiting for the debuff to expire.

Additionally - you may alter your "challenge stats" (the stats you get set to when in challenge mode) by typing "challenge stats" to see them and "challenge stat1 to/from stat2" (same as when you're training at a guild, just replace train with challenge).

This is an experiment currently, I think it has a lot of potential and leaves room for a lot of interesting variations in the future if it gets kept. This will also not be the last time challenges are changed - there are more ideas to try to improve them in the future, this is a first trial step.

Kulani - Battlefield

If you attack a mob that you're "aligned with" - i.e. Devonte while wearing the red warpaint, the warpaint will fall off as you "betray your alliance" and the mob will attack you.

Most of the "allied" mobs - most of the battlefield + Devonte/Cierra will now also "call for aid". Meaning if they're attacked or attack someone, they will call all to their allies in the room to aid them.

This is a little vicious, especially in Devonte's room. Be forewarned - this was a long time incoming. Eventually I'll probably rewrite how the battlefield logic works to be a bit more elegant.

Kulani - Quests

Winry and Zekle's quests have been added as proper "minor" quests, meaning they'll show up in the quest log and can only be completed once per remort. The differentiation with minor is that minor quests do not reward renown.

I understand that the quest - renown flow is very unclear and inelegant right now. There's going to be a full fledged rework over during season 2 to make the questing framework *much* more robust and clear. This is a temporary stopgap to balance the rewards of those two quests.

To take the sting off of that a little bit, they'll now both reward a little bit of XP on completion.

In a future state, these probably will reward renown as well, but will only allow you to do one - or else they'll become something like a daily quest.

Weapons and Armor

Note: +stats are extremely powerful and really skew power scaling, especially with remorting gear. I'm cracking down a little bit on +stat gear and instead trying to replace it with increased aux stats. Kulani is also getting hit really hard this patch. I love Kulani and I love how well it's been received, thank you Nina. But the amount of power drawn from the quests and items in Kulani has been a little out of hand for a while.

Frosted Blue Dagger: The -1 speed has been removed and the chance for frostbite to proc has been reduced from 15% to 10%.

Fangs of Maugrim: Now always casts reave if the triggering hit is a critical strike. Now casts energy drain instead of drain. Also increased -speed from -2 to -3

Dread Blade Nyblung: Is now SP3 Possessed

Panther-tooth necklace: Removed +5 hp, instead +1% critical and -1 speed

Necklace of Bloody Talons: Attack is now +4% instead of +8%. Removed +1 str and instead added +2 damage.

Shimmering Lance of Water: Now has the ice enchant and is no longer neutral only

Black Opal: Black Opal items now give +3 attack +2 crits instead of +5 / +3

Pink Diamond: Now have -1 endurance

Pure Obsidian: Now have -1 willpower

Murder's Remorse: Now has +12% save all instead of +12% save spell

Mace of Living Stone: Now is -10 armor and +5hp instead of +1 body and +3 hp

Glimmering Sapphire Scale: Now is +2 heal-spell instead of +1. Now has +2% spell penetration instead of +3 attack.

Sparkling emerald earrings: Now +5 hp instead of +3

Royal Yellow Mantle: Now +1 heal all instead of +1 hp heal

Red Coral Earring: Now has +1 critical

Red Coral Necklace: Now has +1 critical and +1 spell penetration

Sapphire Ring (Melee) - Removed -1 percept and added -2 attack

Sapphire Ring (Caster) - Removed +1 foc and added +2% spell penetration

Shiram's Staff: Removed +3 damage, gave +3% Spell Penetration

Etched Ivory Staff: Removed +1 agility

Amethyst Drop Earring - removed +1 mind and added +2% spell penetration. Increased mana from +3 to +5.

Runed Wristguard: Removed +1 heal spell and added +2% spell penetration

Petrified Bo Staff: Mana reduction to -20 from -30. Removed mana heal and gave +10% spell penetration.

Circlet of Black Ichor: Removed +1 perception and gave +3% spell penetration

Sea-Green Robes: Added +1% spell penetration

Filthy Shawl: Removed -1 mind and added -3% spell penetration

Flowing Black Robe: Removed -1 mind and added -3% spell penetration

Engraved Cane of Willow: Removed +3 crits and added +3 spell penetration

Time Warden's Rod: Adjusted from -3 speed to -1 speed

Experience Gain

Experience gain across the levels has been rebalanced - slightly decreasing some of the experience needed at the higher levels and moving it to the below 10 levels.

There has also been a flat +xp modifier on the mod for a long time. I've been very slowly reducing it over time, I'm fully ripping it out. It was x2 when I first took over however many years ago, it's since been slowly reduced down to x1.2. This means xp will across the board be 20% slower.

Improvements

Grouping

You are now able to see hidden, sneaking and invisible group mates outside of combat, which should make grouping with rogues or low level items with invisible much better.

Account Configurations

Configuration options can now be stored at the account level and used to default new character values. If you type “config” from the character select menu, you’ll be able to edit your account configurations.

Shopkeepers

You may now type “value” with no arguments at shopkeepers to see a list of everything in your inventory available to sell at that shop.

Special Gear Mods

The artifact aura now shows as yellow on examine.

Enchant, possess or their spell powered variations no longer conflict with artifact and all special mods will show when examined.

Mob Intelligence

Class Buffs

Numerous updates have been made to mob intelligence. First and foremost - mobs will now try to maintain specific “class buffs” on themselves.

Necromancers - shroud, rigor, guardian and hone

Clerics - Bless and prayer

Magicians - Armor and shield

Rogues - A randomly selected poison

This doesn’t work perfectly, but expect to see mobs casting to refresh expiring buffs and classed opponents being a little bit harder.

Combat

Additionally, various new skills have been added to the repertoire.

Necromancers - will now energy drain under the same conditions mages did previously

Clerics - Will now cast "Word of Grace" and "Judgement"

Magicians - Will now use Acid Arrow and Earth Spike, and will sometimes use Arcane Barrage to break guardian instead of magic arrow.

Warriors - Will now use second wind

Bug Fixes

Fixed a bug where you were unable to log into a char that had been lagged or idle for more than 5 minutes

Fixed a bug where the game would crash if you connected to your account with two different connections and tried to logon to the same character on both.

Ultimate Death Challenge should be completable now, there was a bug in the 4th challenge which should be resolved.

Fixed a bug where the Silver Bell would always be targeted if typed "ring" or "use" with it in your inventory.

Fixed an unintended interaction where the mysterious merchant could be summoned using the silver bell and used to nullify all magic. He now only cares about casts directed at him.

Fixed a regression where you could rent out level bound gear. Disabled that again.

Spangled Haversack no longer starts of partially "full"

Corrected numerous helpfiles

Corrected numerous typos