Season 16

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Season 16 is about choosing the drawing.

Fractured Threads returns on Thursday, November 5, 2026, and the Fated with it. It's the same class you played in Seasons 9 and 12: one class, permadeath, a draw of skills at every level, and one skill bound to your account at every remort. What's new is that you decide how hard each life is, and the season pays you for it.

The loom still deals the hand. This season, you choose how tightly it's drawn.

In Plain Terms

- **Your bound skills are yours for the season.** Dying, abandoning a life, and finishing a climb never take them. Only `sever` does, and that is permanent.
- **Knots are optional.** Every new life shows you the knot menu before its first draw. Type `done` with nothing tied and you play the full game with your whole pool, at Tension 0.
- **Tension is set once**, when you tie your knots, and never changes during that life. Nothing you draw, bind, or sever afterward moves it.
- **Burden is the weight of your pool, and it only matters if you tie knots.** Your Tension is your knots' weight minus your pool's weight. A bigger pool needs more knots to reach the same Tension.
- **Tension raises what a climb is worth.** Each point adds 20%. Completing the climb (ten remorts, then the eleventh prayer) banks that essence for good and unlocks the season's marks. A completed climb with no knots pays one climb's worth, 16 essence, every time.

Words You'll See

- **Life, or run:** one Fated character, from level 1 at remort 0 until it dies, is abandoned, or completes its climb.
- **Draw:** the roll of skills you're offered at each level. You keep one.
- **Bound skill:** a skill tied to your account at a remort. Every future life starts knowing it. Your bound skills together are your **pool**.
- **Climb:** the ten-remort arc a life can complete.
- **Knot:** an optional rule you choose at the start of a life to make it harder.
- **Tension:** your self-imposed challenge rating for a life. It raises the essence you earn.
- **Burden:** the counterweight from your bound skills that lowers Tension. Each bound skill's burden is set by its rarity and shown when you bind it.
- **Loose essence:** in-progress essence, your best climb so far that hasn't been completed.
- **Woven essence:** banked essence, from completed climbs. It can't be lost.

Fractured Threads: This Season's Enigma

An Enigma is the ruleset that defines a season. Fractured Threads is a two-month Enigma that replaces every standard class with one: the **Fated**.

- **Permadeath.** Fated are always Hardcore. When a Fated dies, that life is over, and your next one starts at level 1.
- **A draw at every level.** Use `train level` when you have the experience. You're offered a draw of skills; pick one, and it's yours for this life.
- **One bound skill at every remort.** After each remort prayer, you bind one skill you learned this life. Every future life starts already knowing it.
- **Ten remorts make a climb.** The eleventh prayer completes it.
- **One living Fated per account.** You can start a new one only after the current life dies, is abandoned, or completes its climb.
- **Every new life starts in your race's starting city.**

Fated earn experience at twice the usual rate. `HELP FATED` is the place to start.

The Draw

Level 1

Your first draw offers the four cores: **Shield Block**, **Backstab**, **Heal Critical**, and **Frostbite**. Each one is a key that opens a pathway (see Pathways, below), and every core can come back in later draws.

If a bound skill already brings a key into your new life, you don't get the cores. You get an ordinary level-1 draw instead.

Every Level After

Each draw offers 3 skills. Renown upgrades can add 1 or 2 more, and give you one reroll per draw.

- Epic and Legendary skills can't appear before level 5.
- You're guaranteed at least one Rare at level 5, and at level 1 when a bound key replaces the core offer.
- You're guaranteed at least one Epic at levels 10, 15, and 20.
- Non-passive skills are learned at 50%. A passive drawn again advances one step.
- If you quit or disconnect during a draw, you keep the first skill offered.

The draw never offers craft skills, skills you already know, skills whose prerequisite you don't know, or skills behind a renown upgrade you don't own. It also leaves out a short list of excluded skills: portals, Teleport, disenchant, deathstrike, resurrection and its kin, charm, summon familiar, and **Die Hard**, which never saves a hardcore character anyway. **Blink stays.** A random exit under pressure is an escape, not travel.

Each offer carries a tag that tells you what it does for your draw: (generates edge), (blast foundation), (mending foundation), (apex blast), (apex mending), or (leads on: ...).

Resources follow skills. Know an edge skill and you have edge. Know a metamagic skill and you have metamagic and the `metamagic` command.

Pathways

No skill is barred by class. The basic skills are open to everyone. The strongest skills in each line appear only after you know a key skill for that line:

- **Apex blasts** (Earth Spike, Fireball, Inferno, Reave) need any foundation blast: a direct-damage spell from the pool. Breath weapons and melee strikes don't count.
- **Great mendings** (Soothing Rains, Word of Grace, Heal) need any foundation mending: Heal Serious, Heal Critical, Binding Heal, Wellspring, or Winds of Comfort.
- **Metamagic** needs any spell.
- **Edge arts** need any skill that generates edge.
- **Momentum** needs any skill with a cooldown.

Some skills lead on from one parent. The child isn't offered until you know the parent, and once you do, the child is twice as likely to show up:

- Parry leads on to Riposte.
- Reanimate leads on to Corpse Explosion, Grave Bond, Frenzy, Eyes of the Master, and Summon Corpse.
- Shield Block leads on to Shield Slam, Goading Strike, Taunt, and Second Wind.
- Soar leads on to Predator's Grasp. Soar itself comes only with the Raptor Lineage renown upgrade.

When a pick opens a new pathway, the game tells you: "The weave takes fire. The apex blasts now lie within reach of your draw."

A bound key opens its pathway in every future life. A bound edge art or metamagic skill without its key comes back slack: you know it, but you can't use it until you have a key again. The bind prompt warns you before you pick one. Children are different: a bound Taunt works at full strength without Shield Block.

Rarity Changes

The cores were reworked as keys, so their rarities moved:

- **Shield Block:** Legendary → Uncommon
- **Backstab:** Legendary → Rare
- **Heal Critical:** Rare → Uncommon
- **Frostbite** is now the blast core.
- **Bless** and **Withering Cold** are no longer cores. Bless is still in the pool as an Epic.

Binding

After every remort prayer, you bind one skill you learned this life. **You must bind one of the listed skills.** If nothing is eligible, the prompt is skipped.

Type a skill's name to bind it. `?`, `? <skill>`, and `help <skill>` look a skill up. Anything else tells you a bind is still waiting. The list shows full skill names in two columns, with each skill's burden beside it.

- **A non-passive skill binds once, at the level it had, for the rest of the season.** Bind it at 60% and every future life starts it at 60%. Practice it before you bind it.
- **Passives are the exception.** Draw one again and bind it again to raise it one step per remort, until every step is bound.
- **Your race's skills and skills bought with essence are never offered.** Every life starts with them anyway.
- **Every bound skill adds burden**, set by its rarity: 0.2 common, 0.3 uncommon, 0.5 rare, 1.0 epic, 1.5 legendary. A passive adds burden for each step bound.

After you bind, everything else you learned this life is cleared. Your bound skills come back at their bound level; race and upgrade skills stay.

Severing

`sever <skill>` removes a bound skill for the rest of the season. You lose the skill and its burden, and it can never be bound again. You'll be asked to confirm. Severing never changes the Tension of the life you're in; it lightens the next one. A severed skill shows as "(severed)" on your character screen.

Your pool lasts the season. When the season ends, it's cleared with everything else.

Knots and Tension

Knots are a per-life choice. Each time you start a life (level 1, remort 0), the knot menu opens before your first draw. Tie knots to raise that life's Tension, or tie none. Whatever you tie is locked for that life, and the next life asks again.

Tying Knots

Type a knot's number to tie it. Type the same number again to pull it tighter; past its tightest, it comes untied. Type `done` when you're finished tying. Only one tie of each knot counts: the tighter tie replaces the looser, so their weights never add up. If you disconnect while tying, the menu is waiting at your next login.

The knot names and rules below are exactly what the game prints.

Knot	Weight	Rule
The Weave Watches	2.0	Foes fighting you think a step sharper; you weigh half again heavier in every foe's eyes.
Stanched	1.0	Healing received is reduced 25%.
↳ Unmended	2.5	Healing received is reduced 50%.
The Thread Snags	1.0	Recall fails in combat.
↳ No Thread Home	2.0	Recall fails entirely.
Unanswered	1.0	You cannot be summoned -- no ally may pull you to them.
Exposed	1.5	You take 10% more damage from all sources.
↳ Laid Bare	3.5	You take 25% more damage from all sources.
Slow to Knit	1.5	Passive regeneration of health, mana, and

		movement is reduced 25%.
↳ Barely Knit	3.0	Passive regeneration of health, mana, and movement is reduced 50%.
Slipped Knots	2.5	Skill levels are capped at 90.
↳ Loosed Knots	4.5	Skill levels are capped at 80.
A Name Unwoven	1.5	Renown gains are reduced 25%.
↳ A Name Unspoken	3.0	Renown gains are reduced 50%.
The Shuttle Slows	1.0	Cooldowns are 20% longer.
↳ The Shuttle Stalls	2.5	Cooldowns are 50% longer.

A ↳ marks the tighter tie of the knot above it. The tightest tie of every knot adds up to 24.0. Every weight is an opening value; knots and weights only change between seasons.

The Weave Watches. A foe whose current target has this knot tied fights one intelligence step sharper and resists stuns one step sooner, no matter who lands the stun. Your threat counts half again as much, and the threat you see is that weighted number. Your pets carry the knot too; other players' pets never do, so it doesn't affect PvP. See `HELP THREAT` and `HELP REELING`.

Slipped Knots. With `settings skilllevels on`, a skill held below its practiced level shows both numbers in `skills`, for example "(95, held 90)".

Burden

Every bound skill adds burden, by rarity:

Rarity	Burden per bind
Common	0.2

Uncommon	0.3
Rare	0.5
Epic	1.0
Legendary	1.5

Passives add burden for each step bound. Severed skills add nothing. `knots` lists your burden skill by skill. With no knots tied, burden does nothing at all.

Your Tension

Tension = the weight of your knots minus your burden, rounded down, never below 0. It is locked when you finish tying, and stays the same for the whole life. Skills you bind later in the climb don't move it.

Fractions drop. Tie 2.0 of knots against 0.7 of burden and your Tension is 1.

Knots always bind you to their rules. The rules come from the knots you tied; only the payout comes from your Tension. Tie The Weave Watches (2.0) with a pool carrying 3.0 burden, and you play at Tension 0 with sharper foes all the same.

Tension sets the essence a climb is worth, the marks you can earn, and your place on the season's leaderboard. **[Cut the leaderboard clause if ishar-web#113 isn't live at launch.]**

The Eleventh Prayer

A life holds ten remorts. Remorts 1 through 10 work as they always have, each followed by a bind. After your tenth bind, the game warns you that your next prayer won't be a remort. The prayer after that is the eleventh prayer: ascension, in `HELP ASCENSION`.

At the altar, with the usual offering, the eleventh prayer asks you to confirm and shows you what you keep and what you lose:

- **Kept:** every bound skill, plus this climb's essence, woven in the moment you confirm.
- **Lost:** this life: its level, renown, gear, and the offering.

Say no and nothing happens; the altar will wait. Say yes and the climb is woven in at this life's Tension, the realm hears about it, and your next life starts at level 1 with your whole pool and a fresh knot menu. There's no bind prompt, because the eleventh prayer is not a remort.

You can stay at remort 10 as long as you like, but it earns nothing more: no essence past one climb's worth, no marks, no leaderboard place. Only a completed climb counts.

There's no separate command. The eleventh prayer is a normal prayer at the altar.

Essence

What a Climb Is Worth

Each remort is worth 1 essence, with 3 extra at remort 5 and 3 more at remort 10, so a full climb is worth 16. **Tension raises that by 20% for each point, rounded down.** A completed climb weaves in:

Tension	0	1	2	3	4	5	6	7	8	9	10
Essence	16	19	22	25	28	32	35	38	41	44	48

It keeps climbing past 10, at 20% more per point: every knot at its tightest (24.0) on a pool with no burden weaves in 92.

Loose Essence

Loose essence is your best climb not yet completed: the value of the best remort you've reached, raised by 20% for each point of that life's Tension.

- **It survives death.** Your remorts go when a life ends; the essence you've already earned stays, as your high-water mark.
- **It doesn't add up across lives.** It keeps your best.
- **Without completing a climb, it caps at one climb's worth at that life's Tension** (16 at Tension 0).

Dying at high Tension still pays. A Tension 22 life that dies at remort 8 holds 59 loose essence for the season.

Woven Essence

When you complete a climb, its essence is woven in: banked, safe from death, and paid at season's end. Your loose essence becomes woven, so your total doesn't drop, and your next climb starts building loose essence from zero. Woven essence adds up: three Tension 0 climbs bank 48, the same as one Tension 10 climb.

One exception: if your loose high-water came from an earlier, higher-Tension life and is worth more than the climb you're completing, completing it replaces that high-water. The confirmation tells you before you say yes.

Your Season Total

Woven plus loose, +2 for playing a Fated this season, +1 for having any climb essence, and +1 per engagement milestone. `season` shows the running total.

When a Fated Dies

The life ends. Its level, renown, gear, gold, remorts, and knots are gone. Divine favor never saves a Fated, Die Hard and Divine Intervention won't save you, and the Rymaras phoenix quest is closed to them.

What stays: every bound skill, all your woven essence, your loose essence high-water, and your account's upgrades, remembrances, achievements, and titles. Your next life starts at level 1 in your race's starting city.

`abandon run` ends a life without dying. You lose the same things, but it doesn't count as a death.

No creature can start a fight with you while the knot menu, a draw, or the bind prompt is open.

Marks of the Season

The best Tension at which you complete a climb is your mark on the season. Each of these counts only a completed climb, never a life parked at remort 10.

Achievement	Complete a climb at	Reward
The First Tightening	Tension 1 or higher	10 points
Pulled Taut	Tension 3 or higher	25 points
Wound Tight	Tension 5 or higher	The title "the Rewoven"

There is one more above that, for those who find it.

The old Hardcore Ascension achievement is now **Hardcore Rebirth**. It still marks each hardcore remort. **[Cut if news season 15 already announced it.]**

Commands & Help

- `knots` — the whole knot menu with your tied knots marked, this life's Tension, and your burden skill by skill.

- `sever <skill>` — remove a bound skill for the season.
- `season` — season dates, your Tension with its knots and burden, your best climb, and woven and loose essence.
- `score` — your Tension and your remorts this life, out of 10.
- `remort` — your remorts this life and where the eleventh prayer falls.
- `abandon run` — end a life without dying.
- `skills` — marks slack skills; with `settings skilllevels on`, shows skills held below their practiced level.
- `news season 16` — every patch note for this season.

New and updated help: `HELP FATED`, `HELP PATHWAYS`, `HELP TENSION`, `HELP KNOTS`, `HELP ASCENSION`, `HELP WOVEN`, `HELP THREAT`, `HELP REELING`, `HELP ABANDON`, `HELP ESSENCE`, and `HELP HARDCORE`.

Web Client

The season panel now shows a Fated's Tension: the knots tied this life, your burden skill by skill, your remorts this life out of 10, and your woven and loose essence. It updates whenever you tie, bind, sever, remort, or complete a climb. **[Cut this section if the ishar-web#113 HUD isn't shipping at launch.]**

Fixes & Quality of Life

Fated

- A disconnect or crash at the bind prompt no longer costs you the bind. An eleventh prayer interrupted partway completes when you reconnect.
- The bind prompt lists exactly what can be bound, can't stall a remort over an empty list, and tells you why when a skill you type can't be bound.
- At the bind prompt, `?`, `? <skill>`, and `help <skill>` look the skill up. A line that isn't a skill name tells you a bind is still waiting.
- The bind list shows full skill names in two columns, with each skill's burden beside it.
- A severed skill shows as "(severed)" on your character screen, never as a number.

- A new life starts in your race's starting city, not beside your corpse. No creature can start a fight with you while the knot menu, a draw, or the bind prompt is open.
- Every new life now opens the knot menu before its first draw, whether it follows a death, an abandoned life, or a completed climb.
- `knots` shows the whole menu, with tied knots marked in words as well as color.
- Teleport is out of the draw. Blink stays.
- `HELP PATHWAYS` now names the Soar chain, and `HELP FATED` correctly says quitting a draw takes the first offer, not a random one.
- Table columns render at their full width again, so `skills`, `knots`, `who`, and the bind prompt line up. **[Confirm after the test-port visual sweep.]**
- Closed a crash in achievement completion.

Since Season 15

[Check news season 15 and cut anything already announced mid-season.]

- `season claim` delivers engagement-track rewards to the character you're playing.
- Familiars can travel alongside charmed followers. Charm refreshes a follower you already own, followers held by an effect persist through rent, restored corpses can be reanimated again, and charmed followers can ride the orcas.
- The solo-vitality bonus refreshes when your roster changes, and you're told when the limit moves.
- Fixed a crash when disconnecting from the login menus.
- A linkdead character no longer blocks its own reconnect at character select.
- Object valuation now counts equipment auras and item abilities.
- Fixed an underflow in divine-favor sacrifice.
- Fixed a memory leak that brought the game down after about six days.
- The web client gained live panels for vitals, hunger and thirst, professions and recipes, room contents, quests, moons, the season and engagement track, achievements, your group, and who's online. **[Depends on ishar-web: cut if these panels aren't live.]**

Questions from the First Read

Why do knots untie at the eleventh prayer? Knots belong to a life. The climb's Tension is already recorded when the eleventh prayer completes it. Your next life asks again because your burden has changed.

Can I sever everything right before the eleventh prayer to raise my Tension? No. Your Tension locked when you tied your knots. Severing lightens your next life and costs you the skill for the season.

Is max essence just "never bind, tie every knot, every run"? Per climb, yes. But you can't refuse a bind, a dead climb banks nothing woven, and three comfortable Tension 4 climbs (84) are worth about the same as one every-knot climb from a bare pool (92). The pool is the power. Tension is the price of pretending otherwise.