

This is the changelog for the version 0.40.01 of Dwarf Fortress

# It's out!

## Combat and Movement\*

- Movement and Attack speeds have been split
- Reaction moments (catching a swung fist)
- Variations of attacks (Wild attacks)
- Ability to attack with 2 weapons at the same time

### Lethality Reduction

- No immediate enemy recognition in cities to avoid fights to the death on the street
- Conflicts and conflict levels are tracked (lethal/nonlethal)
- Critters can enter a state of terror from lethal battle, especially if they're likely to lose
- Enemies can surrender
- Draw and sheath weapons
  - People in cities won't appreciate it if your weapon is out.
- Mode can be switched to non-lethal in object testing arena

### Sneaking

- Sound indicators/vision cones
- Running, creeping, walking, sneaking, as opposed to just walk and sneak
  - Need to accelerate
  - Sharp turns slow you down
- Vampires can sense creatures with blood.
  - More generally, tags to sense arbitrary creature classes
  - can be attached via interactions/syndromes

### Tracking

- Creatures leave tracks as they move unless they fly or are ghosts
  - Track descriptions depend on what left the track - feet, boots, turbans...
- Tracks can be found in their own vision mode

### Climbing\*

- Climb up to branches, walls or down to ledges
- Can't climb smoothed walls or ice walls

### **Jumping\***

- Can grab onto tiles when jumping or falling

## **Entity sites**

### **Demons**

- Due to spoilers, Toady has revealed nothing about demon sites beyond that he has added them. Sites will contain ample amounts of randomly generated features however.

### **Goblins**

- Central tower with pits and tunnels underneath
- Connects to first underground layer
- Trenches, tunnel entrances, watchtowers
- Prisons with prisoners and snatched children
- Troll-shearing pits

### **Elf sites**

- Orchards
- Trees with canopies as much as thirty tiles wide

### **Dwarf Sites\***

- Hill Dwarves - farms and settlements on or near the surface
- Fortresses - connect surface and first cavern layer
- Deep sites - farms and settlements in the first cavern layer, below mountains
- Noble Hierarchy - the king rules a few dukes who each rule a few counts whose barony often includes a few towns with their own mayors.
- Player fortresses can now be non-destructively retired.\*
  - Retired fortresses behave as NPC fortresses but retain other information
  - Retired fortresses can be reclaimed.

### **Other**

- AI can now reclaim sites ruined during worldgen. Both during or after worldgen.
- All megabeasts can now attack and sometimes occupy civilization sites.
  - These occupied sites cannot be reclaimed by the AI, but can be by the player.\*
  - Retired fortresses can be reclaimed.
- Civs will now continue to build settlements after worldgen, with some limitations. No roads or markets will be made in these post-worldgen sites
- Armies inhabiting foreign conquered sites can now alter the sites to some degree.
  - Goblins will begin building trenches and small towers "in human villages, elf sites and dwarf hill sites that have been taken after some time passes"

# Entity Groups

- Armies now exist on the world map and move about during play, and you can encounter their camps.
- Bandits harass townspeople
- Invaders cause mayhem in conquered sites
  - Destroyed buildings, killed historical figures, things impaled on upright weapons...
  - Killing their leader should often get them to leave
- Invaders have camps with tents for soldiers and large tents for their commanders.
- Commanders chased out of their camp try to return due to their responsibility.
- Soldiers patrol the camp, raise the alarm, etc.

# Cities

- Townspeople no longer know exact positions of lairs
- Entities have various "claims" to sites, rather than outright uncontested ownership every time.
- Goblins will hunt down a civilization's leaders and kill them, instead of just slaughtering indiscriminately.
- Uprisings.

# Heritance

- Entity positions will be inherited as they do in worldgen.\*
- Anyone who gets too old (as defined in the raws for their species) dies.
- Conceptions occur periodically, and schedule a birth to be resolved at the appropriate time.

# Personality and Conversation

## Personality\*

- Dwarves, and other sentient beings, now have personal values which are based on their cultural values but may deviate.
- Dwarves now have traits which may not be value-neutral.
- Dwarves will have "dreams" or life goals
  - creation of an artifact
  - taking over the world.
- People react to death depending on their personal traits
  - may applaud or call you a murderer and spit at you
- People now have emotions instead of a one-dimensional "happiness" value — tantrum spirals are a thing of the past.
- People recognize body parts from dead people and will react depending on their personality and how well they knew them.

### **Conversation revamp**

- Time no longer paused while talking
- Rumors will spread among NPCs, which they can then relay to you.
- Townspeople may lie to you, if their personality supports it.

## **Other**

- New opening paragraph in Adventure mode depending on your starting situation.
- Companions now join for specific purposes, and will leave afterwards.
- Invaders can now jump and climb when assaulting a fortress. Some limitations apply\*.
- A lot of new plants.

### **Multi-tile trees\***

- Falling leaves and fruit
- Item clouds/spatter
- Flowers
- Orchards

\* These are directly applicable to Fortress Mode