

Season 6

Patch 6.2



New Features

Chat:

A new command has been added, chat, which is used to access chat history. All shouts, tells, replied, asks, addresses, says, yells, group tells are stored, up to the past 50. With chat, you will see a historical reference, with timestamps, of your incoming chat history.

You can filter it with <group>, <tell>, <whisper>, <say>, <yell>, <shout> to pull up just the relevant chat types. Or you can pass in a name like <tyler> to see all chats from Tyler.

i.e. "chat group" will return all gts
"chat tyler" will return all messages sent by Tyler.

Group Enhancement:

The "group" command has been enhanced with statuses of all group members, similar to prompt. This is a trial / attempt to see if adding a summary of available data will help quick decision making in fast paced fights.

Changes

Refresh Essence - Now pulls from total essence instead of current, so you can refresh with 0 current essence.

Tempest - fixed helpfile. Nerfed to proc every 2d4 rounds instead of 1d6 rounds.

Heal Decision Making - more attempts to smooth out this logic

Skyrazor - Skyrazor has received a lot of feedback, and after experiencing it myself I have decided to make a couple of adjustments to the fight.

- Skyrazor no longer summons elementals in phase 2
- Skyrazor no longer thunderclaps while screeching in phase 2
- I've attempted to clean up gust of wind echos to be a bit easier to parse
- I've cleaned up wildfire echos a little to be a bit easier to parse
- I've made Predator's Grasp's echo easier to see
- HP has been increased slightly, damage has been decreased slightly
- Now summons a tempest in addition to blizzard and soothing rains

- Now has elemental strikes while in phase 2

The Skyrazor is a new boss with ambitious mechanics. I do not want to neuter it, and give time for it's mechanics to shine a bit and for y'all to learn to counter them. The aim here is to keep its flavor, but reduce the spam and noise to more manageable levels.

Bug Fixes

- Challenge rewards should no longer be given out to invalid groups.
- Weapons with momentum no longer keep momentum stats after being removed, meaning you can't sell Mithril Claws for -10 speed.
- Fixed a bug with release spells where you could release spells asymmetrically. I.e. Stoneskin gives you two buffs, Stoneskin (slashing / piercing resistant) and Stone Rigid (+1 speed / bludgeoning susceptibility). You could release Stone Rigid and keep Stoneskin. Now, the effects are properly joined and releasing 1 releases both.