

# Season 11

## Patch 11.0



Season 11 builds on the foundations of Season 10's stability with deeper systemic consistency, immersive racial depth, and a faster, more rewarding progression curve. The early remort experience has been significantly overhauled, with boosted renown and stat rewards to help players hit their stride faster and more meaningfully engage with core gameplay loops.

From reworked elemental summons and daemon lore to a full overhaul of racial condition immunities, this patch redefines what it means to fight—and be—something otherworldly. Gameplay has been made more intuitive through smarter ability usage, dynamic idle mob behaviors, and foundational class tuning for Rogues and Warriors.

Whether you're slipping through the shadows or stomping across the battlefield, Season 11 is designed to feel tighter, sharper, and more alive.

## Gameplay Adjustments

### *Remorting*

We've received consistent feedback about the early remort experience—that the first several remorts can feel underwhelming and “like an extended tutorial.” While we have additional improvements to address this long-term (currently tabled for future seasons), we're making immediate changes to make the early remort curve feel more rewarding.

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### Increased Early Remort Rewards

To help players feel “up to power” faster, we're increasing stat and renown gains during the first four remorts:

Remort 1: 200 renown, 6 stats  
Remort 2: 175 renown, 5 stats  
Remort 3: 150 renown, 4 stats  
Remort 4: 125 renown, 3 stats  
Remort 5+: Standard 100 renown and 3 stats

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### Essence Calculation Adjustments

Because these changes increase the amount of renown gained early, we're also adjusting how essence is calculated—specifically for alternate characters.

Previously, essence was calculated as:

- Playing in the season: 2 essence

- First remort of the season (per account): 1 essence
- Plus, 1 essence per 100 renown and 3 essence per 5 remorts per character

What's changing: Only your highest-earning character will retain the full rate. All secondary characters will now earn half of their calculated essence.

Example:

If you have three characters:

- 15 Remort Mage (1750 renown) → 17 essence
- 5 Remort Warrior (750 renown) → 7 essence → now becomes 3 essence
- 2 Remort Cleric (375 renown) → 3 essence → now becomes 1 essence

Old total:  $17 + 7 + 3 = 27$  essence

New total:  $17 + (7 + 3)/2 = 22$  essence (plus account-wide bonuses)

## Rogue Balance Changes

Rogues previously felt overly reliant on Expertise, with low-remort rogues struggling and high-remort rogues becoming disproportionately powerful. These adjustments aim to diversify gameplay, empowering lower-remort rogues while moderating high-remort scaling:

- Precision damage scaling now employs diminishing returns, enhancing lower Expertise rogues while moderating high Expertise performance.
- Kick cooldown reduced to 2 rounds; it now directly attacks opponent AC instead of a Harried Reflex save.
- Distract:
  - No longer stacks; you can't distract an already distracted foe.
  - Now applies a debuff of  $(\text{Level} \times 2)$  Attack reduction instead of a flat -100.
- Evade:
  - Some spells (Reave, Drain, Magic Arrow, Harm) bypass Evade.
  - Critical strikes now downgrade to regular hits instead of being fully evaded.
  - Evading multiple opponents now has diminishing returns. You always evade your primary target; additional targets become progressively harder.
- Poisons now have a set Difficulty Class (DC 20 by default), meaning instead of being saved against (expertise vs fortitude), there is a set 20% chance that a poison will occur.

## Warrior Changes:

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### Strike Adjustments

Initial feedback showed limited diversity, with players primarily using Double Strike. To encourage varied combat rotations:

- Previously, using one Strike put all strikes on cooldown for 15 seconds.
- Now, using one Strike sets that specific strike on a 15-second cooldown, and all other Strikes on a 5-second cooldown.
- Fixed interaction bug between Strikes and Momentum.

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## Hunt Enhancements

- You can now Hunt unseen mobs (slightly more difficult).
- Hunted mobs gain a "Tracked" status, becoming visible even if invisible or hidden.
- Tracking provides directional prompts:
  - Example prompt: 100H 99M 0X [::] SNW> [Tracking (Panath): nearby to the north]

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## Warrior's Resolve

- Simplified name to "Resolve."
- Now also cleanses stun.

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## Bash

- "Shield Bash" renamed to "Shield Slam."
- Bash returns with a 1-round cooldown and uses a Harried Fortitude Save.

## **New Racial**

We focused enhancements on races accessible through player summons (Elementals, Daemons, Valkyries) to provide strategic depth and parity among summons.

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## Elementals

Five fully developed elemental races introduced: Ice, Water, Earth, Fire, and Air. Each now features distinct racial abilities, enhancing their unique thematic strengths. Revisited affinities for each and added a new type - Ice Elemental.

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## Daemons

Aligned with expanding lore, daemons now fall into two subtypes—Infernals and Gelidians—with distinct yet thematically linked abilities:

- Infernal Daemons (e.g., Raptor, Falzior, Golgar)
- Gelidian Daemons (e.g., Neccath, Alumbir, Lusian)

All existing daemons have been categorized accordingly, bringing a cohesive identity to daemon encounters.

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## Valkyries (Previously Celestials)

- Renamed to clearly distinguish from broader celestial powers like Dancers.
- Valkyries now feature enhanced racial abilities, providing unique support and combat roles.

## **Racial Condition Immunities**

A new framework has been introduced to standardize how racial immunities function across the game. Previously, many of these effects were handled inconsistently—often via mocha scripts or hardcoded exceptions. With this update, all racial immunities are now managed through a unified system tied directly to race data, allowing for more predictable, maintainable behavior.

Certain races—especially elementals, undead, and incorporeal creatures—now correctly resist specific conditions (e.g., trip, fear, poison, blind) in ways that match their thematic nature. For example, water elementals cannot be tripped, ghosts cannot be poisoned, and liches are immune to fear.

In most cases, these immunities are now accompanied by unique in-game feedback messages for the actor, the target, and the room. While we're not disclosing the full list (you'll have to discover them in play), expect more tactical depth and flavor from your racial encounters—especially when facing summoned or rare creatures.

## **Special Weapon Adjustments**

To resolve historical mechanics issues and improve gameplay clarity:

- Introduced "Dual Weapons" category: Dual Swords, Axes, Daggers, Claws, Fists.
- Standardized Speed modifiers:
  - Bows naturally have +1 Speed.
  - Dual weapons naturally have -2 Speed.
  - Two-handed weapons naturally feature +3 Critical, clearly displayed.

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## New Concept - Bonus Damage

To streamline weapon effects, remove outdated SP1/SP3 enchants, and resolve mechanical issues, we introduced "bonus damage." Weapons now inherently support bonus damage types (Fire, Cold, Electrical, Holy, Lifeforce), adding a second damage roll following the base weapon damage.

For example, the Fury of Israelin now explicitly deals additional electrical damage per strike:

- Fury of Israelin: 2d8+0 Shooting Damage + 2d7 Electrical Damage

Previously, "shooting lightning bolts" required complicated and fragile mechanics. Now, this system integrates seamlessly with other mechanics, maintaining thematic identity without complexity.

## **Necromancer**

- "Blight" renamed to "Withering Cold," now deals cold damage (Fortitude save).
- Bone Shards now requires a Reflex save.

## **Shaman**

- New Spell: Water Sphere (Level 15): Grapples target, drowns target and increases electrical damage.
- New Spell: Cyclone (Level 10): Moderate area damage, can push targets from the room.
- Arctic Winds adds vulnerability to fire, removing "Freezing" debuff after fire damage.
- Soothing Rains is now at level 7.
- Winds of Comfort is now at level 3.
- Arctic Wind is now at level 5.
- Summon Elemental: Skill entry has been updated and now dynamically shows available elementals and if you are eligible to summon them.

## **Cleric**

- Judgement has been temporarily removed.
- New Spell: Sanctified Bolt (Level 1). Light alignment based damage of a similar scale to magic arrow and drain.
- New Skill Consecration (Level 18) - Call upon your deity to consecrate the area, granting room wide buffs that vary based on alignment. Note: This is a skill instead of a spell so that it can leverage the cooldown mechanic. Later this may be revisited depending on how impactful this skill is and if satisfactory component costs can be designed.

## **Mage**

- Dispel magic may now dispel an opponents sustained spell on a failed resilience save.
- Summon Familiar: Good/evil/neutral helpfiles have been removed as they were imperfect, inflexible, and now also spoil the abilities of mob races. The skill entry has been updated to instead dynamically generate a list of all familiars with basic information, organized by alignment, and display your eligibility to summon them.

## **Idle Mob Behavior**

To enhance immersion, we introduced a framework for mob "idle behavior," determining realistic mob actions when idle:

- Mob Self-Buffering: Previously, mobs "fake" cast buffs instantly upon spawning, causing gameplay and realism issues. Now, mobs naturally cast buffs over time, consuming mana and actual combat rounds, significantly enhancing realism. Clerics will realistically use Cleansing Touch.
- Kulani Battlefield: Soldiers now evaluate and engage enemies during idle ticks, replacing previous static battlefield logic. This iterative change lays a foundation for more dynamic mob interactions.

## **Ability Usage - Act and Cast**

The "action" command introduced last season was a necessary step for expanding gameplay mechanics but initially felt cumbersome. Leveraging this framework, we've added intuitive smart parsing to ease player interaction:

- Unrecognized commands attempt automatic matching to known abilities (e.g., c.s auto-maps to "Concussive Strike," fir auto-casts "Fireball").
- Commands without arguments (act/cast) now clearly display available skills, cooldowns, and mana costs, significantly enhancing user experience and game intuitiveness.

I'd like to emphasize, because it can seem like it was "wasted time" to introduce the "action" command - this *\*would not work\** without it. Sometimes you have to walk before you can run.

## Challenges

We continue to iterate on the challenge system, recognizing it has had a rocky history—often feeling either underwhelming, overly rewarding, or just plain frustrating. With this update, we've made a series of adjustments to improve the experience and better align effort with reward.

What's Changing:

1. Challenge Pool Updates
  - Several challenges that didn't work well or were overly frustrating have been removed.
  - New challenges have been added to diversify the experience.
2. Weekly Challenge Limit Reduced
  - The weekly limit has been lowered from 15 to 8, making it more realistic for players to contribute toward the MUD-wide completion bonus.
3. Reward Tweaks (with more to come)
  - You can no longer receive classed items for a class you are not (e.g., a Warrior won't receive a Staff of the Unfettered Archmage).
  - Items like glittering silver bracelets now automatically spawn as the correct variant for your class.
  - Rewards for the harder challenges have been curated to improve the overall value of challenge loot.

### 4. Reintroduction of Challenge Tiers

We're bringing back a structured tier system to help scale rewards to difficulty more appropriately. Players can now complete a challenge up to three times, earning different tiered rewards for each completion:

Tier 3:

- Contains the hardest challenges (previously gated behind completing 17-20 total challenges).
- These award the best rewards and can be completed up to three times: once for a Tier 3 reward, once for a Tier 2 reward, and once for a Tier 1 reward.

Tier 2:

- Moderate-difficulty challenges (previously 10-17 range).
- Award Luminous Orbs.
- May be completed twice: once for Tier 2, once for Tier 1.

Tier 1:

- Easier, low-effort challenges.
- May be completed once for a Tier 1 reward.

5. Full Challenge Rebalancing

- Every challenge has been reviewed and rebalanced to reflect its actual effort and expected completion rate. More obtainable - and make the individual challenges feel more worth the effort.

## Balance Adjustments

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### Mob Equipment

Previously, mob armor was altered to influence their Armor Class directly. However, this change unintentionally impacted gameplay balance. We're temporarily reverting this until we can refine it further. Additionally, gate/charm/corpse equipment is now temporarily restricted to weapons/shields only, effectively addressing balance concerns with powerful summons (e.g., fiery-eyed seraphim).

### Mob XP Contribution

Several years ago—around the time I first became a god—I made a change to how XP portions were calculated. Specifically, I capped the contributing mob level to the maximum player level in the group. This decision, in hindsight, was a misstep.

The original goal was to address frustration players experienced when their kills were being “level locked” by Valkyries in White Forest. While well-intentioned, this adjustment unintentionally enabled a number of unintended exploits and XP-related shenanigans.

With this patch, we are reverting that logic. Mobs will now contribute XP based on their actual level, which will more accurately reflect both their threat and intended difficulty. This also means level-based XP restrictions and group composition rules will function more naturally and consistently.

### Related Change: Ethereal Pact

To align with these XP contribution adjustments, Ethereal Pact is also receiving a new restriction:

- It will now only apply to charmies that are within the standard group level margin (currently 5 levels) of the player. This ensures summoned allies are appropriately scaled for party-based content and can't be used to bypass level-based balance systems.

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## Corpses

Class types reintroduced to corpses to maintain gameplay diversity until unique undead racials are complete.

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## Gear Adjustments:

- Gleaming Scimitars - is now 2d9 + 1d12 holy (15 avg -> 16.5 avg)
- Serrated Crystal Dagger - is now 4d6+1 up from 4d6
- Dreadstaff - is now shamanable
- Jade Gauntlets - 8 ac up from 6ac (open to other ideas here)
- Ebonite Claw - is now cleric and shamanable
- Nyblung - removed function. Is now 8d3 +1d6 life force damage
- Shimmering Suit of Platemail - is now -5 attack, up from -12 attack
- Engraved Cane of Willow - is now +10 mana, up from +8 mana
- Spiked Chain Flail - now +3 critical strike
- Twisted Pentagram - now +2 save all and +2 expertise (changed from +3 resilience and +3 critical)
- Blasphemous Hide - no longer cursed, deathloads
- Bashur the Bloodletter - 4d7+1 down from 4d8
- Studded Leather Gloves - no longer 100% load
- Bardsword - Now casts Thunder Clap 50% of the time.
- Magnificent Helmet of Red Dragonscales - No longer +5 hp, now grants lesser resistance to Fire
- a helmet of blue dragonscales - No longer +5 hp, now grants lesser resistance to Electrical
- Ruby Wyrms' Eye - No longer +5 mana, now +5 spell damage
- Sapphire Wyrms' Eye - No longer +5 mana. Now +1 mana heal and +2 healing power
- Crimson Wyrmskin Boots - 7 AC, up from 5 AC
- the Helm of Ygg - no longer +1 save all, now +3 critical strike
- Amulet of the Abyss - no longer +3 critical, now +2 spell damage
- Elemental Tower loads made more common
- Various other items have lost their special functions and given bonus damage to "replace" them, I won't enumerate them all here.

## Misc Changes

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### Who On Login

I added a new feature to the login screen to show who is currently online. Above character select, it will indicate how many mortals are online. If you type who, you will be able to see an output of who is online before logging on.



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## Hardcore Restart

Improved hardcore restart to now print out your characters info and to offer a chance to set your stats if you have purchased that upgrade. Note: Restarting a hardcore character resets your stats to your "initial" stats - these are the stats that you had \*after confirming your character on initial character creation\*. The intent is that you are restarting your character from that moment in time.

## Looking Ahead

We will closely monitor player feedback on these changes and continue refining mechanics and gameplay elements. Expect ongoing development in racial abilities, class balance, and additional quality-of-life improvements. Stay tuned and prepare to adapt to the evolving challenges of Ishar!