



Season 10

Patch 10.0

Welcome to Season 10 of Ishar, launching on Thursday, December 19th 2024! Following the tumultuous, Enigma-infused journey of Season 9's Fractured Threads, Season 10 brings the world of Ishar back into a more stable rhythm. With no Enigma this season, our focus turns to refining core gameplay systems, introducing new mechanics for deeper tactical choices, and laying the groundwork for long-term progression through a new system called Remembrances.

This season emphasizes a return to fundamentals. Warriors and Rogues receive significant overhauls, relics are reimagined to work seamlessly with Remembrances, and a host of quality-of-life improvements smooth the player experience. As always, we'll continue to refine these changes based on player feedback.

Seasonal Focus: A Return to Stability

Unlike the odd-numbered "Enigma" seasons, even-numbered seasons like this one focus on balanced, familiar gameplay. After the intense, classless chaos and hardcore demands of Season 9, players can look forward to a more traditional—but no less engaging—Ishar experience. While the last season tore at the fabric of fate, Season 10 concentrates on perfecting the weave.

Key Themes This Season:

- Refined Skill Systems: Introducing the new "action" command and skill categories that streamline ability usage.
- Warrior and Rogue Overhauls: Combat becomes more interactive and strategic, giving martial classes deeper toolkits.
- Remembrances and Relics: Relics no longer overshadow other items; their unique powers become permanent Remembrances that persist through remorts.
- Stability in Progression: Adjusted renown and remort systems encourage players to develop their characters steadily, without heavy seasonal gimmicks.

New Systems and Features

Action Command & Skill Categories

New "action" Command

To better accommodate our growing library of abilities and prevent conflicts with shorthand commands, we introduce the action (alias: act) command:

- Action Overview: Typing action alone displays all your "actionable" skills—those that can be triggered via the action command, much like spells are cast with cast.
- Using an Action: For example, act s.w could trigger the skill "Second Wind." Skills now clearly indicate if they use action in their entries.

Skill Categories

We've begun grouping certain abilities into categories that share cooldowns and themes. This helps streamline the decision-making process in combat. The first example of this is the new "Strikes" category for Warriors (see below).

Combat and Save Mechanics

Rebalancing Saves with "Harried Saves"

Our previous save calculations, tuned for extremely powerful spells and effects, made many situational abilities feel lackluster. To address this, we introduce "Harried Saves":

- Harried Saves: Certain abilities apply a -10 penalty to the target's saving throw, making them more likely to have a meaningful impact.
- Skill Entries: A skill that uses a Combat Save (now sometimes referred to as "Harried" save in-game) will list this clearly. For example, a skill with a "Reflex Harried Save" challenges the defender at a disadvantage, ensuring more consistent utility from strategic skills like Disengage or Distract.

We'll continue to adjust these saves based on player feedback throughout the season.

Warrior Overhaul

Season 10 marks a major step forward in Warrior gameplay. Gone are the days of passive, repetitive rotations. We're introducing new mechanics that turn Warriors into dynamic martial tacticians:

Removal of Bash Trial

- Bash Removed (Trial): Historically iconic but often tedious, Bash is being removed this season as a trial. While this may feel unsettling for veteran players, we believe it opens space for more interesting Warrior mechanics.

New Skill Category: Strikes

- Strikes: A set of warrior abilities that modify your next melee attack. All Strikes share a single cooldown, encouraging tactical choice and timing.
- Examples:
 - Overpowering Strike (Level 3): On a successful hit, forces a Fortitude Combat Save. On failure, the target is knocked to resting and becomes "Dazed," increasing their chance to fail spells or skills.
 - Goading Strike (Level 3): Compels foes to consider the warrior top threat if they fail a Resilience Combat Save.
 - Savage Strike (Level 6): Boosts melee damage by 20% and now "sunders" opponent's armor for added vulnerability.

- Throat Strike (Level 6): On failure of a Reflex Combat Save, silences the opponent.
- Double Strike (Level 9): Grants an immediate additional melee attack.
- Cleaving Strike (Level 9): Replaces old Cleave. Attacks multiple opponents (depending on your weapon) at full damage.
- Concussive Strike (Level 16): On a failed Fortitude Combat Save, the foe is paralyzed for 1 round.

Additional Warrior Skills

- Shield Bash (Level 4): With a shield equipped, slam foes for damage based on shield AC and knock them seated if they fail a Combat Fortitude Save. Does not consume a melee round, allowing smooth integration into your rotation.
- Warrior's Resolve (Level 12): A powerful 24-minute cooldown that cleanses mental effects like fear, paralyze, and confusion—showcasing the Warrior's unyielding discipline.

Supporting Adjustments:

- Rally no longer costs moves.
- Momentum now grants cooldown reductions on kills and also from certain triggers like critical strikes (with two-handers) and shield blocks or successful saving throws (with sword-and-shield).
- Strike Cooldowns: Adjusted Strikes to have a shorter cooldown (5 rounds) and improved feedback when Momentum triggers.

Rogue Overhaul

Rogues see a transformation that emphasizes cunning, precise damage, and dynamic resource management:

Precision Damage

- Rogues now deal "Precision Damage," scaling off Expertise rather than raw Strength or weapon roll. Certain conditions (such as distracted targets) and critical hits enhance this damage.

Backstab Revamp

- Backstab now deals weapon damage plus Precision Damage (with an added die), factoring in critical strikes. It's more reliable and synergizes with other rogue mechanics.

Edge: A New Rogue Resource

- Edge is a combat-centric resource that caps at 6. It decays outside of combat and is earned by performing signature Rogue moves (successful Backstabs, Trips, Distracts, Poisons).
- Certain Rogue abilities now cost Edge to execute, adding depth to Rogue decision-making.

New & Reworked Rogue Abilities:

- Exploit Weakness (3 Edge): Grants a brief window (1 round) of enhanced accuracy and precision damage.
- Disengage (3 Edge): A guaranteed escape from melee without rolling individual saves—paying Edge ensures a swift retreat.
- Evade (4 Edge): Replaces the stance-based Evade with a 2-round buff that automatically dodges all incoming attacks and spells. No stance penalties, no chance to fail—just a reliable defensive window.
- Calculated Assault (1+ Edge): A “flex” skill that uses all available Edge to grant -4 speed for 6 seconds per Edge spent. Longer uptime at higher Edge makes for more sustained speed boosts.
- Neural Spike (3+ Edge): Another “flex” skill modifying your melee attack. On a failed save, foes are paralyzed for 1 round, 2 rounds if you spend max Edge.
- Fatal Instinct (Cooldown): Immediately grants maximum Edge for that critical moment of opportunity.
- Kick Rework: Now on a 3-round cooldown, requiring a Combat Reflex Save to hit. Deals 1d4 + melee damage modifiers, scaling more naturally with Rogue utility.

Minor Adjustments:

- Trip: Now requires a Combat Reflex Save. You no longer fall if you fail, and you can Trip larger foes with adjusted difficulty.
- Hide: Improved consistency; successfully hiding clears “watched” status from mobs.

Relics, Renown, and Remembrances

Relics to Remembrances

Relics previously overshadowed other gear slots due to their powerful abilities. Now, relic powers are extracted into permanent skills called Remembrances. This shift allows players to:

- Equip relics as scalable gear without feeling forced to keep them solely for their abilities.
- Acquire Remembrances—skills that function as either passive or active abilities via action—that intertwine with your character and persist through remorts (unless specified otherwise).

How Remembrances Work:

- Completing a relic's associated quest grants both the relic item and a Remembrance skill.
- Remembrances become "Intertwined," meaning they carry forward through remorts. After a remort, they become "Fading" and must be reactivated by re-earning the corresponding relic if you want to keep them indefinitely.

Redesigned Relic Abilities:

- Spectral Armaments: Replaces weapon-based relic functionality with the power to overlay your current weapon with legendary heroes' spirits, granting unique bonuses and changing damage types.
- Lysandra's Faith (via Tears of the Empire): Temporarily empowers your next heal or damaging spell to be mirrored, benefiting allies or striking foes.

Renown Adjustments:

- Renown is now gained at a flat rate of +100 per remort, with no quest-based renown rewards.
- This simpler system focuses progression on the remort cycle rather than quest repetition.

Other Gameplay and System Updates

Survival Mode Disabled:

Survival mode is on hiatus this season. We plan to revisit and redesign it in the future.

Critical Strikes:

You will now always critically strike if the opponent is incapable of acting (sleeping, paralyzed, etc.), adding incentive to combine crowd control and high-damage attacks.

Remort Stats:

Remort stat gains have been reduced back to +3 per remort, aiming to better balance long-term progression.

Threat and AI Improvements:

- Adjusted mob AI loops for more consistent skill usage and less unintended behavior.
- Threat calculations now require you to exceed the current tank's threat by a margin (10% for melee, 30% for spellcasters) to steal aggro, encouraging stable, tactical tanking.

Recount Overhaul:

The recount system now more accurately tracks skill damage, failures, follower damage, shield blocks, and more. Expect a clearer picture of your performance and improved quality-of-life features. This also helped resolve more issues with AI threat.

Shinerock Mines

Shinerock mines have long been a bottleneck with how popular they are as a level 5-10 leveling zone, coupled with the fact that they have one of the only low level quest chains in the game with a desirable item at the end. This has been a pain point due to how zone reloading works, and Mines sharing a zone block with various other “unconnected” zones in the game, and not reloading with someone else inside.

Mines have been migrated to their own zone block, allowing it's own unique reload timer of 10 minutes. Additionally, it will reload with people inside of it. To support this, Burning Candle is no longer a one time use.

Miscellaneous Changes:

- Help command improvements: If no direct help file is found, the system attempts to redirect to related skills automatically.
- Numerous minor bug fixes, performance optimizations, and ongoing alpha tests for future class tweaks.

Gear Adjustments

This is primarily aimed at finally holistically looking at every item that gives attack and critical in the game and adjusting them to account for the various changes to critical and attack. It may seem like wide sweeping nerfs, but these were never done when they should have been.

Ebony Cuirass - -1 Attack, Up from -5 Attack

Full Helm - -1 Attack, up from -5 Attack

Heavy Longsword - +5 Attack, down from +10 Attack

Hand Sickle - +7 Attack, down from +15 Attack

Quality Gauntlets - -1 Attack, up from -2 Attack

Gich-skin Gloves - +5 attack, down from +16 attack

Overseer's Whip - +3 Attack, down from +10 attack

Halberd (Red Daemon Guards) - +3 Attack, down from +5 attack

Shard of Rock - +1 Attack, down from +5 attack

a thieves dagger - +3 attack, down from +10 attack

A lucky fishing hat - +2 attack, down from +5 attack

Double-Edged Dagger - +5 attack, down from +10 attack

Fireforge - +6 attack, down from +10 attack
a whip of dragonscales - 0 attack, up from -5 attack
Adorned aztaxelli - +8 attack, down from +12 attack
Black Belt - +5 attack, up from +3 attack
a tattered cloak of royal velvet - +8 attack, up from +5 attack
A pair of studded leather gloves - +4 attack, down from +6 attack
a battered blue sword of steel - +10 attack, down from +25 attack
a goupillon - +5 attack, up from +1 attack
Devalid the Cutter - +7 attack, up from +5 attack
Cannibal's Apprentice - -3 attack, up from -10 attack, +2 critical, down from +10 critical
Heavy Grey Sword - -2 attack, up from -7 attack
Silver-Tipped Spear - +2 attack, down from +8 attack
Heavy Iron Halberd - +3 attack, down from +8 attack
a sharp, silver-tipped dagger - +2 attack, down from +8 attack
a wreath of Ingeen leaves - +4 attack, down from +8 attack
A shimmering suit of platemail - -12 attack, up from -25 attack
a robust-linen bandana - +2 attack, down from +4 attack
a slender rapier of hardened steel - +5 attack, down from +10 attack
a dragon-hilted dagger - +5 attack, down from +10 attack
a pair of jade gauntlets - +6 attack, down from +10 attack
a pair of mithril claws - +3 attack, down from +5 attack
an ethereal blade - +5 crit, down from +10 crit
Bloodreaver - now caps at +5 crit
a keen longsword - +1 crit, down from +10 crit
a heavy flamberge - +2 crit, down from +10 crit
a shiny silver rapier - +2 crit, down from +10 crit
a koa-handled tomahawk - +1 critical, down from +5 crit
a sturdy iron bardiche - +1 crit, down from +3 crit
a razor-sharp scythe - +3 crit, down from +15 crit
a sharpened steel greataxe - +3 crit, down from +10 crit
a fine wooden longbow - +1 crit, down from +5 crit
Sunbreaker - +2 crit, down from +5 crit
a glimmering morning star - +2 crit, down from +5 crit
Bashur, the Blood-Letter - +4 crit, down from +10 crit
the claw of the harpy - +2 crit, down from +5 crit
a jacket of decaying leather - +2 crit, down from +5 crit
a crimson-bladed dagger - +3 crit, down from +5 crit
a vile daemon heart - +3 crit, down from +10 crit
the dread blade Nyblung - +7 crit, down from +15 crit
a pair of daemonic horn - +3 crit, down from +10 crit
a stone sword - +10 crit, down from +35 crit
a kusari-gama - +1 crit, down from +7 crit
a sun crest mask - -1 critical, up from -5 crit
Man-Eater - +2 crit, down from +5 crit
the sword of Basquael - -2 crit, up from -20 crit
a draj's hooked horn - +1 crit, down from +4 crit
Bloodspill - +2 crit, down from +5 crit
a curved falcata - +1 crit, down from +6 crit
a twisted pentagram - +2 crit, down from +5 crit
an acicular shortsword - +1 crit, down from +3 crit
a barbed blade of steel - +2 critical, down from +9 crit
a serrated crystal dagger - +3 critical, down from +5 crit
woven strands with thick black beads - +2 crit, down from +3 crit
a spiked steel morningstar - +2 crit, down from +4 crit

an iron punch dagger - +2 crit, down from +5 crit
a wolf-skin cowl - +1 crit, down from +3 crit
a rune-etched club - +2 crit, down from +3 crit
a silver ring - +1 crit, down from +2 crit
a two-handed studded flail - +2 crit, down from +5 crit
a shimmering lance of water - +3 crit, down from +10 crit
a curved obsidian dagger - +2 crit, down from +5 crit
a coarse, baize bandana - +1 crit, down from +3 crit
a bottleglass knife - +3 crit, down from +15 crit
a thick-knotted whip - +2 crit, down from +7 crit
a keen anelace of blackened steel - +1 expertise, changed from +5 crit
an opal-studded ring - +1 expertise, changed from +3 crit
a jeweled-hook - +1 expertise, changed from +5 crit
a shimmering ice sickle - +2 crit, down from +5 crit
a frost-forged two-handed sword - +2 crit, down from +5 crit
a serrated shark-tooth dagger - +2 crit, down from +5 crit
an engraved cane of willow - +3 spell damage, changed from +5 crit
a shimmering blade of light - +3 crit, down from +10 crit
a keen-edged blade of silver - +2 crit, down from +10 crit
a pair of thick leather gloves with spiked knuckles - +1 crit, down from +3 crit
the Girdle of Tempered Unity - +3 crit, down from +5 crit
a slender dagger of white steel is now +1 expertise in addition to +1 agility

Additionally, the Grue for Polished Bone Key will always load.

Looking Ahead

Season 10 lays a foundation for more flexible builds, rewarding tactical play over rote rotations. With Remembrances, rebalanced classes, and the action command, we envision a richer, more rewarding world of Ishar.

As always, player feedback is crucial. We'll be monitoring these changes closely and making iterative improvements as the season progresses. Stay tuned for future updates, including Rogue refinements, Renown expansions, and potential reintroductions of systems like Survival Mode.

Welcome to Season 10—now sharpen your blade, steel your resolve, and step once more into the world of Ishar!