

Season 3



Patch 3.1

The first “new” content / major patch of the season after a lot of instability at the beginning due to database and infrastructure work. This patch includes more new architecture to set up for more exciting things, new quests, some balance adjustments, bug fixes and quality of life improvements.

St. Patrick’s Day Event

The St. Patrick’s Day event has begun. From now till March 18th you can logon to take part. Globally, mobs will drop 50% more gold and players will have 25% more moves. Additionally, there is the Leprechaun Riddles quest that begins in the event room for some fun and bonus renown.

New Things

Races

Races have been fully migrated to the database, making it way easier to expand on them and add new ones. I have more here planned for Season 4 - for now I have added a few new baseline mechanics to races to promote consistency and differentiate them more.

Flying: Races such as birds, dragons, ghosts, etc are now marked as “flying” - meaning they can freely use climb exits and don’t take damage from falls. This may come into more play with my new zone.

Aquatic: Races such as fish, merfolk, amphibians, etc, are now marked as “aquatic” - meaning they can freely swim and have waterbreathe without needing to rely on being flagged with water walk or waterbreathe on creation.

SeelInvis: Some powerful or magical races will now natively have detect invisibility.

Darkvision: Some races now natively have darkvision - such as darklings, felines and fish.

The playable race, humanoid race, invertebrate race, and undead race logic has been simplified and there is more room for expansion here to continue to make race a more important part of the game and add more consistency to how you can expect creatures to behave.

Creation Improvements

Now that we have more active creators - Xanada, Vander and I all have zones actively in the works and Cas is still working on finishing his for his full promotion to immortal, I have begun working on some improvements to how creation works to make it easier on immortals.

This won't have a huge effect on the playerbase, but I thought it was worth mentioning. The main one that will be noticeable is that I have added an automated linter that will enforce certain styling guidelines upon, currently just room, creation.

Whenever a new room is created for the MUD, it will be automatically formatted to be wrapped at 80 characters, have double spaces after a period, and be indented by 3 spaces if it is a multi-line description. This has been run against all of the current rooms in the game and it made a *ton* of corrections. Vander helped me go through them all to make sure there were no errors, but let me know if you notice anything. A few rooms had "multi paragraph descriptions" and still need to be corrected.

Quality of Life / Improvements

Quests

- You can now type "quest log complete" (yes I know it's wordy, I can continue to work on improving the quest commands) to view all quests that you have completed this remort.
- If it is your first time starting a quest this season, the full "quest intro" text will be outputted.
- 6 new quests have been added to the game. 4 of them are for the Shinerock Mines and are given by the wandering adventurer. 2 of them are the beginning of a focus on Oldgate - 1 will be found at the Green Tankard, 1 will be found at Manfred's Shop.
 - I recommend as new quests are added to areas that you begin to explore those areas more fully. I'm still figuring out a good, natural way to indicate where quests can be found.

Group / Followers

- Charmies / familiars / corpses / hired followers are now shown in the group command with an indication of who their leader is.
- "Release" now has a global range

Spell Components

- Material spell components will now be taken out of packs. So if you have a "glyph of teleportation" packed, you can cast a teleport spell and have it consumed properly.

Experience

- I rewrote the group xp bonus logic to try to fix some issues with it.
- Group XP bonus is now 10% per unique account instead of 5%.
- I broke out all "xp bonuses / penalties" into a unique function and replaced the XP Bonus shown in the "remort" command with one that shows your total xp bonus, compared to "normal" (100%). So, for example, a 0 remort solo play character will show 140%.

Object Binding

- For now, artifacts no longer indicate anything special, they're simply objects with a cool unique aura. This may get revisited eventually, but treating them specially for binding was a little bit odd and had a lot of issues.
- All objects now bind after 1 day or upon renting.

Balance Adjustments

Misc

- I have sped up the rate at which items decay. Similar to item binding, the current decay rate is really long with the new pace of the game. It's fairly easy to go an entire remort without needing to replace a bad amber, ivory ring, thin opal ring, etc.

Gear Changes

- Circlet of Black Ichor is now +2 expertise instead of +3 expertise
- Mask of Meditation is now +3 expertise +3 crits instead of +3 focus -10 attack
- Removed bad curved black beak and made good 100% load rate
- Billowing Green Robe is no longer invis. Is now +7 mana +1 expertise instead of +10 mana
- Flowing black robe is now -2 expertise instead of -3.
- Filthy Shawl is now +7 mana instead of +15 mana -3 expertise
- Leather bound spellbook is now +7 mana +1 expertise instead of +10 mana.
- Shiram's Staff is now 2d12 instead of 2d8.
- an iron coronet set with a brilliant opal is now +2 expertise instead of +1 focus
- an engraved cane of willow is now +8 mana +5 crit up from +6 +3.

Bug Fixes

- Fixed a myriad of issues with tracking quest items. They'll now get properly deleted on turn-in if packed, can no longer be put in packs, dropped, and looted again for extra credit, get properly uncredited on death, etc.