

Season 12

Fractured Threads



Fractured Threads – This Season’s Enigma

An Enigma is the ruleset that defines a season. The base Enigma is our “business as usual” mode – six standard classes, available in either Hardcore or Classic play, lasting about four months, and using the standard Essence calculation.

Fractured Threads is a shorter, two-month Enigma that changes gameplay dramatically. All standard classes are suspended in favor of a single, unique class: Fated.

What Makes Fated Different

Fated are a Hardcore-only class built for high-stakes, run-based play.

- Instead of learning skills from guilds or quests, you roll three random skills at each level-up, choosing one to add to your kit. The pool draws from nearly every skill in the game, from Listen to Inferno (with a few exceptions, like Raise Dead).
- Fated can use all guilds, use all class items, and attempt nearly all quests.
- On each remort, you may “Fate” one skill – binding it to your account for the rest of the season. If you die, your next run begins with your Fated skills already learned.

Some runs will gift you a powerhouse build early. Others will force you to stitch together a scrappy kit from oddball abilities. Both will test your adaptability and creativity.

Every run starts fresh. Every remort shapes the next. No two journeys will be the same – and the stakes have never been higher.

Fated Adjustments

Skill Rolling

In our first Fated season, skills were rolled purely by level range. Simple and easy to understand – but it came with problems. Many top-tier level 1 skills (Backstab, Bless, Reanimate, Elemental Strike) could only appear in those first two levels, forcing “death rolling” if you didn’t land one you liked. Meanwhile, skills like Fireball (level 10) could be rolled for more than half your journey.

This season, we're trying something new: skill rarity buckets. Skills are now labeled as Common, Rare, Epic, or Legendary based on their strength in a Fated run.

- Example: Magic Arrow (Common), Frostbite (Rare), Lightning Bolt (Epic), Fireball (Legendary).

Here's how it works:

- From level 1: You can roll any Common or Rare skill (ignores level requirements).
- At level 5: Epic and Legendary skills enter the pool – if you roll Fireball at 5, you can use it at 5.
- Higher rarities become more likely as you level up.

The old system is still available via an in-game toggle if you prefer the classic method. We'll see how this plays out and adjust if needed – but we think it's going to make early levels far more exciting.

Pity Fated Skills

Last season's "pity skill" system let you choose one Fated skill after dying at level 15+. The intention was to soften the blow of permadeath. Unfortunately, it overly warped gameplay – players would rush to 15, die on purpose, and stack the exact skills they wanted before starting a "real" run.

This mechanic has been removed. With the new rarity system giving you access to powerful skills much earlier, there's already more flexibility without undermining the challenge.

Lineage Upgrades / End Game Quests

Lineage upgrades are no longer purchased in the Renown shop – they're now rewards for completing end game quests.

Example:

- Complete the Catacombs to unlock the Lupine lineage (adding its skills to your pool for the remainder of your run).

On top of that, each end game quest will grant your Fated character a Remembrance – increasing your odds of rolling high-rarity skills for the rest of your current remort and your next remort.

We're still evaluating Renown rewards for end game quests in future seasons, but for now, this keeps the focus on skill progression and unique rewards.

Quality of Life

You can now use grouptell while in the skill selection menu. Small, but handy.

Recruit a Friend

Every account now has a unique 8-character Friend Code (check with the account command).

When a new account enters your Friend Code within 24 hours of creation:

- Both accounts get +20% XP while grouped for the new account's first remort.
- When that new account remorts for the first time, both accounts receive 3 Essence as a one-time gift.

This system will be monitored closely. Abuse or exploitation will result in a 50 Essence penalty and a 1-month ban. Play fair, and help bring new adventurers into the world.

New Monster Race: Gnolls

- The scavenger beast race of gnolls have been integrated with their own set of quirks and thematic abilities.

New Zone: Gnoll Encampment

- The gnolls have grown more ravenous and bold, and scouts have gone missing around Mareldja. A particular tribe has been observed, exhibiting motives and tactics far more nefarious than mere bloodthirst. Something else fuels their savagery.

Balance Adjustments

- Double Strike: Now applies an attack penalty of level / 2 to each strike.