

Legendary Trials V30B (“Definitive Edition”)

HEROES

Animist

Reworked.

Attack (A): Hero now has a basic attack. *(Only two Heroes remain from the Age of Ancients.)*

Animist’s Mark (Z): **Removed.**

- *(Maintaining this ability was a chore and a relic of an earlier time. Its basic function has been implemented into Wrath’s default functionality.)*

Infusion (Q): MP Cost Increased (650 -> 750)

Mana Tide (F): Renamed to **Cleansing Waters.**

Mana Tide (F): Now purges harmful effects.

Mana Tide (F): Cooldown Reduced (16 -> 14)

Mana Tide (F): Can now be executed by clicking the UI.

Enkindle (R): **Hotkey Changed.** Now (Z).

Enkindle (R): MP Cost Reduced (1000 -> 850)

Wrath (A): **Hotkey Changed.** Now (R). **Reworked.**

- **6s CD, 2250 MP. 1.5s Cast.** Deals 500 damage to the target and heals all allied Heroes for 3000. Reduces the cooldown of Charybdis (W) by 6 seconds.
- If Enkindled: Deals 250 additional damage and heals all allied Heroes for 11000.

Arcanist

Attack (A): Damage increased (175 -> 200)

Voidfall (Q): Chance to become Voidfall Ready when attacking increased (25 -> 33%)

Barrage (W): Chance to become Voidfall Ready when casting increased (25 -> 33%)

Blink (F): If possible, now attempts to put the caster even closer to the target.

- *(Previously, this ability left the caster somewhat offset toward their starting position.)*

Demonologist

Eldritch Meteor (F): Improved performance.

Druid

Abolish Magic (E): Successful interrupt damage improved (375 -> 500)

Rebirth (Z): Cooldown reduced (180 -> 90)

Gunslinger

Gunslinger Gobrocket (R): Damage improved (1500 -> 1750)

Heretic

Blood Pact (Z): **Reworked.**

- Cooldown Increased (6 -> 16)
- Duration Decreased (30 -> 16)

- Self-Damage Increased (2500 -> 4000)
- Now increases the target's outgoing damage by 10%.

Omnimage

Blink (F): If possible, now attempts to put the caster even closer to the target.

- *(Previously, this ability left the caster somewhat offset toward their starting position.)*

Blink (F): **New Effect** - Can now be self-cast. Casting on self teleports the caster to an active Elder Glyph if able.

Parable of Fire (Q): Damage Increased (625 -> 650)

Explosion (W): Damage Increased (325 -> 375)

Moonward

Reworked.

Exodius: **No longer has access to Exodius.**

Attack (A): Damage reduced (225 -> 220)

Moon Cycle (Z): Effect changed.

- **7500+ MP:** Block the next instance of damage (4s) and enter Moon Cycle. While in Moon Cycle, using any ability that reduces the caster below 2000 MP heals the caster for 9000 and enters Earth Cycle automatically.
- Performance improved for a more responsive effect.

Lunar Rebirth (Z): **New ability.**

- Available during Moon Cycle.
- **4000 MP** (2s Cast): Resurrect a Hero. 90s CD.

Blink (F): If possible, now attempts to put the caster even closer to the target.

- *(Previously, this ability left the caster somewhat offset toward their starting position.)*

Nightborn

Attack: Fixed an issue where Unholy Frenzy bonus damage was not being dealt correctly. Improved performance.

- Unholy Frenzy attacks will now deal 250 damage in an AOE. This buff to the Hero restores intended behavior.

Death Coil (Q): Damage during Unholy Frenzy (R) increased (450 -> 500)

Physician

Astra (W): MP Cost Increased (800 -> 1000)

Chaos (E): MP Cost Increased (1000 -> 1500)

Ranger

Primal Burst (E): Damage improved (250 -> 350)

Primal Burst (E): No longer inflicts bonus damage to adds.

Black Arrow (R): Added additional voice quotes.

Redeemer

Blind Faith (F): If possible, now attempts to put the caster even closer to the target.

- *(Previously, this ability left the caster somewhat offset toward their starting position.)*

Runemaster

Rune Shield (Q): Applies bonus shields based on the Hero's healing power.

Psychic Flare (R): If damage is dealt, now heals each ally with a Rune Shield for 2500.

Blink (F): If possible, now attempts to put the caster even closer to the target.

- *(Previously, this ability left the caster somewhat offset toward their starting position.)*

Samurai

Iai (E): Successful interrupt damage improved (200 -> 450)

Shieldmaiden

Attack (A): Damage increased (250 -> 275)

Slayer

Deflecting Strike (E): Successful interrupt damage improved (400 -> 500)

Spellblade

Ray Thrust (Q): **Reworked.**

- 0 MP, 1 Second Cast: Slash the nearest target, dealing 125 damage. If Manaflood is active, deals 125 additional damage to the target and all nearby enemies. Otherwise, gain 2000 MP. (8s CD)

Sylvan

Movement Speed: Increased (300 -> 310)

Warrior

Storm Bolt (Q): Now heals the caster for 2000.

Bash (E): Successful interrupt damage improved (350 -> 475)

Heart of Stone (R): Duration improved (12 -> 15)

RELICS

Cursed Skull: Now amplifies threat generated by healing.

Halcyon Blade: If possible, now attempts to put the caster even closer to the target.

- *(Previously, this relic left the caster somewhat offset toward their starting position.)*

Key to the Earth: Performance improved for a more responsive effect.

Key to the Heavens: Performance improved for a more responsive effect.

Illithuvia: Gold cost increased (200 -> 500)

Illithuvia: Visual effect improved.

Illithuvia: Now plays a sound effect and announces damage dealt as a game message.

Mind's Eye Essence: Cooldown reduced (90 -> 30)

ISSUES

Exodius: The correct behavior of Exodius was contingent on the item occupying the 1st item slot. Exodius will now automatically swap to that spot when entering a boss fight.

Boss Attacks: “Benediction” type attacks, such as those used by the Royal Duo, will now properly continue after killing a single Hero. This unintentional behavior was due to a variable collision that has been fixed, resulting in overall performance improvement.

GAMEPLAY (ARCADE MODE)

Arcade Mode: Added. In addition to difficulty select, g ame host may now choose between Standard and Arcade Mode before beginning gameplay.

- If enabled, players will no longer freely select bosses.
- Instead, players will face three random beginner-level trials, Sylvius, four random expert-level trials, then Sevarrys.
- Gameplay proceeds automatically with a 60 second delay between encounters.
 - *(The delay is skipped if all players type “r” or “-r”).*
- Lives are limited; gameplay ends after five cumulative defeats to bosses.
- Raids, as well as some Special Targets, are unavailable.
- A selection of special one-use items, unique to this mode, can be purchased for gold from Lord Magister Cauthry’s Astral Projection.



GAMEPLAY (MISC)

Trading: Items can now be traded via the Stash. Each player can send an item to another player three times per game lobby.

- Trading becomes available when **-repick** is disabled.

Visuals: Significant visual improvements.

Unavoidable Damage: Many attacks that inflict unavoidable damage will be notated with a **[--]**.

Unavoidable Damage: Many ability tooltips have been updated to clarify the difference between avoidance, invulnerability, and death protection.

- Avoidance: Blocks incoming damage (usually on a per-instance basis). Prevents secondary effects (such as slows). Some attacks are unavoidable.
- Death Protection: Prevents HP from being reduced below 1 due to damage. Does not prevent secondary effects. Does not protect from some attacks which inflict instant death.
- Invulnerability: Prevents all damage and secondary effects. Does not protect from some attacks which inflict instant death.

Damage Numbers: Updated visuals.

- Damage numbers are slightly smaller by default, and become larger as the amount of damage increases.
- The deflection of a damage number from the target is now based on the distance between source and target.
 - *(Melee damage will project from the Hero, while ranged damage will project randomly.)*
- Damage-augmenting effects, high amounts of damage, and critical strikes will add “**I**” indicators to the damage number.
 - These effects stack, affording more visual feedback of damage-boosting teamplay and stacking effects. Massively amplified damage will appear visually rewarding.
 - **These indicators are not displayed while affected by Resurrection Sickness or Damage Down.**
- You can now type **-showdmg** to toggle visibility of all players’ damage numbers and keyword activations. (This may become visually cluttered, and is offered as a toggle option.)

Damage Calculation: Most effects that increase the damage of attacks, such as backstabs, now apply directly to the attack rather than as an additional instance of damage.

Healing Power: The effect of healing power is now additive.

- Multiple sources that increase healing power are summed to get a Hero’s total healing power.

Difficulty Select: Difficulty selection is now a streamlined part of starting gameplay.

- Selecting Explorer, Undersized Party, and Easy difficulty will no longer require a tutorial encounter to be played to gain gamemode rewards.

Spacebar Point: Pressing Spacebar will now center the camera in the play area.

Training Area: The training area has been improved, and players may now practice interrupts and active avoidance.



GAMEPLAY (ITEMS)

Healing Surge: Performance improvements.

Violent Strike: Performance improvements.

Violent Strike: No longer applies to basic attack damage.

- *(Captures damage resulting from abilities and spell effects, to prevent wasting Violent Strike on incidental sources of damage.)*

BOSSES (Misc)

Roadmap: As bosses are added and adjusted, the position of each boss in the game’s “progression” is subject to change as part of a difficulty overhaul. Ultimately, the goal is to make the game slightly more difficult (while still remaining fair), especially at higher levels of play.

Misc. Changes: Scale and selection size of most bosses has been slightly adjusted.

- *This change is implemented in the interest of visual clarity, and to limit cases where the boss’s model (or health bar display) obstructed important visuals.*

BOSSES (Normal)

Aard - Base HP: Reduced.

Reaver - Base HP: Reduced.

Royal Duo - Base HP: Increased.

Murakumo: Tier changed (3 -> 2)

Omnimage Ascendant: Now a Normal Boss. (Tier 3)

Omnimage Ascendant: Base HP: Reduced.
Omnimage Ascendant: Delay of “Conceptualize” increased.
Omnimage Ascendant: Massive attack damage increased.
Sylvius: Sylvan Wheel damage increased.

BOSSES (Special Targets)

Royal Trio: Base HP: Increased.
Commander Kemp: Now a Special Target.
Arjuna: Numeric assignments during “The Land’s True Lesson” are now more clearly visible.
Starscourage Vanadie: The red danger zone within Vanadie’s knockback radius is no longer invariably lethal; it now merely inflicts massive unavoidable damage.

BOSSES (Legendary)

Gloomstalker: Visual improvements.
Gloomstalker: Massive attack damage increased.
Gatekeeper: Performance improvements.
Sevarrys: Damage increased.
Demon Prince: The Geometer: Added.

- New items, unique to this boss, have been added. They are available on Hard difficulty and higher.

Legendary Trial: Lord Arethuza: Added.

- New items, unique to this boss, have been added. They are available on Hard difficulty and higher.

Demon Prince: Return to the Wood: Moved to “Special Targets”.