



# Season 3

## Patch 3.0

Season 3s focus has been primarily on cleaning up existing mechanics and interactions, through bug fixes and new mechanics to add a new way to balance certain powerful effects. Highlights include Recount, Quest system overhaul and spell components.

### Recount and Display Verbose

In the interest of continuing to expand the ability of the player to finesse their player and see how their choices are impacting their efficacy, I have added a new tool called "Recount". Recount will show a break down of your 5 most recent encounters, breaking into categories of "tank", "melee", "cast" or "healing". Each category will show information such as misses, hits, damage done, spell fails, etc. You can also filter down to a specific encounter or specific category that you care about.

This is a new concept and I would love feedback on it. It may be a little bit quirky in encounters with multiple mobs, as it uses gaining xp from killing a mob as a trigger to roll over to the next encounter.

Additionally, verbose combat information has been altered a little bit. Previously, effects such as fireshield, sanctuary and enchanted weapons were combined with the triggering melee hit and the damage was displayed as "damage (bonus)". This was slightly unclear, as it wasn't obvious if the first number was the total before or after modification, and there wasn't any granularity with the second number. It also wasn't extendible, as the more effects were added the less clear the second number would become.

Instead, all effects are given their own line in combat, which while more spammy is more clear.

As an example:

```
You DESTROY the guard captain's stomach! (1314 (-1297))  
The guard captain issues a bloodcurdling cry of pain!  
*> The guard captain is DEAD! <*
```

Becomes:

```
A higher power shields the guard captain from the full  
force of your attack! (-1227)  
You DESTROY the guard captain's belly! (1173)  
The guard captain issues a bloodcurdling cry of pain!  
*> The guard captain is DEAD! <*
```

Additionally, you can now see raw skill levels with display verbose.

## Quest System

The long alluded to quest system overhaul is finally here. The goal was to push Ishar's quest system into a more formal structure. This allows much easier implementation, flexibility and power, with the added benefit of consistency across the MUD. Additionally, it allows for subtly guided exploration as a quest can be used to give structure and slight direction to the otherwise directionless nature of the game, without oblique hand-holding.

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### Interactions

Typing "help quests" in game will give you a break down of the commands.

In short - the quest log has been overhauled to only track in progress quests vs before where it tracked completed quests. Additionally, you can filter down to specific quests in your quest log to see a full breakdown of what the quest is including description, objectives and rewards.

Additionally, if you are valid for a quest from a mob, you will see an echo notifying you of such.

e.g.

**A dignified older woman sits on the side of the path, observing passerbyers.  
... Lady Olivia may have a quest for you!**

You can then interact with the quest by typing "quest list olivia" to see a list of quests she is offering.

e.g.

**quest list oli  
Lady Olivia offers the following quests...**

| <b>ID</b> | <b>Quest Name</b>               | <b>Min Level</b> |
|-----------|---------------------------------|------------------|
| <b>1</b>  | <b>Feathers for Lady Olivia</b> | <b>1</b>         |

You can then view the quests description with "quest 1 info".

If you'd like to start the quest, you would type "quest 1 start".

Once you complete the quest, return to the specified location and type "quest complete"

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## Objectives

Quest objectives are broken into 3 categories for now - kill, object and room. Kill objectives require you kill x amount of the specified mob. Object objectives require you obtain x amount of the specified item. Room objectives require that you enter the specified room. Each objective is tracked in the quest log and will display in game when you make progress.

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## Rewards

Rewards are extremely flexible, and each quest will offer different rewards. Rewards can be any combination of the following - experience, gold, new skills, alignment, renown, items, new quests, or a selection of items.

Item selections will work by offering you 1 of x number of items and you choose which one you'd like.

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## Misc

As a way to launch this new mechanic there have been a handful of new quests added to the game. A few in the park, one in the Green Tankard and a couple offered by the Wandering Adventurer. My vision is that this will continue to grow, and new zoners can add quests to their zone on launch.

This is a work in progress - not every quest in the game has been ported over to the new system yet. So far - Cadain, Sorrows, and all of the Mareldjan quests are included and more are being ported as I make the time for it.

## Spell Components

The last big new mechanic of this season is "Spell Components". The purpose of spell components is to solve the problem of allowing powerful spells in the game, by giving a balancing mechanism that isn't rng (deathstrike) or continuously nerfing powerful effects (enchant).

In addition to mana cost, spells can now have a component cost, which can either be an item or a certain value in treasure.

Example:

Spell: Portal J'rel now has an item component called a "glyph of portals" which is sold at the various magic shops across the game for 5000 obsidian. You must have a glyph to be able to cast the spell, and once cast the glyph is consumed by the spell.

Spell: Deathstrike now has a cost component of 25000, meaning you must have treasure worth 25000 to be able to cast it, the same value as a Brilliant Yellow Diamond. If you don't have enough treasure, you will not be able to cast it. Once cast, it destroys the treasure.

NOTE: Treasure components do not give change. If you need 1000 treasure and the only treasure in your inventory is a brilliant yellow diamond, the yellow diamond will be destroyed to cast the spell. Be aware when you cast spells.

## ***Spells Changed***

Portal: Mareldja - Requires Glyph of Portals

Portal: J'rel - Requires Glyph of Portals

Teleport: Mareldja - Requires Glyph of Teleportation

Teleport: J'rel - Requires Glyph of Teleportation

Deathstrike - Requires treasure worth 25,000.

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## **Enchant Rework**

Enchant has received a bit of a rework to allow it to work with spell components and allow more future extension.

Basically, the different enchants have been broken into separate spells and will show in the spell list differently.

Minor Enchant - Level 11 - 750 treasure requirement

Moderate Enchant - Level 15 - 1500 treasure requirement

Major Enchant - Level 18 - 3000 treasure requirement

Major Enchant: Frost - Spell Potency 1 - 5000 treasure requirement

Major Enchant: Flame - Spell Potency 3 - 10000 treasure requirement

# Adjustments / Improvements

## Improvements

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### Misc

- Listing at shopkeepers has been changed to filter on mobs instead of items. So whereas before you would type "list sword" to see all swords for sale, instead you would type "list waysl" to see everything Waysl has for sale to the exclusion for other shopkeepers in the room.
- Buying and selling at shopkeepers has been changed to check all shopkeepers in the room instead of just the top one. So if you type "sell sword" it'll check each shopkeeper sequentially until it finds one who can buy it, at which point it'll end.
- The purpose of these changes was to fix issues with allowing multiple shopkeepers in a single room. Mostly an issue with the wandering merchants in Mareldja, but also a general annoyance. It also occurs when the traveling merchant goes to Syria.
- You can now natively see the maximum value of an object when examining it.
- All saves have been updated around the game to properly show the new save information instead of old.
- "Consider" once again gives an indication of XP caps
- Gear now binds after 1 day instead of 9 days.
- The Green Tankard has been expanded by a few rooms in my continued effort to make Mareldja more vibrant. There is, currently, 1 new low level quest, a blackjack table and some new food and drink.
- Bad/good items across the game have been renamed to make it clear which is the bad and which is the good version, because it's been a pet peeve of mine that they weren't.
- Flanch and Arn received new "average" power weapons to allow them to use their stances and poisons.
- You can now always eat or drink 1 serving of food/drink, even if full or quenched. Meaning you can use food / drink buffs.
- Items no longer bind on logging out / re-entering the game, they now bind as soon the timer runs out
- Artifacts no longer bind immediately on pick up, they instead bind 1 minute after pick up. Should help with the current frustrations around artifact binding.
- Renamed +damage magical modifiers to +Melee Damage to more accurately reflect what it's doing.
- Added a new spell / debuff caled "Pacify" that prevents the target from attacking for the duration.
- Protection and Protection from Undead now "pacify" mobs for 1 round if they fail to attack to help reduce the amount of spam caused.
- Thurvunaal is now a cleric (previously classless)
- Undead High Priest is now a necromancer (previously a mage, called a priest, and acting like a necromancer)
- Fox from the park is now level 5 (up from 4) and is now aggressive
- Gibbon Queen is now level 5 (up from 4)

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## Remorting

There is a new remort upgrade called "Melee Damage" that grants +1 melee damage per tier.

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## Quest

- Cadain quest now requires you kill Zakarn and Chief in addition to retrieving Sceptre. The migration should resolve all issues with turning in the quest.
- Sorrows quest now destroys all 6 quest sorrows when completing it.
- City Guard Supplies now requires you to kill Arzad and Partas additionally.
- Quartermaster requires 5 chunks of shinerock. Shinerock has been upped in the mines.
- Bartos now just requires you kill Panath.
- Lieutenant requires you kill Faliah.
- Young cleric ghoul quest - now requires you to kill 1 of each type of ghoul. The ghouls have also have had their spawn rate increased.
- Elder of Isneen - is now a "kill target" type quest. Instead of needing nyblung and hammer, you get credit just for killing Lillith and Hashak. Additionally it now grants XP and 1500 align.
- All of the quests have been updated with some XP rewards.
- Gnor no longer cares what level you are.
- The Cadain Quest entrance no longer cares what level you are, only that you have the quest started.

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## Magician

- Summon familiar now accepts an argument to summon the familiar you want. I.e. If you're able to summon a greater air elemental you can "c s.f air" to get it.
- Without an argument it'll grab a random familiar between your spell level and 3 below.
- I made it infinitely easier to add new familiars.
- Cloanthus quest teaches Teleport: Mareldja
- New quests to learn Portal: Mareldja, Portal J'rel and Teleport: J'rel
- You can now use Portal: J'rel at level 14.
- Acid Arrow, Earthspike and Arcane barrage no longer cap at 30% mana.

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## Clerics

- Summon now gives echos to give more information on why the summon failed.
- Various buff echos now use the clerics deity for additional flavor text.
- Cleansing Touch, Purify, Heroism and Binding Heal now scale their mana costs correctly, capping at 40% for purify, 20% for cleansing touch, 20% for binding heal and 30% for heroism.

## Balance Adjustments

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### Remorting

- Remorting gear has been disabled for the time being
- Armor Class cost now goes up every 2 upgrades instead of 3.
- Attack is now 2/2/2/2/4/4/4/4/6 instead of 1/1/2/2/3/3/4/4/5/5
- Detect Invisible is now 2 renown down from 3
- Third Eye is now 2 renown down from 3
- Titan Wrestler is now 2 renown down from 3

I understand that this may be a controversial decision. My feeling is that this has been vastly warping the game ever since it was added. I may introduce it back in some other form in the future or find some other mechanic to replace it (a lot of ideas have been tossed around). However, an alternative is not ready yet and instead of rushing something in, I thought it better to just disable it for now.

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### Survival

Survival characters no longer receive any bonus renown. Instead Survival characters now have their own Renown upgrade costs, that can be balanced and adjusted individually from Classic characters.

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### Challenges

For the most part challenges are still in progress. The adjustments to them that were required took a lot more time and planning, and I didn't want to put in another flawed system. This is the "pre-release" notes, so maybe it'll get done in the next two weeks. But there are some serious memory issues with the server that need to be addressed. So I expect the challenge adjustments to not be done until the first major patch of the season, hopefully not too far into it.

- Challenge tier can no longer be randomly adjusted to below C tier.
- Challenge XP has been reduced, it was previously 10 minutes per tier up to an hour (30 minutes for C up to 60 at S+). Now it's 15 minutes at C and 45 minutes for the absolute hardest challenges.

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### Warrior

- Second Wind no longer has a chance to fail. Instead the skill level modifies the amount of healing you receive as a percentage. So if you have a skill level of 50, you receive 50% healing from second wind.

- Additionally, second wind now receives its stat pairing as additional healing, up to a maximum of 16.

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## Rogue

- Can no longer trip while crippled

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## Magician

- Silence, confuse and fumble are no long self castable
- The Strength spell has been removed and replaced with a spell called "Enhance Ability". Enhance ability by default gives +2 to your class' primary stat. If targeted, you can specify which stat you would like to target.

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## Necromancer

- Empower now gives +1 body instead of +2 Strength / +2 Agility

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## Mage / Necromancer

- Deathstrike now no longer respects alignment - the power isn't coming from a deity, why would it care?
- Deathstrike no longer takes additional mana on a save
- Deathstrike can now be cast on a target in combat.
- On the inverse, deathstrike targets now have a slightly higher chance to save.
- Trance now buffs expertise instead of mind. The expertise buff is 1 + level / 6
- Trance now lasts 2 minutes instead of 1.
- Deathstrike now does half damage on a save and debuffs the targets body by 1.
- You can not deathstrike a target who has recently saved against deathstrike.

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## Cleric

- Heroism now lasts level / 6 minutes instead of just 1 minute.
- Retribution is now a sustained spell and has the associated echos and room descriptions.
- Mobs no longer self cast retribution

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## Gear Changes

- Shield of Isneen's Champion is now +3 expertise +3 save al instead of +1 body +3 resilience in an attempt to make it more generally useful and less "paladin" only.



- Nyblung is now +15 crits down from +30. +30 crits with 2 handed bonus, crit spec and sanc cutting was nuts.
- Sword of Blue Steel is now 4d4+3 -1 Expertise instead of 4d4+4 -2 agility
- a Plated Bone Ring is now +2 expertise +5 mana instead of +2 exp +10 mana
- Gleaming Ring of Mithril - Changed from +2 resilience +12 mana to +3 save all, +12 mana, +3 AC.
- a golden tiara set with a giant's eye is now +1 mind +2 expertise, changed from +1 willpower.
- a silver pendant holding a giant's eye is now +1 body +2 expertise, changed from +1 endurance.
- a dragonskull is no longer -2 perception
- Crown of Erinesia is now +1 willpower
- a pair of padded elven boots are now 1 ac, -1 speed instead of 3 ac, -1 speed -1 str
- Thin mithril bracelet is now clericable
- an axe with a crescent-shaped blade is now clericable
- a keen-edged blade of silver is now 1d25 up from 1d24
- a tiny ring of beaten gold is no longer class restricted, but costs 1k more
- a jet black shroud is now 6ac, +1 save-all, +1 expertise instead of 6 ac, +2 resilience +15 moves
- an amber pendant is now also +3 mana and slightly more expensive
- a black helm of lacquered steel is now +3 hp
- a glittering cloak of diamond scales is no longer -3 fortitude
- a black-enamelled chestplate now has 1 more AC
- an etched suit of plate mail is now 9\*6+3 up from 8\*6
- All Cadain quest items have had their costs reduced by 20%.
- All of Kulani's gems have had their value pretty drastically scaled down. They were worth a lot for their relative investment, which matters more now that gems can be used for spells. They are still worth a lot. This did have an inverse effect of changing the cost of socketing the gems. Pink diamonds and obsidian should have roughly the same value. Everything else will be cheaper.

## Bug Fixes

- Weirdness with targeting rescuing not always working should be resolved
- Fixed a bug where Word of Grace was not being properly cleaned up if you died with Divine Favor, allowing it to persist infinitely.
- Poison echos should no longer be see-able while sleeping
- Orcan ambush will no longer show "Chaos"
- Survival characters can once again enter remort area by praying at shrine
- Cleaned up some wonkiness with armor calculations with stances
- Big thanks to Nina and Vander - all of the typos in the reported typo list have been resolved.
- Reverted change to add they/them as the default pronouns for non-male/female characters. It wasn't very well implemented and broke the output parser in a number of areas in a not easy to fix way. I moved it into a brand new category that's not used anywhere currently, and may revisit in the future.