

5.1.2 (Partially shipped back in December but we didn't have Discord 😞 )

ALL CARDS HAVE BETA ART!

Thanks to an absolutely astounding work from the community of beta artists, who deserve personal recognition for this feat. Thank you to:

Dark\_Brick, with well over 250 submissions.

Ez, for maintaining beta art submissions and the spreadsheet and doing over 50 submissions.

TheLethargicWeirdo, with over 90 submissions.

QuestLion, with over 90 submissions.

Cuboid Consumer, with over 40 submissions.

Opal, who on top of all the actual art submitted, still found time for more than 30 submissions.

ThomasG, for more than 30 submissions.

And every single other contributor to the beta art collection:

occultpyromancer, JackRenoson, jamieeee, Adrianako, LXIXCDXX, Cartesian Canvas, claude27a, BluShroom20, Gangur, Lulu, Nic200, Lazer, Rucodeby, Nimrod, our own Vex'd, MisterGaster, arctic\_mists, Hermit-man himself AlexMdle, robowizard41, Renixion, Polite Hoppip, Nerdy314, zer-113, Zhen, Jumbie, pika22, Nefrit, Charisma, Asriel, Airazel, Mozco, V1, MisterShaokah, MagerBluetooth, Rita-B.

You all are amazing!

## Additional Patch Notes

### Collector Adjustments

The first set of changes to Collector reflect an intent shift. Reserve has always been a mechanic in the character that makes her want high-cost cards, but in practice, the starter deck containing a 3-cost kept us from having too many in the draft. We've shifted that, and added an extra spicy source of Reserve.

You Are Mine! → Now 2 cost, Doom reduced to 5/8. I really wanted a character with a 3-cost starter, but it has proven to have some insurmountable issues, the biggest one being: balancing to make it worthwhile to cast early makes it trivialize early fights if it can be cast at all. It pushes Collector harder into a boss swap meta because energy is so valuable right from floor 1, it makes the early draw order more important than it should be (whether you can Fuel before drawing YAM)... all in all, making this cost 2 seems to be the resolution to these issues and will streamline the early play.

Darkwillow Kindling → Reworked. Now grants 2 Reserve. (Upgrades to gain Retain). Since the changing of Embers to give Strength instead of Reserve, I've felt like there was room for one more Reserve generation source in the kit.

Inflict Agony → Now Uncommon

It Matters Not → Cost increased to 2, Block to 12/16

Sap Strength → Reworked as Common. "Deal 7(9) damage. Next turn, the enemy loses twice that much HP.". Idea here being a "Heavy Blade" analogy, something that pays off vuln/strength.

Cursed Wail → Cost increased to 2, temp strength reduction increased to 8/10

Jaded Jabs → Cost increased to 3, base damage increased to 15.

Scorching Ray → Now X-cost, spend as much as you like on it. 1 hit per X.

Spirit Leech → Now 2-cost, damage increased to 12, block increased to 10.

Torchbearer → Now 3-cost, temp HP increased to 12/16, doesn't pseudo-remove Exhaust on upgrade.

Whirling Flame → Now 2-cost, damage raised to 12/16.

Dark Lord Form → Now always 4-cost, upgrade causes upgraded You Are Mines.

Finger of Death → Now always 4-cost. Upgrades to become AOE.

Lagavulin → -1 Strength (from 2)

Receive Tribute gains the healing tag since it technically can heal 1 in 3 times.

Wildfire → Remove initial hit (only hits per debuff).

Embers → Now playable! 1 cost, Retain, Exhaust, same effect when exhausted. Essentially they can self-exhaust for 1 in situations where you really need to.

New Collector Curse, "Sapped". → 1, Pyre, Exhaust. Cannot be removed from your deck. Replace all the Shrine override events that give random curses to instead give Sapped.

Finalize → No longer bound by "this turn". Possibly reduce numbers a tad, feedback to these notes indicated Finalize was already pretty good.

Forbidden Fruit → Change to Rare then Uncommon then Common in the choice screens. Also make it add a Necronomicurse. No max HP gain.

Invigorate reworked. 1 cost, pyre, Choose Trip or Blind to gain. Exhaust. Upgrades to both+. Vigor has never really suited what Collector wants to do and has only caused severe combo issues with cards like Shadow Daggers. With the move of Inflict Agony to Uncommon, the Common pool was going to be in need of some extra vuln/weak support.

Note: I forgot Extended Description, go back later

Greenpyre Locus → Now adds one copy to hand.

Brain Drain → 6(7) HP loss added on top of current effect

Bramblespar Kindling → Burning Strike+ upgrade changed to +1 draw and +1 damage.

Dragon's Trove and Pyromancy → Added Pyre. This is mostly because there aren't a whole lot of Pyre cards in Rare, and it works for these two on a theme & mechanics level. Trove doesn't mind thinning the hand to prep for the draw, and Pyromancy is well... Pyromancy. Of course it should burn things!

Rotwood Kindling → Now also adds 4/6 Doom.

Rough Diamond → Refunds instead of reducing cost. No longer needs to specify Collection

Prismatic Torch (upgraded Starter) → Now can only give up to 1 Reserve per turn.

Finger of Doom → Now hits all enemies. This is a mega-finisher, it should act like it.

## Hermit Adjustments

Eye of the Storm changed > Now also Concentrates. - "Concentrate. Gain Energy up to your maximum."

Relieve > Heals 2 less HP from 12(15). - "Ethereal. Heal 10(13) HP. Exhaust."

Tracking Shot > Now called Tracking Shots and deals damage twice - "Concentrate. Deal 4(6) damage twice."

Spite > Reworked - "Exhaust all Unplayable cards in your hand. Gain 8(10) Block. Draw 3(4) cards."

High Noon > Cost down to 1(0)

Showdown > Back to "Deal 9(12) damage. Play all Strikes in your hand.", no longer Retains or Exhausts.

Impending Doom > The effect of Impending Doom no longer counts as a Dead On trigger, only its condition. Text adjusted.

Cheat > Now properly processes its own Dead On effect as a separate trigger, particularly with Snipe.

Red Scarf > "Whenever you apply a new debuff to an enemy, gain 3 Block."

Pet Ghost > "Prevent your first lethal HP loss each combat."

Broken Tooth > "Whenever you defeat an elite encounter, heal 7 HP and gain 35 gold."

Horseshoe > "Whenever you gain Weak, Frail or Vulnerable gain 1 less." Hermit-specific.

Rye Stalk > "Whenever you lose HP during enemy turn, draw 1 card." All-class.

Black Powder > "Whenever you trigger a Dead On effect, deal 2 damage to all enemies."

Dissolve gains more Block.

Final Canter no longer exhausts Curses. (That's Spite's job now.)

Lone Wolf cost reduction no longer carries over turns if the card remains in your hand.

Buffer now triggers before Rugged and thus protects it.

## Other Changes

Act 3 Hermit fight has been completely reworked.

Act 2 Hermit boss power reworded, gains Strength when drawing Necronomicurse again.

Nerfed Act 1 Boss Ironclad's Hp by several points.

Colorless Boss Last Stand+ nerfed: Heal 10 -> 8.

Guardian Floating Orbs nerfed: Damage per 0-cost card played 4(6) -> 3(5).

Hexaghost: Nerfed Third Seal, it no longer offers a rare card reward when used in boss fights(still offer an equivalent when beating an elite).

Hexaghost: Nerfed First Seal, it heals 6 now instead of 7 now.

Hexaghost: Buffed Second Seal, it offers 13 gold instead of 10 now.

Automaton Virus nerfed back to its old effect, it now Exhausts. Upgraded version damage buffed by 1 point to feel in line with the upgraded minor beams.

## Bug Fixes

Collector's Top Panel items fixed to not take up space when not in use.

Fixed Tadah! not reducing Echoed card cost.

Added potion outlines for Automaton, Collector & Gremlins

Added many tooltips to various potions

Removed the "Technique" tooltip from Bottled Technique as it was pointless

Tweaked some potion descriptions to be more in line with the rest of the game.

Added a proper texture to the Collector's unknown card (Snecko)

Fixed some of the unknown card banners not loading due to using outdated Enums (Automaton, Champ & Hexaghost)

Removed the unknown class card for Collectibles since it couldn't spawn anyway.

Fixed Hermit's character select button being pixelated on its edges,

Tweaked a few Collector strings, added [REMOVE\_SPACE] in a few places to avoid highlighted parenthesis.

Fixed normal run bosses not having Collected cards assigned.

Fixed Minty Spire's UI Overlap when playing Collector with Frozen Eye.

Void Armor Fixed (affects enemies properly now)

Shadow Daggers minor text fix (missing line break).

Fixed Shotglass relic not triggering if the potion ends the fight.

Fixed Enchant Sword not being playable on certain cards.

Fixed Dark Apotheosis affecting cards outside of the collection.

Fixed a bad interaction between Jade Ring relic and Darklings.

Cultist Strike now appropriately has the Strike tag for the purpose of relics like Strike Dummy.

Some of Slime Boss' cards now properly display multiple upgraded numbers as green.

Fixed a text number error in Darkwood Kindling

Fixed modded Act 4 alternates not functioning when playing with Downfall

Fixed Champ's Challenge glowing even if an enemy had negative Strength