

Season 8

Patch 8.0



In this exciting new season, we are introducing a host of new features, mechanical adjustments, and gameplay improvements aimed at enhancing the player experience. With the reintroduction of aligned items, a revamped skill display system, and critical updates to the way followers and spells are handled, Season 8 brings both familiar favorites and fresh twists to keep the gameplay dynamic and engaging. Additionally, a new trial feature, Ancestral Knowledge, will allow players and mobs alike to experiment with powerful new passives, adding another layer of strategy to combat.

As always, player feedback is invaluable, and we look forward to your thoughts and experiences to help shape the future of Ishar. Dive in and enjoy the journey—Season 8 has a lot to offer!

Highlights

- **Ancestral Knowledge (Seasonal Twist):**
Two new passive upgrades—Foresight and Relentlessness—are now automatically available to both players and mobs, providing a small chance to dodge damage or land extra melee attacks.
- **Deity-Specific Sacrifices:**
Sacrifice corpses to different deities for alignment gains.
- **Reintroduction of Aligned Items:**
Aligned items make a return, with Detect Alignment enhancements allowing players to see item alignments based on their own and the item's aura.
- **Skill Display Rewrite (Beta):**
A complete overhaul of the skill command system, providing detailed skill information and new filtering options.
- **New Essence and Renown Upgrades:**
Introduces Memory: Song of the Wanderer and Feather Fall upgrades, along with a renown option for Ethereal Pact, now available to all classes.
- **Critical Hit Changes:**
All crits now deal double damage (200%), with baseline crit chances for all players and scaling based on Strength or Agility/Focus.
- **Infrastructure Enhancements:**
Full migration of player objects to the database, removing dependency on old files for inventory and equipment.
- **Updated Playable Racial**
Rebalanced the playable race's starting racials to make them more equivalent, while still offering unique choices.

New Features

Seasonal Twist / Trial - Ancestral Knowledge

This season introduces two new Ancestral Knowledge passive upgrades that will be automatically available to both players and mobs. These upgrades add an additional layer of unpredictability to combat.

Ancestral Knowledge: Foresight

- Grants a 1% chance to dodge incoming damage, giving players and mobs a small but impactful chance to avoid attacks entirely.

Ancestral Knowledge: Relentlessness

- Provides a 1% chance to gain an extra melee attack after landing a successful melee hit, offering the possibility of increased damage output in fast-paced combat scenarios.

If these work well this season, they will reappear next season as offered Essence Upgrades.

Deity-Specific Sacrifices

Sacrifice to Specific Deities:

Players can now choose to sacrifice corpses to deities other than their aligned god. Using the command `sac corpse <deity>`, for example `sac corpse Isneen`, will offer the kill to the specified deity instead of your own.

When sacrificing to a different deity, you will no longer gain experience toward divine favor. Instead, you will gain alignment points based on the alignment of the deity compared to the alignment of the mob whose corpse is being sacrificed. The minimum alignment gain is 5, but this value scales with the level difference between you and the mob (sacrificing a level 1 mob as a level 20 character will net 0 points).

Caution:

Be mindful that your aligned deity may not be pleased if they notice you sacrificing to another god, so tread carefully.

Hardcore Mode Update:

Hardcore characters can now sacrifice as well, though they will not gain divine favor. This change also allows players to continue sacrificing even after gaining divine favor.

Reintroduction of Aligned Items

Aligned Items Return:

Aligned items are being reintroduced, with small tweaks to improve usability and player experience. These items are attuned to specific alignments—good, neutral, or evil—and can only be wielded by characters whose alignment matches the item’s aura.

Detect Alignment Enhancement:

With the Detect Alignment spell or ability, players can now see detailed alignment information for items. The description will vary based on your own alignment compared to the item. For example, examining an evil-only item as a good character might reveal:

“The legendary platemail of Lord Kaladryn is a prime item, fairly light and about as big as you are.
It glows with a brilliant gold aura!
It fills you with a radiant warmth.
It seethes with dark power, an affront to Isneen.”

This allows players to make informed decisions about which items they can or cannot wield based on their alignment.

Future Alignment Management Improvements:

This is the first step in reintroducing aligned items, with further improvements to alignment management coming in future updates. Stay tuned for additional features to enhance the alignment system.

Skill Display Rewrite (Beta)

We are excited to introduce the initial stages of a complete Skill Command overhaul. The goal of this rewrite is to address some of the ongoing issues with help files, provide more relevant information to casters, and enhance the overall skill visibility and usability.

Key Features:

- Full Skill Display: Typing skills will now display every skill you know. Each skill entry includes a wealth of information such as:
 - Name
 - Mana cost
 - Cooldown
 - Saves
 - Damage or healing ranges
 - Components required

- Forces associated with the skill (if applicable)
- Skill Usability Indicators: A green skill name indicates that the skill is currently usable. This determination is based on various factors such as your character's position, debuffs, mana, components, and other requirements.
- Cooldown Visibility: Skills on cooldown will now display their cooldown time directly within the skill entry and when attempting to use the skill. This includes a new Verbose Cooldowns feature to provide clarity.
- Search and Filters: A new skill search <term> function allows you to quickly find relevant skills based on specific search terms. Filters such as available (for usable skills) and cooldown (to check skills on cooldown) are also being developed, offering faster access to the information you need.

Supporting Changes

To support the new skill system, we've made a few tweaks to existing skills and how they are displayed:

Rescue and Rallying Cry:

- Both Rescue and Rallying Cry have been moved to the new cooldown infrastructure.
- Rescue is no longer tied to the Valor buff.
- Rallying Cry is no longer tied to the Rallied debuff. If a rally attempt fails, it now has a 10-second cooldown instead of the previous 3-minute debuff. The durations of both skills remain unchanged, but cooldowns will now be properly displayed within the skill entries and via the new Verbose Cooldowns feature.

Arcane Barrage Adjustment:

- Arcane Barrage now statically fires 3 arrows, regardless of player level. This simplification reduces code complexity for the new skill command and aligns with player feedback.

Invigorate Adjustment:

- Invigorate now restores movement points based on a static 13 Endurance, no longer varying based on the target's endurance.

Life Transfer Adjustment:

- Life Transfer now consistently transfers 15% of your health, removing the previous variable range of 13-25%.

Additional Notes:

- Buff/Debuff values and "additional spell effects" (e.g., speed reduction, acid burn) are not yet displayed in the skill command but will be found in the detailed skill descriptions.
- A full help file purge of skills and spells is planned, with skill effects being tagged with searchable keywords such as conditions and effects.
- Ongoing adjustments will include refining the search functionality, improving the information displayed, and ensuring descriptions wrap properly at 80 characters.

Essence Refresh Update:

The scaling for essence refresh costs has been removed beyond the first essence, meaning that refreshing will never cost more than 1 essence. Your first 3 refreshes will remain free.

Additionally, for those who have used more than 6 refreshes in previous seasons, the difference in essence costs will be refunded upon the launch of Season 8.

Free Seasonal Refresh:

As a trial based on player feedback, each player will receive 1 free refresh during the first week of the season. If unused within this time frame, the free refresh will be lost. This is designed to give players more flexibility at the start of the season.

Renting

Renting Confirmation for Destructible Items:

Based on community suggestions, we have added a safeguard when renting with items that would be destroyed by the process. Players will now be prompted to confirm their rental if any of their items are at risk of destruction due to the rent process.

New “Save” Command for Innkeepers:

A Save command has been added to innkeepers, allowing players to set their “home” to that inn and save their character’s progress at the same time. This should streamline the saving process and improve convenience.

New Prompt Options

Increased Prompt Length:

The maximum prompt format size has been increased from 42 to 78 characters, allowing for more customization and additional information to be displayed in the player’s prompt.

New Group Display Option (~g):

A new prompt option, ~g, has been added to display information about your group. If you are in a group, it will print group member details, including health and mana, with a new line before the display. If you are not in a group, nothing will be printed. This option is recommended to be placed at the beginning or end of the prompt for optimal readability.

A city guard goes east.

```
(Leader) Araris (100H 100M)
      Kage (100H 100M)
100H 100M 0X [.::*d] EUSW> 20:45 20:20
```

Group Command Shortcut:

To improve ease of use, the command to view your group's status has been shortened. Instead of typing group, you can now simply type g to see your group display.

Critical Hit Changes (Trial for Season 8)

Double Damage for All Crits:

All critical hits now deal double damage, meaning crits will inflict 200% of your base damage roll. This change removes the current Strength/Focus stat pairing for crit damage, focusing on consistent high-impact crits across all players.

Revised Crit Chance Mechanics:

We are reintroducing a stat pairing to determine critical hit chance, but with some important adjustments:

- Every character will now have a baseline 1% chance to crit, regardless of stats.
- The stat pairing for critical chance will be either Strength or Agility and Focus. Classes whose primary statistic is Agility (Rogue currently) will use Agility. All others will use Strength. This will be made more clear in future work.
- Players can increase their crit chance up to a maximum of 5% with optimal stat pairing values.

This approach ensures that all characters have the opportunity to land critical hits while maintaining the importance of stat optimization for those looking to boost their crit potential.

New Essence Upgrades

This season introduces two new essence upgrades, providing players with additional utility and customization options:

Memory: Song of the Wanderer (10 Essence)

Grants a memory with a 20-minute cooldown that provides a single-use recall object, allowing you to return to your inn at will.

Character Creation: Customize Stats (3 Essence)

When on the character confirmation screen, you can now type “S” to freely customize your stats. This feature provides a visual representation of your auxiliary stats, allowing you to see how your changes affect your character’s overall build before finalizing.

These new essence upgrades enhance both mobility and character optimization, giving players greater control and flexibility.

New Renown Upgrades

Ethereal Pact Adjustment

The Ethereal Pact ability is no longer automatically learned by Necromancers and Mages at levels 1 and 8, respectively. Instead, it has been rebalanced and made available as a renown upgrade.

New Renown Upgrade: Ethereal Pact (100 Renown)

- Grants your character the Ethereal Pact passive, allowing them to summon followers without penalty.

Note: Ethereal Pact was more powerful and impactful than originally intended. By making it a significant renown investment, we ensure that it remains a valuable but earned ability. The upside is that Ethereal Pact is now available to all classes, allowing anyone to play with followers more freely..

New Renown Upgrade: Feather Fall (30 Renown)

- Grants your character the ability to reduce or negate fall damage.

New Verbose Option: Cooldowns

With this verbose option, you will see more feedback on cooldown skills, displaying when they come off of cooldown.

Example:

W[N][D][E]S> taunt

You roar in a resounding challenge!

A distinguished, grey hamster ignores your taunt, focused on their opponent!

A celestial barkeep ignores your taunt, focused on their opponent! 19:37 | 01:35 |

W[N][D][E]S>

Taunt is no longer on cooldown!

New Warrior Skill

Momentum (Level 10)

Momentum is a new skill designed to support the recent changes to the cooldown system. When you defeat a significant opponent (no less than 1 level lower than your own), you gain Momentum, which reduces all active cooldowns by 5% of their total duration.

While this may seem like a subtle skill, it has been introduced alongside the new cooldown infrastructure and is particularly useful for abilities like Second Wind and Rally, and will become even more valuable as more warrior skills are introduced in future seasons. Additional warrior skills are planned for release but did not make it into Season 8.

New Object Capability

Leveraging the object database introduced last season, I have added a new capability to objects. Object can now grant you access to skills. You must be eligible to use the skill in order to gain the skill. When equipping the object, you gain 99 proficiency and you lose the skill when removing.

New Mob Flag

There is a proper “no kill” flag for mobs now, meaning some mobs around the game will not be able to be damaged or brought into combat. This should be all encompassing, but if you find additional ways around this please let an Eternal or higher know.

Infrastructure Enhancements

Player Object Database Migration

In season 8, player objects (equipment and inventory) are fully written and read from the database, removing the need for the old files.

Necromancer Flag

In an effort to decouple necromancers and magicians more, there is a new unique anti-necromancer flag. This means there is a possibility of gear that a mage can use and a necro cannot, and vice versa.

Gameplay Improvements

Climb

Anyone with the “climb” skill will now automatically attempt to climb when using a climb exit.

Releasing Spell

Releasing a spell now shows the proper “wear off” message.

Mechanical Adjustments

Class Stat Prioritization:

Class stats have been reworked to use a prioritization system for all six stats. Each class now has a predefined order of stat importance. For example, a Necromancer’s stat priority is: Focus > Perception = Willpower > Strength = Agility > Endurance.

This prioritization will be reflected when training stats, as they will now be displayed in the specified order. Additionally, when rolling a new character, the system will follow this priority to determine your character’s initial stats.

Balance Adjustments

Reworked Follower System:

The logic for determining how many followers you can charm or summon has been overhauled for better balance and clarity. Previously, the number of followers was determined by a formula based on follower levels, allowing players to charm followers whose combined levels could total up to 5 times their own level. For example, a level 20 Necromancer could charm 5 level 20 corpses, or 10 level 10 corpses.

Now, we’ve simplified this system to allow a fixed number of followers based on player progression. The maximum number of followers is now capped at 3:

- At 13/13, players can have 1 follower.
- At 25/25, players can have 3 followers.

This change aims to reduce the power imbalance caused by large groups of high-level summons and encourage more tactical follower management.

You will be able to see the number of followers you have vs the number you can have in both “train all” and in the skill entries for applicable skills (Charm and Reanimate).

Updated Racial

Last season introduced racials for playable races, and while it was a promising start, we’ve rebalanced and enhanced them for Season 8. These adjustments aim to make each racial ability more distinct and impactful, with further refinements planned for future seasons.

Human - Innate Potential

- Stat boost increased to +4 stats (previously +2).

Elf - Elven Repose

- Elves gain Elven Repose, gaining 30% increased regeneration while sleeping
- Elves lose Infravision, aligning with this season’s goal to make Infravision more scarce.

Half-Elf - Dual Heritage: Elf

- Half-elves lose Elven Repose and instead gain a unique racial ability reflecting their mixed heritage. They now receive:
 - Half benefit from Innate Potential (+2 stats).
 - Half benefit from Elven Repose (15% increased regeneration while sleeping).

Halfling - Arcane Sensitivity

- Now also grants an innate +3% spell damage.

Gnome - Wanderlust

- Now also grants 1 additional % of Foresight (1% chance to dodge damage).

Triton

- No changes this season.

Half-Orc - Dual Heritage: Orc

- Half-orcs lose Darkvision in line with the adjustments to Infravision scarcity.
- Half-orcs now gain:
 - Half benefit from Innate Potential (+2 stats).
 - 1 additional % of Relentlessness (1% chance to land an extra melee attack).

Dwarf - Lesser Fire Resistance

- Dwarfs lose Poison Resistance and gain Lesser Fire Resistance instead.

Game Modes

Experience Bonus

The experience bonus gained from game modes now also applies to negative experience. Meaning a survival player will take 50% more penalty from dying, fleeing, etc.

Infravision

Based on player feedback, we are bringing back the importance of Infravision and the role of darkness in gameplay. As part of this effort, the Character Creation: Perks essence upgrade, which previously allowed the selection of infravision, has been temporarily disabled. Additionally, the cost of the Infravision renown upgrade has been increased from 30 renown to 60 renown to better reflect its significance.

Refund Notice:

Players who previously purchased the Character Creation: Perks essence upgrade will be refunded 10 essence upon the launch of Season 8.

Sustained Spells

The mana system for sustained spells has been updated to include a dynamic equilibrium mechanic. If you remove an item or effect that provides mana and this causes your total mana to fall below the amount required to sustain your active spells, you will immediately lose the sustain on spells until equilibrium is reached.

Example:

Let's say you have a total of 130 mana due to a +30 mana item and are sustaining Tempest (60 mana) and Soothing Rains (60 mana), leaving you with 10 mana. If you then remove an item that provided 20 mana, dropping your total to -10 mana, you will stop sustaining either Tempest or Soothing Rains, and your mana pool will reset to 0. Your new mana cap will adjust to 50 (110 - 60 from the remaining sustained spell).

This mechanic ensures that sustained spells will always balance with the available mana, preventing situations where more mana is used than can be sustained.

Gear Adjustments

- Bloodreaver is now evil only. (If aligned items are going to exist, this feels natural. What's a more quintessentially evil item than Bloodreaver?)
- Mana Tempest no longer loses charges when fleeing or killing a mob.
- Opal-studded ring is no longer aligned.
- Glittering Ring of Silver is no longer aligned.
- Tabard of the Fallen has been rotated out of the available warrior relics. Warrior relics now come from Erols, Essence, Catacombs and Orcan Clans.
- All necro guild items are now anti-mage

- All mage guild items are now anti-necro
- Belt of Lithos is now anti-necro
- Gloves of the Evoker is now anti-necro
- Belt of Pale Leather is now anti-mage

Abilities

- Reanimate is being moved to level 2.
- Reanimate once again requires that the corpse be one level below you, same level with Spell Potency 3.
- Guardian will no longer proc on poison ticks.

Bug Fixes

- Armaments of Remembrance now properly tracks enchants across forms.
- Fixed an issue with rescue where it would occasionally register that you were rescuing from someone fighting you.
- Components are now properly counted and tracked, removing issues with a mismatch between display and reality
- Negative XP once again works; meaning deaths, fleeing and energy drain are back in the game as penalties.
- You may no longer shroud mobs with innate sanctuary
- Effect Saving / Loading should now properly work, finally. Please.
- Fixed an issue were Die Hard was using the stat pairing for the person killing you instead of your stat pairing.
- Display Verbose options should properly toggle and persist.
- Titan Wrestler allows you to overcome Stoneskin and Earth Elementals
- Fixed a large number of echos that did not use the proper wild cards
- Shaman gear flags have been properly restored.
- Using "help <race>" or "? <race>" on the race select screen now properly displays the racials.