Season 14
From the Ground Up

Over time, Ishar's progression has converged around a single axis: time into XP, XP into remorts, remorts into power. That loop isn't wrong – it's the backbone of the game – but it has quietly narrowed what feels like meaningful play. New mechanics get missed. Returning players feel behind. Learning systems isn't rewarded. Asking questions feels risky.

This season introduces three major pillars designed to broaden what counts without undermining what already works: a complete profession system that gives every character a craft identity, an engagement track that recognizes how you play – not just how fast, and an onboarding layer that meets players where they are. Alongside these, significant infrastructure work has reshaped how zones, rooms, and resources operate behind the scenes, with immediate benefits to regeneration reliability and world clarity.

Season 14 doesn't replace the core loop. It widens it.

Professions

Season 14 introduces a full profession system built around three disciplines: Enchanting, Artificing, and Alchemy. Professions are class-agnostic, rank-based (1-80 at launch), and limited to one per character. A warrior can enchant. A mage can brew. Choose carefully.

Profession trainers are found across Ishar's major settlements. Seek one out to begin your path. Use the new `profession` command to manage your progression.

Enchanting

The old level-gated enchanting system has been completely rebuilt. Where there were once 23 recipes scattered across the world, there are now roughly 45 enchantments organized into proper progression tiers with meaningful choices at every stage – better archetype coverage, logical material requirements, and no longer exclusive to casters.

Enchanting also gains a set of transmutation recipes, allowing you to combine lower-tier components into higher-tier ones. For example, 4 lesser arcane dust can be transmuted into 1 arcane dust.

Enchanting trainers can be found in several settlements, including a new addition to J'rel University.

Artificing

An entirely new profession consolidating physical crafting. Mine raw materials from mineral veins, smelt them into usable components, then forge weapons, armor, and consumables spanning all archetypes. Roughly 50 recipes cover leather, cloth, and metalwork – from novice copper daggers to expert meteoric warmauls.

Artificing also produces several new consumable types (detailed below under New Consumables).

Baseline recipes provide steady progression through trainers. Rarer world-drop recipes reward exploration and dungeon delving.

Alchemy

An entirely new profession built around discovery. Unlike Artificing and Enchanting, most Alchemy recipes aren't learned from trainers – they're unlocked by exploring the world, gathering herbs from different biomes, brewing prerequisite potions, and meeting hidden triggers. As you experiment, new formulae reveal themselves organically.

Roughly 52 recipes, including potions (mana restoration, regeneration, elemental resistances, size alteration, and more exotic brews) and weapon oils (applied elemental damage buffs for a duration). A handful of recipes come from trainers, a handful from world drops, and the rest through discovery.

Alchemy trainers are available in several settlements, with Isabella's shop as the primary.

Crafting Mechanics

All three professions share a set of core crafting mechanics:

- Delayed crafting. Recipes take time to complete. You'll see flavorful echoes as your work unfolds – measuring reagents, hammering metal, sealing vials – rather than instant results.

- Room requirements. Some recipes require specific environments. Smelting bronze ingots requires a forge. Advanced alchemy may require a laboratory.
- Rank progression. Crafting and gathering both contribute to your profession rank. Rather than accumulating XP, each action has a percentage chance to advance your rank based on difficulty — color-coded for clarity. Gray tasks are trivial and won't advance you. Green tasks offer a small chance. Yellow tasks are moderate. Orange tasks represent the sweet spot for progression.
- World-drop recipes. Rare recipes found through exploration and dungeon delving, outside of what trainers offer.

Resource Nodes

The world now features harvestable resource nodes — mineral veins for artificers and herb clusters for alchemists. These are a new world-state layer, independent of zone regeneration.

How they work:

When you find a node and have the appropriate profession, use the `harvest` command. Harvesting takes time — you'll enter a gathering state, and each exploration tick advances your progress. While harvesting, movement and combat actions are restricted. Combat interrupts harvesting, and you can halt manually with `stop`.

Harvestable corpses: Certain creature types — beasts and dragons — can be harvested after death by artificers for leather and other materials. Unlike static resource nodes, harvesting a corpse consumes it — the remains are destroyed and any gathered materials drop to the ground alongside existing loot.

Humanoid cloth drops: Humanoid enemies now have a chance to drop cloth materials (linen, wool, silk) based on their level range, providing a steady material source for artificing.

Engagement Track

The Engagement Track is a new seasonal progression layer.

It exists to recognize something Ishar has historically struggled to acknowledge: not all meaningful play is optimized play.

The Engagement Track notices and rewards how you engage with the world — not just how efficiently you convert time into XP. It validates exploration, learning, and experimentation. It rewards variety rather than repetition. It gives casual and returning players visible, steady progress alongside the core loop.

This system does not replace XP or remorts. It does not penalize optimized or high-engagement players. It runs alongside everything else — widening the loop, not supplanting it.

Progress through the Engagement Track unlocks seasonal rewards at each rank, including unique season-wide buffs, new remembrances, and a couple of surprises that we'll let you discover on your own.

Nudge System

The Nudge System is a new onboarding and discovery layer — not a tutorial, not a glowing fairy, and not another wall of help files.

Over the past few years, several mechanics have struggled not because they were poorly designed, but because players never realized they were there or didn't feel comfortable asking. The nudge system addresses that gap by surfacing information at the moment it becomes relevant, keeping learning private, optional, and low-noise.

How it works: As you encounter mechanics for the first time — looting your first object, entering a room with a quest giver, reaching a level milestone, or dozens of other triggers — you'll receive a brief, contextual hint pointing you in the right direction. Nudges are not intrusive. They appear once, can be reviewed later, and can be disabled entirely if you prefer.

Examples of nudge triggers:

- Reaching 100% XP without auto-level → hint about finding your class trainer
- Entering a room with a resource node → hint about gathering and harvesting
- First time a threat swap targets you → hint about the threat system
- Looting a component after choosing a crafting profession → hint about your component pouch
- Your first night spent outdoors → hint about moon phases and how they affect play

The goal is not to overwhelm, but to make sure important mechanics don't remain invisible or intimidating.

Use the `nudge` command to review, clear, or configure your nudge preferences.

Zones

Zones have received a ground-up rebuild — one of the largest architectural changes in Ishar's history.

Previously, the game was split into roughly 100 zones defined by 1,000-block ID ranges. Each block had a single regeneration timer, and unrelated areas forced to share a block meant unrelated content shared regeneration. Someone checking Trunt could block regeneration for someone hoping to kill Karak. Dragon Solo was tied to Napenthe, Lake Brecilande, Steepridge Trail, and parts of Stoneworks.

No longer. The game is now split into 162 zones, each representing a logical or geographical region. Rooms are assigned directly to zones, completely breaking the old ID-based dependency. The immediate impact: more discrete and more reliable regeneration. Fallen Tower's regeneration depends on nothing more than the rooms from Muscular Orc to Shiram.

Zone display: Your current zone is now displayed as part of the room header, colored by level range — making it easier to know at a glance whether you're in appropriate content.

Areas command: This has been temporarily disabled. With the improvements to zone reloading logic and the mass increase in the number of zones, this feels potentially too omniscient and also very noisy. We would like to see how the game feels without it and then reintroduce in a cleaned up fashion if necessary.

This is one of the largest structural changes the game has undergone. If you spot anything unusual with regeneration or zone behavior, please report it. For example: Several "special functions" have needed to be fixed and various zones were completely failing to load their contents. All known issues have been resolved, but please keep an eye out and communicate with an Eternal+.

Component Pouch & Disenchanting

Component Pouch Overhaul

The component pouch is now a fully realized virtual container rather than a hidden abstraction. Previously, components technically lived in your inventory but were invisibly collapsed into a pouch – leading to confusion and accidental interactions.

The pouch now behaves like a normal container. Components inside it are valid for crafting and enchanting, but cannot be otherwise interacted with (no looking, dropping, eating, or looting). When you receive a component via disenchanting or trade, it goes directly into the pouch. To examine, sell, or give a component, withdraw it first – just like any other container (e.g., `take dust pouch`).

The pouch only accepts components. It cannot be closed, dropped, given, or otherwise manipulated as a physical item.

Disenchanting Improvements

Several changes to make rare – especially elemental – components more accessible:

- Force-affinity drops. Disenchanting an item with a force affinity (fire resistance, fire damage, a fire-based skill, etc.) now has a chance to yield a matching elemental component in addition to normal results.
- Component reclamation. Disenchanting an already-enchanted item gives a base 20% chance per component to reclaim each component used in that enchant, on top of normal rewards.
- Learning unknown enchantments. Disenchanting an item with an enchantment you don't know gives a small chance to learn it directly.

New Consumables & Item Types

Season 14 introduces several new consumable types, many of which are crafted through professions:

Weapon Oils. Apply an oil to your weapon for bonus elemental damage on each melee strike for a set duration. A lesser oil of flame, for example, adds 1d4 fire damage for 10 minutes. Multiple tiers and elements are available through Alchemy.

Weapon Maintenance Kits. An applied buff that raises your weapon's damage floor for a duration — increasing consistency without raising maximum damage. A basic kit on a 2d12 weapon shifts your damage range from 2-24 to 3-24 for the duration.

Shield Spikes. A mundane enhancement applied to your shield that deals retaliatory damage on successful blocks. A copper shield spike, for example, deals 1d3 damage for the next 10 blocks.

Skeleton Keys. Consumable lockpicking tools with configurable success rates and charges. If you attempt to unlock a locked chest or door with one in your inventory, it will be consumed automatically.

Repair Kits. Consumable kits used to restore durability to damaged armor.

Potion Overhaul. Potions have been significantly expanded beyond the old system of storing three existing spells. New potion effects include HP/mana/move regeneration over time, restoration on quaff, size alteration, damage-type resistances, and affect cures — with room for more than three effects per potion.

Object buff persistence. Applied buffs on objects (weapon oils, poisons, maintenance kits, etc.) now persist through logout. Previously, logging off would wipe applied effects like poisons.

Size Categories

Height checks have been simplified into size categories:

Category	Height Range
Tiny	Under 40″
Small	40-60″
Medium	61-80″
Large	81-100″
Huge	Over 100″

Your character still rolls an individual height for flavor, but gameplay checks (restricted exits, size-specific mechanics) now use categories rather than raw inch values. Size-altering effects shift you up or down by one category for their duration.

Threat System

Multi-tiered improvements to both the function and transparency of threat.

Transparency:

- Added a `~q` option to your prompt that displays current threat against your target. If someone else is tanking, it also shows their threat for comparison. Adding `*` (i.e., `~*q`) colorizes this — green if safe, yellow if approaching, red if you're in danger of a swap.
- Threat generated now appears in `recount`.
- Similar threat display added to the `group` command.
- A new `threat` helpfile and an automatic nudge for the first time you're targeted after a swap.

Improvements:

- Several fixes to round calculus, threat-to-target mapping, and bugs where effects like Relentless and Double Strike caused faster-than-intended swaps.
- A new threat modifier that adjusts all threat generated by a percentage. Fade and Distract now leverage this:
    - Fade: In addition to clearing Targeted and resetting the swap count, now also applies a temporary -50% threat rating.
    - Distract: In addition to its current effects, now also applies a temporary -35% threat rating.

XP Bonus Calculation

XP bonuses have been restructured to behave the way they're advertised.

Previously, bonuses stacked additively within a multiplicative formula, meaning each additional bonus had diminishing real impact. A +20% potion followed by a +20% event only added a 16.7% real increase to the potioned value — not the 20% stated.

Now, XP bonuses stack multiplicatively with each other:

- A +20% potion on 100% XP → 120% XP.
- A +20% event on top of that → 144% XP (a true 20% increase from 120%).

     • Potion expires → back to 120%.

Each bonus adds and removes exactly what it claims, regardless of how many others are active. Game mode modifiers now define a baseline rather than amplifying every subsequent bonus, so bonuses are predictable, intuitive, and visually honest.

Remort Scaling

Remort rewards have been flattened. Previously, early remorts were front-loaded – remort 1 granted significantly more bonus stats and XP than later remorts, tapering off quickly. This was intentional: it helped less active players close the gap faster, compressing the early curve so the power difference between a new remort and an experienced one didn't feel insurmountable.

But it also meant that remorts were doing double duty – serving as both the primary measure of progression and the main catch-up mechanism. With no other systems to reward breadth of play, the accelerated curve was the only tool available.

That's no longer the case. Professions give every character a meaningful vertical path outside of combat grinding. The engagement track recognizes how you play, not just how much. With these systems in place, remorts don't need to carry the full weight of progression anymore – and flattening the curve brings them into alignment with the season's broader philosophy.

Quality of Life

Mundane item modifiers. Items can now have stat modifiers without being flagged as magical. These appear when you examine the item with new, non-magical flavor text – useful for well-crafted but non-magical gear.

Heal modifier granularity. The +heal modifier now operates at +1 = 5% (down from 10%), allowing more granular tuning. Existing items have been adjusted to preserve their current values.

NPC behavior improvements. NPCs across the world now have the ability to exhibit more natural idle behavior – ambient chatter, contextual responses to nearby players, and varied reactions when spoken to. These are subtle but contribute to a more living world and will continue to roll out as creators have the opportunity to leverage them. Keep an eye out for new indicators that mark when a NPC may want to chat.

Balance Adjustments

Soul drain now additionally strips Vitality bonuses gained through Essence. The intent of Soul Drain and Challenges is to level the playing field, but they ignored one of the most significant differentials.

Bug Fixes

Numerous bugs have been fixed. I did not keep a good audit log of all of them, and multiple of them were swept up in the refactoring of the various systems.

- Soul drain with charmies should now work

- Rally maintains skill between remorts

- Quest item tracking bug has been resolved

- Shooting critical specialization has been improved

- Items with self debuffs should work once more

- Mobs broke from their followers is resolved

- Violet mold properly strips enchants

- Daemon spell shields should function properly

- Resolve properly clears stuns from concussive strike / neural spike, etc

  Amongst others.

Looking Ahead

Mastery Ranks (80-99). Profession ranks currently cap at 80. Mastery ranks will arrive in an upcoming release, extending the ceiling to 99 and introducing the most prestigious creations in each discipline. Artificers will pursue Relics – powerful crafted equipment. Enchanters will inscribe Glyphs – permanent, character-defining enchantments. Alchemists will brew Apotheoses – transformative elixirs that push beyond ordinary limits. These are meant to be true endgame pursuits and a defining part of Ishar's profession identity. There are largely designed and will be released into the game as soon as feasible.