

Changes

Saltguard

A mod for Salt and Sacrifice

Summary

This mod was created back in the day to experiment with making blocks and parries (perfect blocks) different and feel a bit better. It has evolved to continue adjusting other aspects of the game as a balance mod as well as an overhaul mod.

Saltguard has a **dedicated save folder** which will copy vanilla saves the first time it boots up.

Saltguard **works with multiplayer**, but creates its own 'pool'. You will only be able to connect with other SG mod users.

[Updated for version 1.5.2]

Blocking and Parrying Changes

- Blocks are now animation locked for .3 seconds. (auto held, can still be held manually for longer)
- Parry cooldown timer from 1.0 seconds to .5 seconds. Spam prevention, but a little more lenient.
- Block stamina cost is now reduced on a sliding scale. Low values are unchanged and high values are reduced by 20% on a sliding scale. (different from vanilla as this was originally done before the Rebalance patch by Ska Studios)
- Block animation stun/lock animation sped up by 50%.
- Block animation stun/lock can now be escaped with light attack.. (Base game already allows dodge roll)
- Parries no longer cost stamina.
- Perfect block window is extended on success for 5 frames (0.0833s) to protect from fast enemies you can't quite react to with a second action. This is repeatable, and may need restrictions or adjustments.
- See also Enemies – (Enemies less able to block attacks and easier to riposte)

Parry Damage

- New system and artifact stat "Damage Returned on Parry".
- As long as the player has this artifact stat equipped, any Parry will return 5 physical damage + X% of damage the attack would do.

- Due to many enemies being elemental that % of damage may end up being resisted and low.
- The Skallin Vanguard has guaranteed thorns on parry, but only deals the base 5 physical damage.
- All parries now deal stagger damage to Mages – meaning you can trigger Head-Grapple-Attack from parries.

Stats

Carry Weight / Endurance

- Players now start with +5 carry max.
- Carry per Endurance from 1.0 to 1.25.
- Level 6 and 7 endurance no longer give +1 carry.
- When unarmed, players gain 5 carry max.

Health / Vitality

- Starting HP increased from 94 to 100.
 - Players no longer gain HP from level ups.
 - HP per vitality increased from 2.0 to 3.57 or 125/35.
- *See also enemy scaling changes.

HP Potions

- Healing from 50% over 5 seconds to 80% over 4 seconds.
- Can be fieldcrafted (no longer require obelisks).
- Starting quantity from 5 to 3 and max quantity reduced by 2.

Stamina / Will

- Base SP increased from 67 to 70, normalized costs.
- Stamina burst after action-pause is now halved.
- Stamina burst is no longer dependent on light armor slots (was like this before Ska's balance patch).
- Will now grants stamina regen of 0.15 per point. (+15% at softcap)
- Negative stamina is now restricted to $\text{SoftCapStamina} * -1$ (or simply -105 stamina).

Movement Speed

- Base movement speed from 495 to 500 (0% carry ratio).
- Minimum movement speed from 405 to 400 (99.9% carry ratio).

Defense

- All defense is displayed as 2.0x but acts the same. The values work the same as Salt1.
- No actual calculations have been changed.

Poise

- Poise gained from armor is 2.0x now.

- Poise is **not** gained from endurance while using heavy armor (ska balance patch added this)

Shards / Silver / XP

- Silver is now 10% lost on death instead of 50%.
- Guiltless shards now give 0.5 armor per level instead of +10.
- Players no longer gain .4 armor per level by default.

Weapons

- Greathammers are significantly larger (60%) and also have increased reach (90%) to match – more Sanctuary like.
- Other weapons are subject to similar adjustments.
- Katanas have +1 frame of parry window, subject to change.
- Skallin Vanguard has 0% Thorns on parry, but always deals the base damage. (If you have thorns parry, the base damage is 5 physical + %)
- Skallin Vanguard now also has a raw 40% chance to drop if you do not already own one AND are under level 5.
- Fast Hitter speed from 1.15 and 1.2 to 1.1 and 1.15
- Slow Hitter speed from .909 and .833 to .9 and .85
- Ranged weapon damage reduced by 20%. (Artifacts can give this back.)
- Rapier type weapons poise damage increased from 9 to 14.
- Whips now have a critical point at the tip dealing 1.3x damage and 1.5x poise damage.
- Whips now have 1.2x range on attacks.

Some weapons now have modified stamina damage against shields.

- Maces and Great Hammers now deal 110% stamina damage.
- Rapiers now deal 60% stamina damage. (See also poise damage change above)

Heavy Attacks / Special Attacks

- Some heavy attacks that had a 1.5x stamina cost ratio are now 1.3x ratio.
- All heavy attacks that had a 1.2x damage ratio now have a 1.3x damage ratio.
- All attacks now use their damage ratio for poise ratio (was always 1.0).
- Drop attacks are now considered a heavy attack at 1.3x ratio.
- Drop attacks now have a .10 second max hit interval. [Goal is to allow a max of 2 hits from height]

Damage / Charms / Math

- Charms are intended to stack 100%. However, there are many duplicates and somewhat unique modifiers that probably shouldn't stack.
- Stats from charms and artifacts are additive with all similar sources instead of multiplicative.
- **Charms subject to change for balance and design purposes.** (Some are boring or come into play too early or too late).

Specifics

- Leather Ring attack boost is now only Melee.
- Gold Ring attack boost is now only Melee.
- Inphyrean Amulet attack boost when below 20% unchanged – affects all damage.
- Gold Ring no longer gives 2 stamina per second. (base is 35 per second)
- Gold Ring's defense boost from 2.5 flat all to 5%.
- Scholar's Amulet defense boost from 3.1 flat all to 10% all defenses.
- HP Ring now adds 7 flat hp instead of 5%. (Note that players now have +6 base HP)
- SP Ring now adds 2 flat sp instead of 5%.
- HP on perfect block Charm buffed from 2.5% max HP over 5 seconds to 5% over .1 second.
- FP on perfect block Charm buffed from 2.5% max FP over 5 seconds to 5% over .1 second.
- Elemental Resist charms buffed from +20 flat to +30 flat.
- Leather Amulet now gives 15% ranged damage instead of 10% global damage.
- Chrono Amulet now gives 5% attack speed, move speed, and cast speed.

Artifacts

- Artifacts now actually upgrade at the vendor with memories.
- New artifacts, stats, math, etc.
- Old artifacts will still work, but will be rerolled if Bolstered. (Base game can't 'upgrade' artifacts as it changes the seed)

New Artifacts

- Many stats removed, such as individual defense types (fire, physical, etc.)
- New stats added, some of these are: % all defense, thorns % on parry, movement speed, riposte damage, and hp regen.
- Legendary artifacts drop chances reduced from 25% to 10%.
- Other rarities increased from 25% to 30%.
- Now have higher base values.

- Lower rarity artifacts can cap out their stats earlier than higher rarity ones.
- Artifacts no longer restrict the number of effects (Rarity) on lower tiers. (Uryks and other very early game bosses can drop legendary artifacts now).
- Now have small jumps in power at Tier 6, 11, and 16.
- Piercing Ammo effect currently only works on physical ranged weapons, but will be updated in the future to work with any equipment in the Ranged slot.

Enemies

- Damage scaling has been reduced in mid and late game (NG) and persists through NG+10.
- Tier 0 mages and summons no longer deal 25% less damage.
- Enemies no longer have a hard coded chance to drop Herbs and Ore.
- All enemies that are not bosses or mages that had 100 or more stamina have had their stamina reduced.
 - This makes them easier to both parry-break and shield-break.
 - $\text{newStamina} = \text{oldStamina} * 20\% + 50$
- (todo) Adjust grabs to have a grace period, so that they can't occur instantly in melee range.
- (todo) Adjust enemy phase ins (mage summons) so that they are more fair.
- Dead samurai in the Temple of Eleven have 25% less damage on their triple attack.
- Hazeburnt enemies have 20% less hp and 20% less damage.
- Juggle effects on Enemies and Players have been returned to release duration.
 - Damage reduction of 50% from vanilla patch still remains while in juggled state.
- All attacks that cause ragdolling (juggling) have their poise damage reduced from 2.0x to 1.5x (affects block stamina only)

Other

- Poison is now dealt across 20 seconds instead of 60 – like sanctuary.

Artifact Changes

Artifacts

Since artifacts have been changed comprehensively, this tab has been made to document the minutiae of those changes.

Offensive Artifacts

Todo add notes

Defensive Artifacts

Todo add notes

Utility Artifacts

Todo add notes

Charm Changes

Charms

Since charms have been changed so drastically and have many new effects and values, this page will give a comprehensive breakdown and examples of combinations or purposes.

Todo add notes

Version log

Patch Log

Version 1.5.3 → 2.0.0 (Release TBD)

Mages and Bosses

General Mages

Mages now drop less salt. As well many Mage tiers (and Bosses) have been increased or decreased, which further changes their reward levels. Missions no longer have a 50% chance for a Heart drop. Mages now have a 100% chance to drop their heart (originally 80%). ** See bottom of the version log for boss tier changes.

Endless Mages

There are now Endless Mage hunts. Each Named and Nameless Mage has an Endless variant. Collecting Tomes of the Endless will unlock the mages from that area. You must also complete the Named or Nameless hunt first. Named mages have their tier upgraded a slight bit, while Nameless ones are the same tier. Their paths are the same, just a repeatable hunt for those who prefer it. Salt rewards for Endless mages are reduced, in part to prevent incidental overleveling when seeking out materials.

Fated Mages

Fated hunts now always grant creed tokens.

Wild Mages

Also drop Guiltless shards like normal mages now.

Mission Rewards

Mage Missions are now more specialized. Fated missions no longer give DLC/Arena tokens.

UI has also been rewritten to show both the mage drops and the mission rewards.

Mission	Rewards (items)	Xp (Salt)	Silver
Named	Crafting Materials (100%) 2 pyrs (100%)	500 Mage 200 Mission	500 Mage 250 Mission

Nameless	Alt/Special Helmet (100%)	500 Mage 200 Mission	500 Mage 500 Mission (2x)
Fated	2 Faction Tokens (100%) 2 pyrs (50%)	500 Mage 200 Mission	500 Mage 250 Mission
Endless	No Bonus Rewards Normal Mage drops available	500 Mage 0 Mission (0x)	500 Mage 250 Mission

Artifacts

Upgrading

Artifacts can be Bolstered to upgrade their Tier by 1 and maintain their rolls. Artifacts can separately be Remade to reroll their stats but also lose 1 Tier. This means Bolstering and Remaking (Reroll) are two independent options! Rerolling maintains the same rarity.

Fine Tuning

Artifacts have broader ranges of values (again).

- Example: 4-10% attack speed

Very Rare and Legendary rarities only drop from Tier 4 and higher enemies. (Electro and Aero being the first two)

The value multiplier between rarities has been doubled!

- Legendaries have a 0.6x multiplier on all values

A minimum value is now enforced. If a range is 4-10% then 4 is the minimum value on any rarity.

Higher rarities don't always cap out on the max value restriction, while lower rarities like Common can reach max quicker.

Bosses

Uryks now always drops a Red/offensive artifact.

Shops and Drops

Silver bags have been removed from the shop. (You only lose 10% silver on death here)

Silver Find and Item Find from all sources are now treated the same and affect sources more evenly.

The main shopkeeper now carries physical ashpyrs 1-4, based on progression (worlds unlocked). – Doesn't sell Bricks.

The secret shopkeeper now carries all ashpyrs 1-4, based on the same progression. Ashpyr are now priced at: 500, 1000, 2500, 5000, 10000

Memories can now be found in haze piles:

- Level 1 mats have a 3% chance that increases to 6%.
- Level 2 mats have a 0% chance that increases to 3%.
- Level 3 mats have a 0% chance that increases to 2%.

Inquisitor packs and Hazeburnt residue drop a bit more silver and different quantities of refillables.

Bushes, Ore croppings, etc., are now affected by item find and have slightly higher minimum and maximum drop rate.

Enemies no longer drop Iron Ore, Herbs, or Haze Spirals from their drop pools.

The pity system for these has been re-added (from vanilla), but has been reworked to only drop 1 at a time.

Guiltless shards now drop from wild mages as well.

Guiltless shard pity system reworked, falls off sooner. Turns off at 8 shards.

Backpack space for herbs and the like is now generally 2x the current max of the related crafted item (herbs vs flasks)

Field crafting has been updated to work with Antidotes and Focus Potions.

All field crafting (no obelisk) has a max of how much it will craft per use.

Going to camp or restocking at an obelisk will restock any materials from your storage (same as vanilla)

Max values are outlined below:

	Backpack / Material	Field Craftable Max	Carry Max
Red Flask	24	6	12
Focus Potion	20	5	10
Ammo	60	15	30
Antidote	4	2	2

Pyr

Pyr stones have been reworked in how they roll their size (tier). In vanilla, pyrs would appear immediately at a tier breakpoint at around 54% chance to 'upgrade'. With the rework, they now appear in a more gradual way with similar breakpoints: 5%, 10%, 25%, 50%. Bricks are further specialized and rarer than vanilla. Bricks can start dropping from tier 13 onward at

6% plus – Kineto and biblio are both 13 in the mod, so Act 5 can act as a low chance brick farm. Brick chances increase 2% per tier onward.

Once you hit late Act 4 or Act 5, duos will now stop dropping. Pyrs from non-bosses and harvestables have -5 tiers.

Potions

- Antidotes now cure all debuffs.
 - Note that you can only carry 2 now.
- Focus potions have been buffed from 10 to 15 base and now give 30 max restore at softcap of Resolve.

Player Stats

Stamina

Starting stamina is now 100 (normalized value, so it's effectively the same).

Soft-capped stamina from +50% (vanilla value) to +100%.

Is now rounded to a half point (10.5, 21.0, etc)

Maximum negative stamina increased to -200. *In vanilla it is 4x current max.

Stamina Regen

Stamina regen per point of Will reverted to 0.

Stamina regen is no longer reduced by weight.

Stamina "boost" is also removed – this is a big change in combat feel and a nerf overall.

Stamina regen increased from 35 to 75 – This change is intended to make up for the boost removal plus stamina max change.

Health

(Value per point unchanged at +125 at softcap)

Is now rounded to a half point (10.5, 21.0, etc) instead of a quarter point.

Slow Hitter / Fast Hitter

Fast hitter is now +10% instead of 1.15x

Faster hitter is now +15% instead of 1.20x

This means that it is additive with artifacts and charms instead of multiplicative.

Poise

Poise now regenerates much quicker when 'out of combat'.

Out of Combat here means that it is disabled from blocking and taking damage, but not dealing damage or parrying.

After 5 seconds players will regenerate 1 poise + 33.3% of max poise.

Enemies also get this at reduced value: 1 + 15% of max.

Ragdoll Rework

Attacks are far less likely to juggle the player more than once (1 hit to ragdoll, 1 hit after ragdoll)

Damage reduction while ragdolled removed. (was 50%, didn't affect the initial hit)

Ragdoll duration is now a max of 0.25 seconds. Vanilla is .75 - .25 secs based on poise. Certain attacks have specialized max durations. (Tornado is max of .75 seconds)

Bounce ragdoll effect can only occur in the first .4 seconds of juggle. (No longer triggered from tornados for example)

Hitland animation iframes ~~extended slightly, allowing a safer reset of combat like salt1.~~
[reviewed]

- This anim appears to already have iframes for its entire duration.

Light Stagger has been removed from the game.

- Activated when hit while idle or walking, and it ignored poise.

Player drop attacks no longer bounce targets.

Elements and Damage over Time Rework

Debuff effects go both ways, both player and enemy.

Note: A Strike means a melee or ranged (ammo) hit. Runic arts are not affected.

Fire Damage

- Duration from Strikes now always 3 seconds.
- Strikes from 100% damage to 75% damage +25% damage over debuff duration.
- Removed hidden 1.25x multiplier on fire dot.
- The DoT pierces shields fully if it comes from a strike.

Lightning Damage

- Duration from Strikes now always 1 second.
- Strikes from 100% damage to 75% damage +25% damage over debuff duration.
- Now deals a small amount of stamina damage based on damage taken.

Cold Damage

- Duration from Strikes now always 5 seconds.
- Strikes from 100% damage to 90% damage + 10% damage over debuff duration.
- Debuff now reduces Stamina Regen by 30% (.7x multiplier) → Cold defense reduces debuff effect.

- Reduces walk/run speeds.

Poison Damage

- Duration is now always 15 seconds.
- Strikes from 100% damage to 50% damage +100% damage over debuff duration.
- Still requires a 'pop' to activate.

Weapon Buffs / Tarcloths

- Weapon buff duration from 15 seconds to 20 seconds.
- Weapon buff strength from 50% to 35%
- Weapon buffs now respect the above changes to melee and ranged attacks.
- Tarcloths act the same as weapon buffs in value and function.

Special Attacks / Anims

Katana backstep now gives iframes. (keyframes 41 to 54)

Rapier hopstep now gives iframes as well.

Vanguard shield attacks now give hyper-block.

- Hyperblock will not change your facing direction.
- Hyperblock cannot parry, does not cost stamina, and always blocks 100%.

Whipcrack damage can now only trigger if the attack wouldn't otherwise trigger a damage ratio. (such as light attacks)

Drop attack code rewritten, should give a max of 2 attacks vs tall enemies like mages.

Hyperarmor has been **removed** from all vanilla weapon animations. (great weapons)

Hyperarmor has been rewritten in a more simplified format.

- Drop attacks (all weapons) now have +10 poise for .5 seconds
- Others not planned but TBD

Ranged Weapons/Damage

- Global nerf of 0.80x removed.
- All ranged weapons can now use the pierce mechanic from artifacts.
- Bows, Channeling Rods, and Throwing Axes now use 2 ammo.
- Daggers, Bombs, and crossbows still use 1 ammo.
- Base Ammo increased from 16 → 20.
- Firebombs and Poison Bombs are now class 0 Thrown Items.
- Weapon damage values have been reworked.
 - Daggers nerfed, etc.
 - See also: elements and damage over time rework above
- Channeling rods attack animation is now 20% faster

- Channeling rod projectiles now travel a max of .9 seconds or 1440 distance. (was 3 seconds)

Jump/Other Stamina stuff

- **Jumps now cost 3 stamina** instead of 0 (out of 100).
- Stamina regen while staggered or ragdolled reduced from 45% to 0%.
- Stamina regen while jumping is reduced from 50% to 0%.
 - Stamina regen is normally 0 when attacking, rolling, blocking, etc.
- Stamina regen from items now respect the action ratios (0%, 25%, 50%, etc)
- Hydro's dagger now grants regen in any situation where regen is less than 100% (a buff).
- Jump-Dropping through multiple platforms quickly should no longer break your ankles. [not working] [todo]

Artifact Thorns turned into flat damage instead of % reflection.

- Deals 5-40 physical damage on parry. About +30 in late game.
- Skallin shield deals 5 physical damage on parry still. *Does not add, the largest value between it and artifacts is used.
- Pyro's dagger below stacks with other sources of thorns.
- [todo] make pyro's dagger an explosion – to allow all bosses beatable by parrying.

Equipment

Damage, blocking and Tiering rebalance

All weapons and armors have been re-tiered (see below boss tiers). In addition to this, they have also had their upgrade factor adjusted to match their Class, Type, and Specials more accurately. Many lower Class weapons and armors are a tad bit better.

Damage Block and Stamina Reduction (Block) have been restandardized. Each weapon Type is now the same in these two stats.

Ascension (Class A)

All Weapons and Armors can now Ascend to upgrade 11!

Upgrade 11 doesn't give an upgrade level, instead it changes the upgrade factor to adjust the gear into Class 6 equivalency. This means that any gear you enjoy using can now be late game viable, for a cost.

- Costs 3 Bricks
- Designated "Class A" instead of original Class number.

- The icon is an upside down rank 2 “ V ” that is bright yellow. (Intended to be similar to the letter A)

Weapon Sizes and Reach

In the past the Great Hammers were increased in visual size by 60% and their reach increased by 90%. This general mindset has now permeated through the mod for player weapons.

All melee weapons now have an increase of 25% reach (1.25x base reach). As this affects the base, additional reach is multiplicative with it. Some weapons have more specialized numbers, such as the great hammers.

Weapon	+Size (length, width)	+Reach	Block %	Stamina % (reduction)
Vanguards	25%	40%	100%	75%
Great Hammers	(140%, 90%)	90%	90%	25%
Twohanders	25%	25%	80%	45%
Greatblade	50%	50%	80%	45%
Scissors	(25%, 50%)	50%	80%	50%
Highblade	30%	25%	75%	40%
Rapiers	(75%, 25%)	75%	50%	80%
Twin Daggers	(25%, 50%)	30%	65%	50%
Glaive	(25%, 50%)	25%	70%	50%
Half-Spear	(40%, 20%)	30%	65%	65%
Reapers	50%	25%	80%	25%
Whip	50%	25%	50%	40%
Bludgeon (Maces)	25%	25%	65%	40%
Fists	0%	20%	50%	25%
Staff	20%	20%		

Throwing Daggers	30%	0%		
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Charm Reworks

Overview

- Major overhaul of effects!
- Amulets are often 50%+ stronger than rings when giving similar stats.
 - All defensive rings are now 20 points.
 - All defensive amulets are now 30 points.
- Daggers are generally more unique or conditional than other item slots.
- Many resource on kill/riposte/haze harvest effects have been removed.
- While all stats stack 100%, most stats are now more unique to their slots.

Act1

- Cutthroat's Dagger changed to 25% riposte damage.
- Pyromancer's Dagger changed to 10 fire damage on Parry.
- Cryomancer's Dagger changed to 10% roll speed.
- Hydromancer's Dagger now works in all situations.
- Hydromancer's Ring from 10 to 20 physical defense.
- Venomancer's Dagger changed to 20% debuff duration. [todo]
- Venomancer's Amulet changed to .75 life per second.
- Electromancer's Dagger changed to Rage grants global damage bonus (0-15%)

Act2

- Aeromancer's Dagger changed to +10 max ammo.
- Aeromancer's Amulet changed to +25% Extra Slide.
- Terramancer's Dagger changed to 10% Melee Damage but increases weight by 10.
- Necromancer's Amulet Changed to % damage when low hp. (Low HP is now below 35% instead of below 20%)
- Necromancer's Ring changed to +3 Luck.
- Necromancer's Dagger changed to +15% melee reach.
- Thaumamancer's Dagger changed to 20% better healing from all sources. (longer healer with increased value?)
- Thaumamancer's Amulet changed to +10 all defense.
- Sanguimancer's Amulet changed to lifestea on hit. (melee and ranged only?)
- Sanguimancer's Dagger changed to heal on riposte.

Act3

- Fungalmancer's dagger changed to ???
- Leather Ring Melee Damage is unchanged at 10%. (2 rings is 20%)
- Leather Amulet Ranged Damage bonus increased from 15% to 20%.

*Note: ranged damage has reduced base damage in the mod.

- Mechanomancer's dagger changed to ???

Act4

- Chronomancer's Amulet changed to 10% attack speed. (with a hard cap of 35%, does not include fast hitter at this time)
- Chronomancer's Dagger changed to ???
- Chronomancer's Ring changed to ???
- Neuromancer's Amulet changed to 15% Runic Arts Damage
- Dracomancer's Amulet changed to +75% silver find. (effect was originally 50% on another charm)
- Diabломancer's Dagger changed to Grants Rage, Focus, and Stamina when being hit. [todo]
- Diabломancer's Ring changed to +5 all defense.
- Diabломancer's Amulet changed to +15% salt find. (buff to 20%?)
- Umbramancer's Amulet changed to Converts 50% of damage taken into Dark.
- Umbramancer's Dagger changed to Grants 15% global damage bonus, damage taken increased by 15%.
 - (rings still give 20 dark defense)

Act5

- Kinetomancer's Dagger changed to +15% to all damage at the cost of 30% more stamina cost.
- Kinetomancer's Ring changed to ???
- Bibliomancer's Ring changed to ???
- Bibliomancer's Amulet changed to ???

Boss Tier Changes

The progression of bosses, damage, salt, hp, and artifact drops has led me to do a refresh of their monster levels (or tiers).

Many bosses have been pushed 1-2 tiers up or down to create a bit more of a gradual guide rail to progression.

Since many mages are optional, this means skipping too many bosses might weaken your character.

Additionally, all boss related gear has now been re-tiered for class requirements and strength. *Note: Boss tiers in the game are displayed as +1 to the number listed here.

	Tier	Modded Tier	Modded Item Class Tier
Uryks	0	0	1
Pyro	0	0	1

Cryo	0	1	1
Hydro	1	2	1
Veno	2	3	2
Huntsman	4	3	2
Electro	4	4	2
spider	3	3	2
Aero	3	4	2
Terra	5	5	2
mummy	7	5	2
Necro	7	6	3
Thauma	9	6	3
Sanguis	11	8	3
fungo	6	7	3
grandma	6	7	3
corpo	8	8	3
treeheart	8	9	4
mechano	10	9	4
lumino	12	11	4
tworemain	9	10	4
neuro	9	10	4
chrono	11	11	4
bluedragon	11	11	4
umbra	12	12	5
draco	13	12	5
diablo	15	14	5
kineto	12	13	5
biblio	14	13	5
sky	12	14	5

fire	14	14	5
undone	16	16	5

Version 1.5.2 (April 27, 2025)

Changed how artifacts scale per tier. Base values unchanged. (ratios from last patch, not vanilla)

- Tiers 0 - 5 scale slower (0.25), granting a small bonus at 6
- Tier 6 - 10 scale slower (0.50), granting a small bonus at 11
- Tier 11 - 15 scale slower (0.75), granting the full scaling value (1.0) at 16+

Lifesteal from artifacts now works.

Pierce from artifacts now works.

Movespeed values from artifacts doubled.

Fixed some modifiers showing % when they were flat bonuses.

Enemy damage rescaled:

- Early game damage is now very slightly higher
- Tier 0 mages and summons no longer deal 25% less damage.
- NG damage scaling is much slower.
- Damage averages 20-30% lower in the long term.

Defenses from armor are displayed as 2x to make values be like how Salt1 was.

- No change in game mechanics.

Drop attacks now have a .10 second max hit interval. [Goal is to allow a max of 2 hits from height]

Rapier poise damage from 9 → 14

- Stamina damage to shields reduced to 60%, maintains similar original stamina damage.

Maces and Great Hammers

- Stamina damage to shields increased by 10% (1.1x)

Whips

- Whipcrack added, effect is the farthest 30% of the whip's hit-point.
- Whip range increased by 1.2x
- Deals 1.3x damage and 1.5x poise at the tip.

- Note: This works simpler than the official whipcrack effect in Sanctuary, and only looks at distance in the X coordinate. Sanctuary has extra hit detection in a circle around the tip of the whip.

Juggle time reduction removed.

- Juggle damage reduction remains at 50% after the first hit.

Ragdolling hits [Big Hits] now deal less poise damage; from 2x stagger damage to 1.5x stagger damage.

- For players this includes dash attacks.

Stamina reduced on non-boss and non-mage enemies.

*Only if the enemy has a max stamina of 100 or more.

$$\text{newMaxStamina} = 50 + \text{maxStamina} * 20\%$$

Enemies no longer drop herbs or iron ore.

- Loading in or resting at an obelisk still uses vanilla's base quantity of a consumable (this was a post release change)
- In the field crafting and 'extra' consumables still require resources.

Version 1.5.1 (Jan 12, 2025)

Fixed a crash in Corvius Mire.

Reduced some artifact values slightly.

Removed test code that ignores price for bolstering artifacts.

Changed how old artifacts are seeded on reroll. (Fully rerolls the seed now... Technically abusable)

Re-enabled full stacking on Charm slots (rings, amulets, daggers).**

Fixed parry % not being a percentage.

Fixed silver loss on death being inverted (was 90% instead of 10%).

** Charm stacking on some existing values are likely overpowered, but them being such for the moment may help generate feedback.

Version 1.5.0 (Dec 30, 2024)

Resynced with Ska's Balance patch. (Many things not merged from their design choices)

Many changes to player stats (Vitality, HP, Stamina)

Health potions now field craftable.

Health potions heal buffed from 50% over 5 seconds to 80% over 4 seconds

Health potion quantity reduced from 5 to 3. Max also reduced.

Complete overhaul of Artifact system, new artifacts can now be upgraded when bolstered.

Charms WIP overhaul.

Weapons now have better motion values from 1.2->1.3 and now deal equal poise to the value.

Parries can now reflect damage when using Skallin Vanguard or equipping an Artifact with Reflect on Parry.

Silver lost on death changed from 50% to 10%.

Dead Samurai in Temple of 11 deal -25% damage with slash attacks. (Still deals dmg full on stab)

Many other changes...

Version 1.4.0 (Nov 2023)

Resynced with the free content patch.

Poise doubled from armors.

Other changes not logged. (unknown)

Version 1.3.2 (Jan 10, 2023)

Updated to work with stable patch 1.0.1.0 as of Jan 10, 2023.

Enemies no longer deal 15% (or more) bonus damage to players when playing Coop.

Version 1.3.1 (Sept 20, 2022)

Fixed a bug where using fists crashed the game.

Pressing block now commits you to blocking for a set amount of time.
Perfect block's blockstun is now 2x faster. (ends sooner)
Normal block's blockstun is now 1.25x faster.

Version 1.3.0 (July 9, 2022)

Salt1 hair colors added!

Saves for saltguard are now able to break vanilla (if using a new haircolor) and have their own save folder.

-- Initial boot of saltguard will copy your saves over to the sg_savedata folder.

Version 1.2.0 (July 2, 2022)

Weapons costing weight has been removed.

Melee stamina cost reduction returned to normal.

Base endurance reduced by 4 from +12 to +8 (more than vanilla).

Hammers now have +90% size and +90% attack reach. More similar to salt1.

-- for next patch I will be looking into hair colors having more options and brightness. Again, in similarity to salt1.

Version 1.1.0 (June 25, 2022)

Perfect blocks no longer grant stamina, but still do not cost stamina.

Perfect blocks can now trigger if you do not hold the block button. (Undocumented change in 1.0.0)

Blocks in vanilla have a 0.2 second roll/escape stun-break,

This release now adds a 0.2 second light-attack stun-break -- perfect blocks only.

Base game patch adapted to 1.0.0.8 of official release. (only installs into this version)

Version 1.0.1 (June 5, 2022)

Fix added for matchmaking to avoid players from being flagged for cheating when online.

Version 1.0.0 (June 5, 2022)

First Release

Stamina costs on blocking buffed.

Perfect blocks are now slightly easier on certain weapon types.

Perfect blocks no longer cost 1-6 stamina, but instead grant 5 stamina to make up for stamina-pause.

All armor grants 20% more defense.

All melee-slot weapons now have a small weight. From 2 (daggers,rapiers) to 6 (greathammers)

Players now start with +12 carry max.

Melee attacks cost slightly less stamina, benefits heavier attacks more.

(Will be adjusted more per weapon in the future)

Health on perfect block Charm buffed from 2.5% max hp over 5 seconds to 5% over 1 second.

Focus on perfect block Charm buffed from 2.5% max fp over 5 seconds to 5% over 1 second.

DevNotes

Charms Notes

All Rage Items

- Build rage on Parry (Electro amulet → unchanged)
- Extends Rage Gain Window (Timekeepers Dagger)
- ~~—Increases Max Rage (Keen Gust Dagger)~~
- Build Rage on Parry (Fungal Sporeblade Dagger)
- Searching Haze Residue Builds Rage (Rotted Protusion Dagger)

- ~~—Build Rage on Parry (Crackling Amulet)~~
- ~~—Build Rage on Riposte (Greentale Amulet)~~

- Amplifies Rage Gained (Amplifying Ring) → unchanged
- Extends Rage Gain Window (Chronoplate Ring)
- Build Rage on Riposte (Tomekeeper's Ring)

All Focus Items

- Recover Focus on Parry (Parchment's Edge Dagger)
- ~~—Searching Haze Residue Recovers Focus (Gravetender's Dagger)~~
- ~~—Recover Focus on kills (Ceremonial Bloodletter Dagger)~~
- Recover Focus on Riposte (Scaled Fin Dagger)

- Recover Focus on kills (Gold Amulet)
- Recover Focus on Parry (Mind Totem Amulet)

- Increases max Focus (Mindstone Ring)

All HP Items

- ~~—Searching Haze residue recovers HP (Serpent Pendant)~~
- Increases Max HP (Brilliant Amulet) → unchanged
- Heal on Parry (terramancer's amulet) → unchanged

- Increases Max HP (Molten Ring) → unchanged
- Recovers HP on kill (Bloodletting Ring) → unchanged
- ~~—Heal on Riposte (bloodletters amulet)~~
- Heal on Riposte (mechanomancer's dagger)

Damage*

- ~~- Increase Fire, Cold, Poison, Dark, Light attacks (Daggers)~~

- ~~—Increases Attack Power (Leather Amulet)~~
- ~~—Increases Attack Power (Leather Ring)~~
- ~~—Slightly Increases Attack and Defense (Gold Ring)~~

- ~~— Increases damage when HP is below 20% (Skyborn Nail Dagger)~~
- Increases damage when HP is below 20% (Inpheryean Amulet)

*Note: When it says “attack” this means all melee, ranged and spell damage sources.

Poise / Physical Defense

- Stone Ring poise defense
- Hydro Ring physical defense
- Stone Dagger physical defense
- Hydro Amulet poise defense

Amulets are generally used for Defense, but I don't see a reason not to use them for offense.

Daggers tend to be conditional items, low hp, heal on block, etc. I think this is fine, though not all need to be conditional, it could make a good categorical design.

Rings are essentially something that 'can stack' by default, due to 2 slots.

I figure that balance between these items should allow a 'set' of items to play nicely together, but that amulets vs rings vs daggers, should not be repeating the same functionality.

Examples:

Leather Ring -> 10% melee (attack) damage

Leather Amulet -> 15% ranged damage

Skyborn Nail -> 50% damage when 'low on hp' (can change what that means or how it works)

New Charm Ideas:

- Extra Ammo x
- Longer healing on potions?
- Healing over Time x
- Healing from hits (vs kills) x
- Mp/Rage from being hit
- Rage grants damage %x
- Extra duration on negative effects (poison, fire, cold, etc) → venomancer dagger x
- Extra duration on positive buffs (weapons, armors, not healing)
- Stamina on Parry
- Damage on Parry (thorns) x
- Roll speed x
- Damage for stamina
- Defense item for earlier gameplay x
- Melee Reach

Changed Effects (1.5.3 changes)

Cutthroat's Dagger → From Stamina bonus into +25% riposte damage (Celestial dagger grants +50% later on)

Venomancer's Dagger → From +20% to Poison Attacks (M,R,S) into +20% duration of debuffs. (increases Duration and Damage)

Pyromancer's Dagger → From +20% Fire Attacks into Deals 10 fire damage on Parrys

Cryomancer's Dagger → From +20% Cold Attacks into roll speed 10%

Hydromancer's Dagger → Grants stamina regen during attacks and rolls as well now. (flowing stamina)

Electromancer's Dagger → From +% damage while low hp into Current Rage grants 0-15% bonus damage (M, R, S).

*(pairs nicely with amulet)

Gravetender's Dagger → From grants focus on harvesting haze residue into Grants +% damage while low HP.

Venomancer's Amulet → From harvesting residue grants HP into Hp Regen.