

Season 6

Patch 6.0



Playable Shamans

Embark on a mystical journey with Ishar's latest addition - the Shaman class. As masters of elemental forces and primal energies, Shamans wield the power to shape the battlefield and aid their allies in profound ways. From the fiery fury of Elemental Strike to the restorative touch of Wellspring, each spell in their arsenal reflects a deep connection to the natural world.

Shamans possess a unique ability to imbue their and their allies' actions with elemental energies, granting them a tactical edge in combat. Their mastery over elemental forces is evident in spells like Elemental Boon, enhancing abilities based on the nature of Fire, Earth, Wind, or Water. The Shaman's craft extends beyond combat into the realm of creation, as seen in their ability to craft potent totems like the Totem of the Mystic Eagle, which aids spellcasters, or the Totem of Draconic Rage, empowering allies with the spirit of a dragon.

Seasoned Shamans can even control the elements to a degree that affects their surroundings, such as summoning a Misty Veil to obscure their foes' vision or calling forth an elemental ally to fight alongside them. Their deep spiritual connection allows them to rejuvenate allies' mana with Spiritual Renewal or gain insight through Spirit Sight.

The Shaman's versatility makes them invaluable members of any group, capable of adapting their elemental prowess to suit the needs of the situation, be it through healing, protection, or unleashing the raw power of nature. Embrace the elemental might and spiritual wisdom of the Shaman, and reshape the world of Ishar!

New Playable Race: Half-Orc

Season 6 of Ishar welcomes the Half-Orcs, a race deeply rooted in the shamanistic traditions of the Fangmaw and Skarag clans. Emerging from the untamed forests of Jharet, Half-Orcs are the result of the rare and often turbulent unions found on the frontiers of orc and human territories. They represent the fusion of human resilience and orcish brute strength, carrying the legacy of both in their veins.

Half-Orcs in Ishar are a testament to our commitment to diversify the racial choices available to players. They cannot pursue every class - notably, the Cleric class is beyond their reach. However, they inherit the unique ability of Dark Vision from their orcish lineage, allowing them to see in low-light conditions. This boon is balanced by their lower base saves, a trade-off reflecting their mixed heritage.

Their introduction is part of our ongoing effort to bring more depth and variety to the racial choices in Ishar. As we observe how Half-Orcs influence the game dynamics, we will continue to adjust and balance their abilities to ensure a fair and engaging experience for all players.

New Mechanics

Crafting

This season marks the debut of an extensive crafting system in Ishar, starting with the Shaman's totem mechanic. The crafting system is designed to expand progressively, integrating with various aspects of the game. It will soon encompass the enchantment and possession reworks, extend to rogue's poisons, and eventually introduce entirely new abilities, including alchemy and blacksmithing.

Crafting Overview:

In Ishar, crafting empowers players to create diverse and powerful items. To view your crafting abilities, use the basic command 'craft' to display all crafting types your character has mastered. For example, a Shaman might see "Totem Carving" listed among others, with a format indicating the number of known and available recipes (e.g., 5/10 for five known recipes out of ten possible).

Learning and Mastering Crafts:

Your adventure will lead you to various opportunities for discovering new crafting techniques and rare recipes. Keep an eye out for hidden scrolls, ancient mentors, or unique materials that can expand your crafting repertoire.

Components in Crafting:

The crafting system is closely tied to the world of Ishar, with new components being introduced. Adventurers might stumble upon new flora or fauna parts that serve as vital crafting ingredients. Or while slaying familiar monsters they may find new drops, such as; dragon scales, wolf pelts, and raptor feathers. Always be on the lookout for potential components - they could be the key to creating powerful gear or even become a valuable trade commodity.

Spells / Abilities

Mage Spell: Fly

The Fly spell grants the target the magical ability to fly. This ability is not only a means of travel but also a tactical advantage in combat, particularly when engaging foes that are airborne. Additionally, the spell allows the target to traverse climbing exits without the need for physical climbing.

Effect Tracking

In Season 6, we're excited to introduce a comprehensive effect tracking system in Ishaar. This new feature enhances players' ability to monitor the various effects they've initiated in the game.

Overview:

Players can now use an augmented 'score' command with the arguments 'spells' or 'affects' to view all active effects for which they are the source. This system covers a wide range of effects, including buffs, debuffs, charmies, room effects, and weapon effects.

Functionality and Sorting:

The command intelligently categorizes the effects into 'buffs' and 'debuffs', providing clear and organized information. For each effect, players will see:

- The name of the effect.
- The target (who or what it is affecting).
- The remaining duration before the effect expires.

This new system offers players enhanced control and awareness of their actions and their impacts in the game world. It is a significant step towards a more immersive and manageable gameplay experience, allowing for strategic planning and effective decision-making.

"Look Sky" Command

Season 6 introduces a minor yet immersive mechanic to Ishaar - the "Look Sky" command. This new feature allows players to engage more deeply with the game's rich lore and environment.

How It Works:

Players can now use the command "look sky" when outdoors to observe the state of the sky. While this command offers general observations during the day, its true potential is revealed at night.

Nighttime Observations:

Under the night sky, players can witness the Dancers - the celestial bodies that hold great significance in Ishaar's lore, including the moons, the sun, and the comet Saorin. The command will report on the phases of the moons, offering players a glimpse into the cosmic dance of these powerful entities.

A Nod to the Lore:

The introduction of this feature is a step towards highlighting the Dancers' role in the world of Ishaar. It not only adds a layer of depth to the gameplay but also enriches the player's connection to the game's mythology. Keep an eye out for Saorin, the elusive and powerful comet, as it graces the night sky over Ishaar.

General Gameplay

Multiplay

This season, we are trialing the removal of multiplay. Historically, multiplay has been a contentious feature, with increasing tension between solo and multiplay styles. To balance this change, we're enhancing the growth from remorting: stats gained will increase from +3 to +6. Additionally, the renown gain from remorting will be boosted from +5 to +10. We acknowledge this is a significant shift and will closely monitor its impact. If necessary, we may adjust the multiplay threshold to 2 characters per account during the season based on feedback and gameplay dynamics.

Level Binding

Quests

To foster cooperation among our player base, we're introducing a new dynamic where players can assist others with quests regardless of level differences. For example, a level 20 mage can now aid a level 7 warrior in defeating a giant rat for a class quest. Note that level range restrictions for normal XP gain and equipment binding will still apply.

Bufs

Bufs no longer count as "healing" their target for the purpose of kill memory. This means that higher level players can also freely buff their lower level friends. This does also impact caster's XP gain, since they'll no longer get the heal XP from all of their buffs targets. However, this was already causing various problems - such as a mage buffing a warrior before entering Cadain Quest and getting credit for killing Zakarn and Chief Xym.

Level Range

Following this headline - the level range for grouping has been increased from 3 to 5.

Stats/Gear

Another experimental change this season focuses on amplifying the significance of gear, especially end-game gear for high remort characters. We're raising stat caps to 30, while inherent stats will remain capped at 25. The additional stats can only be achieved through gear

or buffs. This change is expected to have a considerable impact, and we will be ready to make adjustments as needed based on how it unfolds.

Renown Upgrades:

New Upgrades

Spell Damage - 10 tiers - 1% spell damage per tier

Healing Power - 10 tiers - 1% healing power per tier

Adjustments

Attack - Upped to 20 max tiers instead of 10 max tiers. Reduced base cost to 4 from 6.

Armor - Upped to 20 max tiers instead of 10 max tiers. Reduced base cost from 3 to 2.

Essence Upgrades:

New Upgrades

Trusted Creditor: 10 essence. Allows every shopkeeper in the game to draw upon your bank account, similar to how the rare goods merchant works.

Adjustments

Vitality: Mana - Last season there was a stealth change to vitality mana that expanded the functionality to also reduce the minimum spell cost of a spell by 10% for each 20 tiers. This formally announces it with the change that instead it's simply a .5% reduction for tier, making it more of a sliding scale than a jump every 20 tiers.

In-Game Time

Season 6 introduces a subtle yet meaningful change to the in-game time structure in Ishar. This adjustment aims to enhance the game's immersive experience by redefining the periods of the day.

New Time Structure:

Previously, Ishar's day was divided into two primary periods: 'day' and 'night', with a one-hour transition period at each end marked by unique sunset and sunrise echoes. We have now expanded these transition periods into full-fledged segments of the day.

- Dawn: Now spans from 5 AM to 8 AM.
- Day: Lasts from 8 AM to 6 PM.
- Dusk: Extends from 6 PM to 9 PM.
- Night: Goes from 9 PM to 5 AM.

Impact and Future Plans:

Mechanically, this change currently has a minimal impact, affecting only one component. However, this adjustment sets the stage for future developments where time periods will play a more significant role in gameplay dynamics. Players can expect more intricate interactions and effects related to the time of day in upcoming updates.

Improved Spell Argument Parser

Previous Mechanics:

Previously, targeting oneself for these spells required explicit self-targeting commands, like "c ele.str self" or "c ele.str self fire". This was especially clunky for spells like Phase, where players had to type "c phase self door".

New Simplified Mechanics:

We have reworked the parser to be more intelligent and user-friendly. Now, if a spell is cast with only one argument (e.g., "c ele.str fire"), the system will first attempt to use that argument as a target. If no external target is found, it will default to applying the spell argument to the caster (self).

Thus, "c ele.str fire" will automatically be interpreted as "c ele.str self fire".

This update also addresses the oddity of needing to cast spells like Create Food on oneself.

Further Racial Adjustments

Continuing our commitment to enriching the diversity and depth of races in Ishar, this season brings significant updates to the dragon races. These changes are part of our ongoing effort to ensure consistency and uniqueness in monster types across various zones and creators.

New Dragon Races:

We have introduced seven new dragon races: Red, Blue, White, Black, Green, Silver, and Skeletal. While this update does not encompass every type of dragon in Ishar, it significantly

broadens the range and characteristics of these majestic creatures. Other dragon types, such as the Cloud and Stone Dragons, will remain unchanged for now.

Racial Skills and Abilities:

With the new races, dragons will inherit specific racial skills that enhance their gameplay dynamics. A key update is the addition of the 'Soar' ability for all dragons above level 10, similar to the ability possessed by eagles in the Orcan Clans. This ability allows dragons to take to the skies, adding a new dimension to encounters with these formidable opponents.

Advanced Dragon Classes in Dragon Solo:

In addition to new races, we have also introduced new classes for more powerful and advanced dragons, currently utilized in Dragon Solo. These dragons are now equipped with a variety of new skills and abilities, replacing their previous functions. Players can expect these dragons to have a few more tricks up their sleeves, making encounters with them even more challenging and exciting.

Challenges:

Challenges are continued to be worked on to find the correct balance of reward and community engagement vs challenge and break from the normal routine.

Cycle Adjustment:

- The manual cycle option for challenges is being removed. From now on, challenges will only cycle according to the set timer.
- Completing all 15 challenges before the automatic cycle triggers will now activate bonus XP for the entire duration of the next cycle (1 week), rather than just 24 hours.

This is aimed to incentivize players to complete the full set of challenges for a communal reward.

Reward System:

- We are removing the individual 20-minute XP rewards from single challenges.
- Instead, we're rebalancing the 'loot orbs' to make them more rewarding and appealing. This is being done by increasing the odds for "top tier" rewards and cleaning up and consolidating the prep rewards some.

This change shifts the focus from incremental XP gains to more significant and tangible rewards.

Multiple Completions and Reward Scaling:

- Challenges can once again be completed multiple times by players. This ensures that one player's completion doesn't invalidate the challenge for others.
- For players repeating a challenge they have already completed, the reward orb will be downgraded by one tier (e.g., a level 17-20 challenge will yield a 10-17 orb for subsequent completions).

These changes aim to provide a more dynamic and rewarding challenge system. By offering substantial communal rewards and enhancing personal incentives, we hope to create a more engaging and cooperative gameplay environment.

Quality of Life Improvements

- When choosing "Vitality" you can now input the number you want (i.e 25 a) to quick invest that much vitality.
- If the stats gained from remorting would "overflow" (go over 25), it automatically distributes them into a different stat. Echoes have also been added so you can see exactly what renown and stats you gained.
- Reanimate now attempts to auto equip gear, similar to resurrection and raise dead.
- Thunderclap damage echoes have been shortened and indented (like chain lightning) to make it easier to parse.

Balance Adjustments

- Scry and Spirit Sight have had their component costs reduced to 250 obsidian from 1000.
- A soft blue velvet hat has been nerfed to 5 ac from 10 ac
- A helmet of blue dragon scales has been buffed to 10 ac from 5ac
- Caster mobs utilizing the new AI (shamans, dragons) now have an internal cooldown for spell casting. This should help space out casting a bit more.

Bug Fixes

- Fixed a bug with persistent damage and healing effects causing weirdness when you leave the room
- Rognar will no longer walk through wizard locked doors
- Sustained Spells (i.e. Tempest) have been rewritten so that their mana return no longer misbehaves. This also fixes the mage relic, Mana Tempest, and its interaction with Tempest
- Areas command will now allow you to show "all"