

# PATCH 1.1

[Help Updates](#) | [Balance Adjustments](#) | [Bug Fixes](#)

## Help Updates

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Page 2: Big sweeping changes to a lot of helpfiles to modernize their text and provide more information

## Balance Adjustments

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Pages 3-6: Various mechanics have been tweaked. Quests have been locked down a bit more. Orc zone's wolves have been toned down. A bunch of spells have been adjusted after issues were discovered while rewriting helpfiles.

## Bug Fixes

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Page 7: Various bugs have been fixed: Survival characters being able to resurrect, and various spells

## New Patch System

Now that seasons are a thing - I think we finally have a system where numeric patches make sense.

Basically, they'll be referenced by x.y where x is the season and y is the revision number. As this is the first major patch of the first season, it is patch 1.1.

Additionally, since we have the website growing more modernized, I am trialing a new way to display patch notes vs simply the in-game news. Let me know what y'all think.

A lot of help files have been updated to accurately reflect the current state of mechanics, as well as having various references to old emails / server updated to reflect the new information.

Additionally, to go with the new wave of changes to reveal more information about how mechanics work, almost every skill and spell has been updated with more verbose information.

Some other, previously hidden, information has begun to be revealed as well - such as how stat pairings work. I am trying to figure out the best way to represent this information cleanly and clearly and will continue to update help files.

One big thing that was taken from this - there is a huge lack of consistency with how duration and damage rules are decided per spell. I adjusted some of the more egregious ones (see Balance Adjustments section) and will continue to update for consistency. Increased consistency will also make revealing more much easier.

Notable helpfiles that have not had all mechanics revealed are Life Transfer, Evade and Parry; for the above stated reasons. The way life transfer determines damage and healing is complex - similar with how Evade and Parry decide if a hit is eligible. I plan to try to uncomplicate them in a future patch.

Three new help files have also been added with information on the various familiars accessible via summon familiar. Find them under 'good familiars', 'evil familiars', 'neutral familiars'.

Below are two examples of the new help files - with increased information.

```
100H 100M help backstab
👁️
Topic : Backstab
Syntax : backstab <victim>
Class : Rogue
Level : 1
Minimum: ba
Stats : Agility/Perception

Backstabs allow thieves to do a large amount of damage with a single blow
from a stabbing weapon. As stealth is required, a rogue cannot do this
while already in combat.

Well-aimed and particularly powerful backstabs may damage the spinal cord
of the victim, crippling them.

Potential victims stand a good chance of avoiding such attacks by keeping
an eye on the sneaky little bastards with the 'watch' command. Stabbing an
NPC will cause them to automatically watch you.

Damage:
  Weapon damage * backstab_multiplier / 8

Backstab Multiplier:
  20 + level

Target Asleep?
  +20
Target in Combat?
  range(multiplier / 4, multiplier - multiplier / 4)
Target doesn't have a spine?
  /3
Wearing back armor?
  - armor value * range(3, 6)

Cripple Chance:
  Damage > 160: 20%
  Damage > 120: 10%
  Damage > 80: 5%

Armor Modifier:
  Damage > 160: -20
  Damage > 120: -15
  Damage > 80: -10
  Damage > 20: -5
  Missed Stab: +10

Example:
  Level 10 - 2d9+6 - Awake - No Combat - No Back armor
  Weapon Damage Roll: 2d9 (10) + 6 = 16
  Multiplier:
    20 + 10 = 30
  Damage: 16 * 30 / 8 = 60
  Cripple Chance: 0%
  Armor Mod: -5

See also: Rogue, Combat, Protect, Watch
👁️
```

```
100H 100M help spell fireball
👁️
Topic : Spell Fireball
Syntax : cast fireball <victim>
Class : Magician
Level : 10
Save : against magic for reduced damage

This is one of the most powerful combat spells a Magician has at his or her
disposal. Its power can easily incinerate most things in a few good hits,
varying with the level of the caster.

Effect:
  Damage: 5 * level + 15

Example:
  Level 10:
    Effect:
      Damage: 65 damage

👁️
100H 100M
```

## General

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### Eastern Jharet Forest / Orc Village

Wolves no longer cast cripple. Instead they knock down - similar to bash - at an increased rate.

### Artifacts

Artifacts now bind upon being picked up - I suggest caution when looting challenge chests.

The seven sorrows of Illiar are now artifacts

### Positional Damage

There is no longer a damage increase associated with any position other than sleeping. Previously there was a 15% increase for sitting / riding, 50% increase for resting and 400% increase for stunned / dying. Resting or sitting already gives a negative modifier to armor class - the damage on top of that made skills such as bash, cripple, pounding critical spec and trip much stronger than were warranted. Abilities that knock foes over already have the benefit of locking down spell casting, most activated abilities, fleeing and hurting armor.

### Legendary Weapons

These are currently just Sceptre of Divine Sovereignty and Staff of the Unfettered Archmage. I enjoy these weapons, but I think they're a little too powerful, especially when remorting. For now the change is to make them require a total of 30 for stat + level, similar to Bloodreaver.

Archmage requires Focus. Sceptre requires Willpower.

## Quests

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### Sorrows of Illiar

Now requires that the Sorrows are bound to you and are not level bound.

### Belly of the Beast / White Forest / Catacombs

Now checks that you are in the level range of the kill

Note:

It was a good run but these were warranted - it was far more abusable than intended. I still really like the addition of more quests and having them be a renown avenue and plan to add more in the future.

## Warrior

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### Critical Specialization: Pounding

Now checks a petrification save before knocking to the ground. On a failure, instead reduces armor by 1/3rd of the victims level. Additionally, on a success it knocks down for a duration of the victims speed, instead of for 2 combat rounds - similar to bash.

### Taunt

Taunt previously reduced opponents attack by 5 on a success. Now it reduces attack by either the level of the opponent or 1/5th of your taunt skill, whichever is lower. So for example, if you have 80 skill in taunt and are fighting a level 12, you'll reduce their attack by 12 for a combat round on a success.

Additionally, it now reduces attack by 1/2 of the opponents level or 1/10th of your skill on a failure. Whereas before it did nothing on a failure.

### Rescue

Rescue used to give you 1 endurance on a success. Now it instead gives you an armor bonus equal to your level. I.e. if you are level 20 you'll receive 20 additional armor on a successful rescue for two combat rounds.

## Spells

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A myriad of spells were adjusted to make them a bit more consistent or to fix some bugs discovered in their implementation.

### Trance

On ending trance, now set moves and spell points to 0 instead of doing a calculation based on a random range based on players endurance.

It used to weaken for 2 hours, now just weaken for 1.

### Shield

It was using player level instead of spell level, meaning it didn't work properly with potions, scrolls, wands, staves or spell potency.

### Summon Familiar

There were a couple of small issues with how familiars were selected that made some familiars not get picked when they should. Additionally, a few familiars did not have special abilities they were supposed to. Find the full list of familiars in the new help files.

### Energy Drain

Fixed a weird, potential crash if the level of the target was 1 less than level of the caster.

### Shroud

Made armor / darkness more consistently scaled. Instead of the prior break points, armor is = -level and darkness is equal to 1/2 level.

### Bone Shards

Changed duration to just be combat round \* 1/4 level whereas before it was 3 combat rounds < 14 and 6 > 14. Also removed an additional damage randomizer on top of the initial damage roll.

### Spectral Shield

Save All modifier is now equal to 1/8th level instead of always being 1. So now at levels greater than 16, it's 2.

### Spectral Blade

Speed modifier is now equal to -(1/8th) level instead of always being -1. So now at levels greater than 16, it's -2.

### Blight

Duration is now equal to level / 4 combat rounds. Before it was 3 combat rounds normally and 6 combat rounds >17.

### Bless

Bless was using player level instead of spell level, meaning it wasn't working properly with potions, scrolls, wands, staves, or spell potency.

### Cripple

Now is -2 agility instead of strength

### Heal

Heal was getting 25% bonus from good divine purpose when it was supposed to be getting 20%

### Invigorate

Invigorate was checking caster focus instead of willpower - this was inconsistent with the change to make willpower Cleric's primary stat.

### Protection and Protection from Undead:

Added echos for when they stop you from getting attacked. Fixed a bug with how P.F.U was checking if it would trigger, so it should work better.

### Spell Saves

Added echo for when either you save against an opponents spell or an opponent saves against your spell.

### Kulani

Fixed a few issues with where and how simple gear was being loaded in.

Fixed issue with Edwin not resetting on reload

### Survival

Fixed an issue with survival characters being able to re-enter the game despite being dead, clearing their dead status.

### Infrastructure

Fixed an issue with overzealous logging that was causing us to run out of memory occasionally, causing the game to stall out.