

Season 13

The Moons Awaken



We return to the standard Enigma ruleset on Thursday, October 23, 2025 – six core classes, standard Essence progression, and the living, shifting world of Ishar as you know it. Classic play remains the foundation of the season.

New Creator Tools: Mob Idle Behavior

A new idle behavior framework gives builders the power to make the world feel truly alive.

- Mobs can now perform scheduled actions when not in combat – wandering, emoting, interacting, or reacting to remembered enemies.
- Behavior may change by hour of day and day of week, allowing different personalities over time.
- Some actions pause if the mob is wounded, debuffed, or near someone it remembers harming.

This framework unifies scattered Mocha scripts into a baseline system and will continue expanding throughout the season. Expect the cities and wilds to feel busier

New Cosmic Happenings

The Dancers move again. Rohirrim's moon system once set the stage – this expands it to grander effect.

Special moon events trigger when two or more moons align in meaningful ways. Each carries its own unique temporary world effect:

- Example: When Shavar and Chenchir are both full, merchants celebrate the Merchant's Moon – all shopkeepers offer 50% discounts for the next 30 minutes.

Additionally – while any moon event is active the world benefits from 20% bonus experience.

These celestial rhythms will deepen over future seasons as the Dancers' influence spreads. You will be able to find a book in the library that talks about the current moon combinations, but some aspects will be left up to discovery.

New Essence Upgrades

Several new unlocks join the Essence shop, alongside rebalanced costs.

Expanded Tiers

- Ancestral Knowledge / Relentless / Foresight now have 5 tiers (up from 3).
- Cost progression: 4 / 4 / 6 / 6 / 8 Essence.

New Bonus Slots

- Bonus Neck Slot - Equip a second necklace (12 Essence)
- Bonus Finger Slot - Equip a third ring (12 Essence)
- Bonus Face Slot - Equip a second face item (12 Essence)
- Bonus Wrist Slot - Equip a third wrist item (12 Essence)

Essence Shop Improvements

Interacting with the shop is clearer and smoother. Menu flow and item clarity have been reworked for readability and fewer misclicks.

Foresight and Relentless Updates

Foresight and Relentless have been reworked as fully fledged combat modifiers, meaning they can now be altered by spells, equipment, and effects in real time.

New negative variants have also been introduced, creating a mirrored layer of risk and reward across both physical and magical combat:

- Negative Foresight - The shadow of its counterpart. Each percentage of Negative Foresight carries the chance to turn a miss into a hit and may also flip a successful saving throw into a failure. Just as positive Foresight can nullify incoming damage, its inverse can cause attacks—and spells—that should have missed or been resisted to strike true.
- Negative Relentless - Works in the opposite direction. Each percentage of Negative Relentless carries the chance to make a successful hit falter, turning it into a miss, or to convert an opponent's failed saving throw into a success.

Additionally, a long-standing bug with Foresight has been fixed: damage-negating rolls now properly cancel all subsequent melee effects (such as Concussive Strike stuns) rather than allowing them to trigger after zero damage.

Gameplay Adjustments

- Tulkamos no longer provides unlimited free stat retraining. You are now given "Training Credits" for the number of stats earned via remorting that any guild trainer will respect. E.g. On your first remort you gain 6 stats. In "train" you will see that you have 6 "Training Credits", any guild leader will accept those to allow you move stats around.

- Hardcore Mode is temporarily disabled. In the future it will likely return under a new framework. We still believe there is a place for alternative base game modes. For now, Classic play defines the baseline experience.
- The “action” and “cast” commands no longer cause combat lag if used without an argument.

Challenges

Challenge selection now uses a weighted selector, factoring:

- how often a challenge has been offered,
- how often it has been completed,
- and how recently it appeared.

Class Changes

Warrior

- No longer gain innate Relentless (1).
- Enrage: Now gives susceptibility against all incoming melee damage.
- Goading Strike: Now forces the mob to aggro switch immediately in addition to considering the warrior the highest threat for three rounds.
- Strikes now properly get cleared while out of combat, preventing “priming” a strike.

Rogue

- No longer gain innate Foresight (1).
- Exploit Weakness and Poisons now apply only to stabbing weapons

Cleric

- Binding Heal - Can now target a second ally. If specified, heals target + secondary target (instead of self + target).
- Resurrection - No longer requires Divine Favor. Having Favor instead waives the component cost.

Mage

- Removed Tempest from spell list
- Good aligned summon familiars have been nerfed in various ways.
- Acid Arrow changed
 - Previous: Save vs Expertise to land initial “Acid Burn”, and then each tick of “Acid Burn” was Save vs Expertise to clear. If the victim was no longer in combat they would automatically save against “Acid Burn”.

- New: Save vs Expertise to land initial “Acid Burn”, and then each subsequent tick is a simple DC50 flat check. Meaning the victim being burned rolls 1d100. On a 50 or higher they clear it. “Acid Burn” continues outside of combat until the victim saves normally.
- Second Sight: Now grants +10 Foresight, -10 Relentless. Instead of +1 speed
- Blink: Now usable while stunned

Necromancer

- Reduced min cost of Fade from 40% to 25%.
- Followers are now considered part of the group, allowing Reave to heal them.

Shaman

- Animist’s Edge has been nerfed in the following ways:
 - The damage and healing thresholds to earn charges have been increased significantly.
 - Every totem’s charge cost has been increased.

Gear Adjustments

A gleaming ebonite claw: Now does clawing damage instead of slashing.

Clothesline: now a cutting weapon instead of slashing

Morath’s Sword: Now -3 speed and +10 attack, down for -5 speed and +15 attack.

Obsidian Billhook: Down to +7 attack from +10 attack.

A hand-sickle: Now +10 attack up from +7 attack

A shield of armadillo scales: Now 10ac up from 9ac.

A shield of black dragon scales: Now 6ac down from 7ac

An iron kite shield: Now +5hp up from +2hp.

A suit of abyssal scale mail: Now 10*6 up from 9*6

Blessed Eventide Suit: Now gives access to the Valkyrie ability: Divine Radiance

A pair of charred dragon claws: Now +7 attack down from +10 attack

A pair of jade gauntlets: Changed to +7 attack, up from +6 attack.

A set of gold-embossed gauntlets: Now 6 ac down from 7ac.

A sapphire worm’s eye ring: Now +5 healing power up from +2 healing power.

An ancient, beaten gold torque: Now 7ac, up from 3ac.

A helm of black daemonscales: Now +2 fort saves

A prosthetic finger: Now also +1 foresight

A dragonskull: Now +10 moves

A large turtle shell: Now also +2 fortitude

A diamond nose stud: Now +3hp/+3 mana instead of -3hp/-3mana. Removed feather fall.

A white hydrabone ring: Drop rate has been increased

A beautiful ring of oakwood: Now 3ac, up from 0.

A cloak of deep crimson: Now 12ac up from 10ac.

A swirling shroud of wind: Now 10ac up from 9. +2 save all instead of +3 Resilience.

A royal yellow mantle: Now 8ac up from 7ac. Now +3 hp in addition to +1 heal all.

An elf bone ring: No longer anti-summon. Now +20% heal all, up from +10% heal all. Added detect magic.

The ring of Machalie: Now +2 foresight instead of +1 agility. Now 4 ac, up from 2 ac

Robes of Clarity: Now +5 spell damage instead of +1 perception. Now +12 spell points up from 10 spell points.

Vestments of the Patriarch: Now +10 healing power instead of +2 Save All.

Sword of Rondel: Removed momentum function. Now +5 Relentless.

Mithril Claws: Changed speed progression to -1, -2, -5, -8, -10 down from -1, -2, -4, -8, -16, -20.

A flame-crested helm: Now +2 save all instead of +2 resilience +4 reflex. Add +5 hp.

A pair of wolfs-head gauntlets: Now 7ac up from 5ac.

A cowl of shadows: Now +1 Foresight

A pair of bloody silk trousers: Now +1 heal all instead of +1 heal spell.

A heavy battle dress: Now -3 healing power instead of -7 mana.

A ring of lapis lazuli: No longer anti-neutral. Now 2 ac.

A dragon headed mace: Now -1 speed.

An ancient hoop of beaten bronze: Now +5 mana up from +3 mana.

A delicate sapphire bracelet: Now +5 mana up from +4 mana. Now +1 expertise instead of +1 perception.

A dull brown, shadow silk shirt: Now +5 foresight instead of -2 speed.

A dull brown shirt: Now +2 foresight instead of -1 speed.

A set of spiked forearm guards: Now 9ac, up from 5ac.

A suit of elven plate mail: Now also +1 resilience.

A sparkling ring of elven steel: No longer -6 hp, now -1 Melee Damage.