

Daughter of Essence Changelog

Red Text = Not Yet on Itch

Version 1.3.4 - ??

- Fixed a passibility issue in the nunnery
- Albus Winthorpe dialogue changed for better quality, context and continuity
- Fixed a tile overlap issue in Moon's shop
- Mercy's childhood drawings are now correctly active on-touch, rather than on-press
- Mercy can now buy the fishing rod from Shiveworth without the szarva horn quest

Version 1.3.3 - 6-8-2023

- Added a new limited random encounter on the coast of Carvannah with day/night variant
- Increased most boss enemy XP values by around 20-25% in normal mode
- Further increased starting stats and raised the stat curve in Accessibility Mode
- Fixed a possible soft-lock in the sea near Emerald Flats
- Fixed a bugged cooking fire
- Fixed a bug where a random cooking fire gave you milk (lol)

Version 1.3.2 - 1-13-2023

- Fixed an issue where The Locker and Retaliation did not correctly formulate damage conditionals
- The Retaliation skill has received a buff: the damage bonus is increased and now also checks for Poison
- Meghan now carries Wool Cloth
- If Meghan dies in the final siege, she will no longer still appear in the cove at the end of the game
- If you didn't kick him out, Roald will remain in the cove just prior to the first siege and buy goods

Version 1.3.1 - 12-19-2023

- Added a "notice" screen on new game about the Accessibility Version
- Added some contextual dialogue to Fogsborough
- More blacksmiths carry mining picks, made a few of the pick sprites lootable (lol)
- Changed the rune-equipping SFX
- The healing "mash" QTE resolves a little quicker now--shorter timer and fewer inputs required
- Fixed some continuity issues in Aster Village introduced by the newer Bronwyn scene

- Fixed an issue where it was possible to conclude Aster without triggering a quest flag
- Aster Village now sells grapes
- The “Small Pond” quest is now correctly marked as failed after the window closes
- Mercy will now ask Gerty about Carlisse on-touch even if it’s their first meeting, making finding Carlisse in Witchdale a little more direct than before
- Fixed an issue where, by extending the docks early on, you could miss a quest journal flag
- Fixed an issue where Mercy would still be riding Orus after returning from a Marlan sequence
- Fixed some portrait issues
- Fixed some typos
- (Accessibility Only) Replaced some default fishing spots that had crept back in with the accessibility fishing spots. If you find fishing spots in accessibility mode that are disproportionately quick, feel free to report their location.

Version 1.3 - 11-16-2022

- Added some missing armored essence portraits
- Added new contextual dialogue to the Mubarek essence miners
- Added new dialogue scenes for if Moon, Eva or Dalkon dies and Mercy visits their stations
- Adjusted some variables for Cove Health, added a health check to the game’s outro with a new secret outcome
- Adjusted Dizzy and Disorientation states, changed Disorientation icon
- Adjusted Confusion state from 2-4 turns to 3
- Adjusted the Punishment skill’s formula: now converts negative values into 1 damage
- Fixed some typos
- Fixed some portrait errors
- Fixed an issue where someone could appear in two places at once on Deer Isle
- Reduced grimefin HP
- Reduced aqueduct goop HP, reduced poison chance, reduced XP slightly
- Fixed a bug where the Mercy/Keeper CG didn’t display
- Fixed an issue where Beatrix could still be missing hp/mp after your reunion
- Fixed some text runoffs
- Mercy no longer mentions her merchant vessel while riding in Petrova’s ship
- The Night Mother fight is no longer fleeable after returning to Esterholt in later chapters (this caused some logistical issues with the cutscenes)
- Adjusted some contextual dialogue in the cove for if certain residents died
- Reduced random encounter rates across the board

Version 1.2.12 - 11-2-2022

- Fixed some typos
- Fixed a duplicate line of dialogue in Carvannah

- Fixed an issue where Camille would repeat her intro dialogue in Witchdale
- Fixed a missing battle background in Esterholt
- Mercy no longer asks Connor if there is a doctor in Esterholt if she's already met the doctor
- Fixed an outdated cooking spot
- Fixed Duel to the Death disappearing the same round it was used

Version 1.2.11 - 9-20-2022

- Improved some dialogue
- Fixed some text-cutoff issues
- Fixed a bug where Eva could soft-lock the game by trying to move into a desk

Version 1.2.10 - 9-3-2022

- Adjusted a few lines for ease of readability
- Fixed more sprite/portrait issues
- Fixed some issues with Mercy giving the fishing vessel a messenger bird
- Fixed some passability issues
- Fixed a text cutoff issue

Version 1.2.9 - 8-17-2022

- Added new downed/sleeping sprites
- Added new robed portraits
- Added a couple of minor hidden lore reveals
- Fixed a bunch more incorrect sprite and portrait issues
- Fixed a tile cutoff
- (Accessibility Mode Only) Made the quest fishing spot in Shiveworth easier

Version 1.2.8 - 7-18-2022

- Fixed a number of incorrect portrait issues
- Fixed a couple of issues where fishing would revert Mercy to the wrong sprite
- Fixed a couple of issues where cutscenes would revert Mercy to the wrong sprite
- Fixed some typos
- Fixed a passability issue in Danforth Crook
- (Accessibility version only) Fixed some fishing spots having base game speeds

Version 1.2.7 - 6-24-2022

- Fixed an issue where getting on the boat would remove Mercy's armor sprite

Version 1.2.6 - 6-8-2022

- The overworld now force resets your sprite and portrait (a crude fix for any potential scenario where you end up in the wrong outfit)
- The Prince of the Deep is now 30% more vulnerable to ballistic weapons to compensate for being a glass cannon in that fight
- Fixed some typos
- Fixed a tile cutoff

Version 1.2.5 - 5-15-2022

- Fixed an issue where text remained enlarged after a scene in the Carvannah inn
- Fixed some incorrect portrait issues
- Fixed an error where riding Orus from a map to the overworld later in the game would revert Mercy to her original sprite

Version 1.2.4 - 3-18-2022

- Fixed a missing file error in some of the ending paths
- Fixed a misaligned portrait issue
- You can now skip through the Witchdale caves again as soon as you get a boat

Version 1.2.3 - 2-22-2022

- Fixed an issue where it was possible to lose Awakening or Will on a respec
- Fixed an issue where it was possible to find the hunters in Esterholt after they should be at the doctor
- Changed the debug room door message
- Re-added the walkthrough to the accessibility version

Version 1.2.2 - 1-30-2022

- Fixed some typos
- Fixed an issue where Claudia could appear in two places at once during a cutscene
- Attempted to fix an offset choice selection menu when upgrading the cove
- Fixed a couple of portrait issues
- Fixed an issue where a text box was incorrectly transparent
- Fixed an issue where the deep folk scene wasn't correctly appearing in the library

Version 1.2.1 - 1-1-2022

- Fixed an issue where it was possible to get stuck in Witchdale
- Fixed an issue where boss sprites were encrypted and could cause errors
- Fixed an issue where Sense Essence disappeared after a respec
- Fixed an issue where Dalkon was duplicated in the cove

Version 1.2 - 12-22-2021

- Added new armored Mercy portraits and sprites (normal, fishing, riding and battle sprites)!
- Added Steam Achievements!
- Added new gauges and an improved HUD to the final siege for better transparency
- Updated a number of different scenes with new dialogue
- Performance Improvements
- Added new voice lines to some of the endings
- Added a plugin to halt the in-built fast-forward function of RPG Maker during certain cut-scenes (I believe fast-forward was causing image-related crashes on some lower-spec machines. Hopefully we will see much less of these now)
- Marlan's Guard-Breaker now correctly removes Stone Spines, making the ejderha fight nicer
- Fixed an issue where Feodor's unconscious form would vanish after leaving the Aster manor
- Fixed some passability issues
- Fixed an issue where Beatrix scenes could play while in the guest room next door
- Delilah's room will now be open immediately after she's recruited
- Fixed an issue where Naomi could either miss with Lotus Shot, or else use it on the wrong target
- Fixed an issue where a line of dialogue could be repeated twice by two separate enemies
- Van Ritter and company are gone from Witchdale after confronting them
- Fixed an issue where cocoa beans weren't previously healing
- Fixed an issue where the chocolate bar wasn't properly learned from the recipe book
- Slightly rebalanced final siege values
- Fixed an issue where the Dietrich & Moon scene could be triggered after one of them fell in the siege
- Fixed an issue where the first Vincent & Gertrude scene could be triggered after ch. 8
- Fixed some portrait-related crashes
- Implemented ShadyCorner integration
- Fixed an issue where "Wound Essence" was lost after a respec
- Some Accessibility mode improvements have been made

Version 1.1.1 Beta (Patrons) - 6-19-2021

- Added new art and made some changes to the AWAKENING ending
- Fixed an issue where Bronwyn and Mar Mar could appear in two places at once
- Adjusted some line-breaks
- Added a couple of flavor texts to the Carvannah Library
- Updated the portraits for the buried chest in the frozen passage
- Fixed the damage formula for the Acid status effect
- Fixed an issue where a picture overlay carries over from rescuing Bronwyn

- Fixed some portrait issues in conversation with Mar Mar
- Fixed a passability issue in Esterholt
- Fixed an issue where Bart was duplicated during a cutscene
- Fixed a move speed issue before the fight with the Red Moth Ejderha
- Tom will now correctly disappear after the cutscene with him and Marlan (may still repeat once on old saves, however)
- Leite will disappear from the Isle of Deer camp site after translating the cave writing
- Fixed a passability issue on the Isle of Deer
- Single respec ability added to standard build
- **(Accessibility Mode Only):** Respecs are now unlimited

Version 1.1 Beta (Patrons Only) - 6-8-2021

- Added new NSFW scene art (Fort Wilkes scene)
- Added new quest areas to the Aster Valley manor 2nd floor
- Added two new recruitable NPCs for a cove
- Added new patreon NPC
- Added a new special event involving Dorn in the cove
- Added a new cutscene featuring Bartholomew
- Liis can no longer wander into the hallway and get stuck
- Beatrix base level increased from 10 to 12, and base SP increased from 2500 to 3000
- The hunters from Esterholt have had very slightly adjusted stats
- Fixed a portrait flicker issue in the Dream Eater fight
- Adjusted the positioning of certain enemy battlers
- Fixed a passability issue in Grey Clarion
- Unyielding Wounds status changed from 8 rounds to 4
- Fixed an issue where ending the fight vs. the strangers with 0 HP could result in a game over
- Fixed some portrait issues with the Crows while in combat
- Fixed an issue where Mercy's portrait could appear in Shiveworth while playing as Beatrix
- Fixed some portrait-related issues in Carvannah
- Gorps will no longer appear in the residential area after returning from Esterholt until after you've spoken with him emerging from the throne room
- **ACCESSIBILITY MODE ADDED**
 - Doubled base health for Mercy, Orus and Beatrix
 - All HP recovery items now have higher flat rate increases
 - Timer doubled on all fishing events
 - Combat QTEs removed, damage formulae are now flat
 - Mercy starts with 10 more Attack and Spirit
 - Earth Vial restores 50% HP on resurrection instead of 30%

Version 1.07 - 3-24-2021

- Fixed a possible portrait-related crash in Carvannah
- Updated all fishing spots with a new event that fixes a rare bug involving fishing with a broken rod, as well as eliminating the need to change maps to respawn
- Added a font layout reset to certain key dialogue lines as a safety precaution against the Big Font bug
- Fixed some line-break issues
- Fixed an issue where Marlan was transparent after the Tom fight
- Fixed an issue where Tom's stats showed up as Bandon's in certain stages of the siege planning
- Support Essence now applies to the resourcefulness score instead of resilience on the ship unit for the siege
- Added a skill description for Quick Draw
- Added some missing dialogue from Kelsie

Version 1.06 - 3-23-2021

- Updated the walkthrough
- A couple of passive NSFW scenes have been placed behind choice menus rather than autoplaying, so they can be avoided if that is your preference
- Fixed a move speed error after interacting with the mysterious chest in the cove
- Fixed a couple of passability issues at Fort Wilkes
- Fixed some text-runoff on the credits screen
- Fixed some outdated fishing spots
- Fixed a passability issue in Grey Clarion
- Fixed a passability issue in Hawk's Keep

Version 1.05 - 3-18-2021

- Fixed an issue where it was possible to interact with the door to the secret hideout in Carvannah through the building's south wall
- Fixed a typo
- Fixed an issue where upgrading Eva's inscription station to max could prevent Wulfhilde's toy shop from being upgraded

Version 1.04 - 3-18-2021

- Fixed an issue where Recovery Rate's Advancement tooltip incorrectly stated 3% instead of 5%
- Fixed an issue where the Mysterious Letter was not correctly useable from the menu

Version 1.03 - 3-15-2021

- Fixed a possible portrait-related crash preventing progress if Mercy didn't visit the aqueducts on her first visit to Carvannah

Version 1.02 - 3-13-2021

- Fixed an issue where the mining tile in the Fogsborough cavern could force the player into a dialogue loop on the ice puzzle (if they don't have a mining pick)
- Fixed a typo
- Fixed a possible inconsistent audio fadeout in the prologue
- Removed a debug chest (that could also cause a pathing error)
- Added the walkthrough as a pdf to the game files

Version 1.01 - 3-12-2021 (Steam Launch)

- Added 4 new NSFW scene illustrations!
- Fixed a portrait-related issue in the cove
- Fixed a couple of swapped system icons
- Added an extra move speed reset to the conversation with Roald about Witchdale to address some reports that movement was slowed after the scene (unable to reproduce so far)
- Fixed a couple of typos
- Removed the Patreon button from the menu (Steam got mad about that)

Version 1.0/0.166 - 2-19-2021

- Added Tom to various other locations in the cove & added new lines of dialogue
- Added a new special hidden cutscene to do with gathering all of the szarva game pieces
- Replaced a few inventory icons with new & improved icons (won't have any effect on old saves)
- Improved a few maps visually
- Fixed a few instances of characters not correctly appearing on the siege monument
- Fixed some dialogue for better quality & continuity
- Fixed some text-runoff
- Fixed some instances where it was possible to soft lock in the monastery theater by crashing into a wall
- Adjusted some sound effect volume levels
- Adjusted some choice menus to include more options available on screen at one time

Version 1.01/0.165 - 2-12-2021

- Added TOM, THE STRONGEST MAN ALIVE to the cove & siege planning room
- Added a new scene to the final moments of the game
- Added new image-scrolling functionality for some new high res scene art pieces added that are larger than the game window

- Fixed a rough transition from Leite's tent
- Fixed a rock overlay on the Neresalem outro cutscene
- Fixed an issue where the "reject cycle" outro could transfer to the wrong version of the docks

Version 1.0/0.164 - 2-5-2021

- Added four brand new pieces of NSFW scene art
- Added a whole bunch of knowledge to the library in Carvannah
- Updated the title screen with new designs
- It is no longer possible to skip the opening chapter
- The opening splash screens are now skippable with 1 button press
- A "Quit" option has been added to the main menu for people on certain devices with only 1 USB who are using a controller (like a surface pro)
- Rockhide Eels are now skinnable for their hides, which can be crafted into gauntlets or a helm by Meghan in the renovated throne room
- Added an 18+ splash screen on startup
- When entering the Carvannah Library with Beatrix, she will read all the tomes to Mercy (given the circumstances)
- Fixed an issue where a secret fish was consumable & had no sale value
- Slightly modified font color palette
- Adjusted an image flickering scene to reduce instances where PCs slower to render images could result in reference error
- Changed menu, cancellation and confirmation sound effects to be more pleasing on the ears
- Every chapter you read in the library grants skill points!

Version 0.163 - 1-29-2021

- Added new NSFW scene art
- Added new voice lines to Leite's outro scene
- Added new easter egg NPCs
- Added new hidden items
- Added a public library to Carvannah noble district (WIP)
- Improved some combat animations
- Added TOM, THE STRONGEST MAN ALIVE (optional super tough Marlan fight)
- Re-rendered battle backgrounds for better picture quality & optimization (+reduced file size)

Version 0.162 - 1-22-2021

- Added a new hidden area in the Isle of Deer with a special reward

- Gertrude can fix the reward for Mercy's personal use, or
- Belka can optionally use the reward, which increases her stats in the final siege
- Added a new Leite scene for the [Keep Struggling] ending route
- Dietrich can be found later in the game if he was not recruited early on, which makes the Aklas quest completable for a reward
- Added a variety of new stat-requirement hidden treasures to the game
- Made new grassy-door sprites for Aster Village
- Improved the Witchdale mapping
- The cove docks map in the outro is now different depending on the cove's resourcefulness
- Fixed an issue where it was possible to crash into a wall in the Mubarek theater and get bounced into an object
- Fixed a possible portrait-related crash after the battle with Franz
- Fixed a passability issue on the 2nd siege planning room from version 161
- Mercy now pays Dietrich 300 gold from the cove fund for his services if she chooses to resist his essence
- Fixed a move route issue when attempting to enter the Forbidden Tent in the cove before investigating it
- Fixed an issue with the Moon Shard incorrectly reducing Orus's Defense by 500 (!) instead of 5

Version 0.161.1 - 1-15-2021

- Fixed a possible portrait-related crash during a battle with Bell

Version 0.161 - 1-15-2021

- New scene art added
- Added new dialogue lines to some of the cove residents after the final siege
- Added a new Rondo segment to the Monastery chapter, in which the player can learn new things about the church and some of the supporting characters there
- Added a book in Aster Village with historical details about the crater
- Recruitable NPC Bandon is now useable during the siege & has new dialogue
- Adjusted a number of lines through the game for added context and better continuity
- Fixed a couple of lingering small portraits during combat
- Fixed an issue where Moon doesn't correctly check for clovers to craft potion of plenty
- Fixed some typos
- Myerte will now correctly appear on the monument if she falls during the siege
- Adjusted some lighting for better performance
- Fixed some poorly-converted dialogue from smart text to plain-text & resized one of the Vincent and Gertrude scenes

- Fixed a tile and passability error in the post-siege residential area
- Made it impossible for NPCs to enter the doorframes of certain rooms to avoid them getting stuck for long periods

Version 0.160 - 1-8-2021

- A fishing guide has been added to the fishing journal, and the basics are displayed when the Fishing Rod is first acquired
- The Quest Journal is now bound to the “J” key (old saves must reset controls to default before the change will take effect)
- The shortcut to call the Skill Point allocation screen is now “K”
- The keyboard controls overlay that appears on startup can now be accessed in-game, and is also updated to reflect the journal and advancement shortcuts
- Fishing has received some bug-fixes, improvements, and tweaks to Lures
 - Mercy’s fishing sprite now differs slightly based on rod type
 - A special new fishing rod can be crafted by upgrading Gertrude’s forge
 - Declining to fish while riding Orus no longer dismounts
 - Dismounting Orus to fish now properly flags the “dismounted” variable so the screen will no longer fade out while trying to re-mount in an unacceptable area
 - Lures and Bait now have colored options in the choice menu, and can also be used simultaneously
 - Lures have been changed; now instead of being a flat Luck multiplier, Luck is multiplied based on the initial fishing check. This is to prevent high-luck characters from over-fishing essence while still ensuring Luck applies to fishing success rate
 - Some of the wait commands have been removed from fishing, reducing the down time
 - The fishing success sound effect has been changed from a bell to a gentler chime
 - Items were made easier to fish, down to 10 inputs from 13
- Added an additional short sequence to the “keep fighting” ending route
- “Trance” has been removed. It never worked correctly to begin with, and never quite lived up to the ideas for implementation that I had for it, so I’ve cut it in preparation for 1.0
- Added missing glasses to a couple of Agatha’s portraits
- Added new pieces of Mercy’s backstory hidden around Shiveworth
- Added a little more evidence of something hidden at the Carvannah aqueducts entrance
- Added a new recruitable character & bathhouse suite
- The 2nd floor of the bath house is now accessible after a certain point even if Liis was not recruited--it is merely empty
- The empty “Advancement” menu has been removed from the skills category, a carry-over from the old Skill Point distribution system that no longer did anything

- The “Equip Skills” command has been changed to “Prepare,” since skills is its own command and spells can also be equipped
- The “Skills” command in the main menu has been changed to “Abilities,” since skills and spells are separate. The Skills submenu has been changed to “Weapon Skills” for clarity
- The “Item” menu option has been changed to “inventory”
- The timed attack cursor has been modified from a plain white line to a colored diamond
- Full-length busts are now shown in combat for characters who have them instead of only the small face portraits
- Fixed a tile overlay issue
- Fixed some pixel errors and flickering on Mercy & Orus’s injured battler sprites
- The timed attack result is now all caps for better spacing, and the result parameters have been adjusted slightly to allow for “perfect” results
- The timed attack target points have been adjusted slightly to to better match the visuals
- Fixed an issue preventing dialogue from appearing during the fight with Corrine
- Fixed some typos
- Fixed an issue where a colon appeared after Mercy’s name in a couple of encounters
- Encountering 2 vox silvae at once now correctly counts both enemies’ deaths towards the full tally
- The minimum ATB and HP bar lengths have been reduced to mitigate instances where a bar could overlap another enemy’s sprite
- Fixed an issue where Fukuro wasn’t properly loading into the fight against the Grey Lions
- Interacting with the bird in the Aster Canyon while riding Orus now properly dismounts so she isn’t speed-walking after the scene
- Added some additional effects to the final canyon sequence
- The background sound effect now properly fades during the scene transfer from the canyon
- Fixed some text runoff
- Adjusted some lighting for better performance
- Fixed a lighting issue in the cove throne room
- Adjusted some parallel processes for better performance
- Adjusted some of the ending narratives for better quality and continuity
- Attempted to fix possible crashes caused by some systems being slower to reference images that are flickering on and off
- Fixed a broken color code in a journal entry
- Fixed the formatting on the scene when inspecting the looted crab hide
- Fixed an issue where Fishmaster Luca could reference being in Witchdale when in Mar’Liore or Emerald Flats
- Changed the contents of a couple of different chests
- Swagger is now correctly removed at the end of a battle

Version 0.159 - 12-24-2020

- Overhauled SP system; reduced amount of SP from defeating enemies and removed all SP from leveling; increased amount of SP earned from actions in combat
- Made substantial balance adjustments to Defense & Resistance formulae;
 - 30 Def = Approx 15% Mitigation, up from 5%
 - 50 Def = Approx 25% Mitigation, up from 15%
 - 100 Def = Approx 45% Mitigation, up from 35%
 - 200 Def = Approx 63% Mitigation, up from 60%
- Adjusted some enemy balance
- Adjusted some item balance (will not affect existing saves)
- Adjusted some dialogue to reflect the possibility of having access to Qel in places like Hawk's Keep, Grey Clarion, Danforth Crook and Fogsborough
- Fixed an issue where Roald's dialogue flag could be bypassed by exiting the dorms directly from Mercy's room and re-entering from the front door
- Adjusted some steal rates
- Adjusted a lot of dialogue for better quality, continuity and readability
- Adjusted some lighting for better performance
- Replaced all instances of the name "Volda" with Vonda for continuity
- Mercy can check out a room at New Light Restaurant after getting information from Sodrek about Benn Wilkes
- Added lights to the wall switches in Fort Wilkes to make them more obvious
- Reduced "yield" requirement by 1 for Awaken ending, increased "resist" threshold by 1 for "Reject" ending
- Fixed some passability issues
- Seth now has the boss collapse effect
- Fixed some dialogue on Annouck
- Fixed a tile layering error at Fort Wilkes
- Sodrek now correctly gives Mercy 5 hogfish ramens instead of 1
- Claudia no longer appears in the residential area after returning from Esterholt
- Adjusted the Carlisse/strangers battle to take less time
- Mercy can now ride Orus on a couple of maps she was previously unable to
- Fixed an issue where Mercy could ask about Moon's upgrades with the wrong portrait
- Fixed an issue where upgrading Moon's shop 1 tier at a certain point could prevent certain important dialogue from occurring
- Added a missing transfer point for leaving Hawk's Keep
- Visual HP gauge dimensions modified to match the ATB bar better
- Fixed an issue where Mercy could ride Orus into a house in Danforth Crook
- Added the Warm status to more cooking fires

- Brienne in Danforth no longer has fixed movement after speaking to her once
- Added more lootable items to various maps
- Fixed some passability issues
- Fixed some reference issues during a cutscene if Mercy gets Qel before purchasing supplies for Danforth in Mar'Liore
- Fixed an issue where leaving Mar'Liore at a certain point while riding Orus incorrectly reapplies her blindfold
- Fixed an issue where Weston's walk animation was disabled in the cove during a cutscene
- Fixed an issue where the Wulfhilde/Belka scene was previously incorrectly difficult to access, and also broadened the window to unlock the Wulfhilde/Mercy scene
- Mercy can no longer enter the strategy meeting while riding Orus
- Entering the siege planning map while mounted no longer increases Mercy's speed after leaving the map unmounted
- Fixed some portrait issues
- Fixed an issue where Carlisse's door was missing after the first siege
- Fixed some issues where trying to ride Orus indoors could fadeout the screen
- Some instances of Leondra, the Fourth Calamity, mistakenly referred to her as Alice. This has been changed for continuity, and to avoid confusion with a different historically significant Alice
- Fixed an issue where Mercy could enter the Emerald Flats barracks while riding Orus during a cutscene
- Mercy no longer asks the bartender in Emerald Flats about Mikhail after fighting Bartholomew
- Mercy can now enter the room where the hunters are staying after recruiting them, and before the reinforcements arrive
- Fixed a portrait flicker issue on the fishing boat
- Fixed an issue where preparing for the final cove meeting before talking to Marlan about the Sisters would instead trigger the Sisters dialogue during the meeting
- Fixed an issue where Bart & Quinn could fail to appear during the final cove meeting
- When Leite meets Mercy after the final cove meeting, the dialogue now slightly differs if they went to Isle of Deer
- Fixed an issue where Leland's dialogue didn't change after speaking with him
- Holden and Wally now appear in the cove after they arrive before the final siege
- Interacting with Leite's bed after the Leite/Gorps scene now differs slightly if they went to the Isle of Deer
- Delilah can no longer block the door to her room in the dorms
- Fixed an issue where entering the second siege planning area from the planning table while riding Orus could result in fast movement speed when leaving the area
- Fixed an issue where a harp could clip through the ship bow during the attack
- Fixed a tile error

- Fixed an issue where Bartleby skipped a page of text in the event of Quinn's death
- Fixed an issue where initially choosing to depart for the valley after the siege with Qel could result in a "coming soon" message instead of a direct departure
- Mercy now recovers after resting in bed post-siege
- "Awaken" and "Reject the Cycle" are now highlighted gold in the final choice menus

Version 0.158 - 12-18-2020

- Added new scene art for Vincent & Gertrude
- Delilah has new lines if encountering Mercy before & after she is captured
- Mercy can now present Claudia's letter to Beatrix in her office for a while
- Adjusted a lot of dialogue for better quality, continuity and readability
- Adjusted some tile layer issues
- Adjusted some choice menus for better continuity
- Adjusted some lighting for better performance
- Mercy can no longer skip through the caverns in Witchdale after watching Molly enter
- Fixed some repeating animations
- The celebration noise & heart now appear when fishing any amount of essence
- Esterholt Seekers now use the correct "Wrath" ability
- Radiant Light now lasts 4 rounds, but only increases pharmacology by 25%
- Fixed an issue where weather effects could sometimes stop when transferring to within the same map
- Fixed a couple of accessories that weren't equippable
- Faded out some of the background music and sound effects to make the voice lines more easily audible
- Fixed an issue where Mercy wouldn't talk about Vincent's room if she went into Gertrude's prior
- Fixed an issue where Hobart could appear in the cove even when not recruited
- Made it impossible for NPCs to walk on the Mar'Liore bridge to prevent traffic jams
- Fixed an issue where Mercy could have dialogue while not in the party
- Fixed a movement-related soft-lock on the Isle of Deer
- Fixed a font size issue
- Yielding to Belka no longer disables Orus from following
- Fixed some portrait issues for Leite and Beatrix
- Adjusted some awkward Orus positioning during cutscenes
- Fixed the walking animation for some guards during a cutscene
- Beatrix now unequips any added gear and re-equips her default equipment once she leaves the party
- Added a place for Beatrix to rest outside the nunnery

- Adjusted the cove defense spike positions to not block the cannons
- Fixed an issue where having insufficient funds to target Minerva could result in shifted choice results when hiring the Sisters
- Fixed some walk animations during a cutscene with Holden
- Added a few extra Bruiseweeds to Witchdale to make it slightly easier to catch the cove bruiseweed potion scenes
- Fixed some passability issues
- Fixed some dead lights
- Fixed a ship pathing issue when escaping Mubarek
- Fixed some portrait flickering
- Fixed a font size issue after Mercy's Carvannah threesome
- Fixed an issue where Silas could walk around during a conversation
- Fixed an issue where Giantslayer was dealing damage twice in a row
- Changed Giantslayer icon so it doesn't get confused with Corrosion
- Beatrix now has an additional base 25% Pharmacology and Recovery Effect for being a Doctor
- Glass Powder no longer afflicts Giantslayer, instead deals direct damage. It also now counts as a weapon skill instead of a spell, and is based on physical accuracy
- Absolution of the Sea now correctly removes Corrosion
- Claudia now knows Sense Essence
- Fixed an issue where Moon's shop didn't check for bruiseweed at certain portions of the game

Version 0.157.1 - 12-11-2020

- Fixed a passability issue which prevented progress

Version 0.157 - 12-11-2020

- Added some new dialogue and cutscene visuals to create more foreshadowing about Mercy's fate
- Added battle selection cursors to more clearly indicate targets
- Updated some maps for better quality and tile diversity
- Fixed a portrait-related crash in Mar'Liore
- Fixed some typos
- Fixed an issue where Fishmaster Luca incorrectly reports the Goofer record as 0 cm.
- Fixed an issue where there was some discontinuity between the base Marlan stats and the Rematched Marlan stats
- Fixed an issue where losing the Marlan fight and being transported home leaves the window tinted for the outside
- Adjusted lots of dialogue for quality, continuity and improved line-breaks
- Adjusted various screen transitions and choice menus for better quality and continuity

- Made various lighting adjustments for better performance and continuity
- Adjusted minimum ATB rubberband speed to 0.4, down from 0.5. This allows for a broader range of variable ATB speeds and also better matches the maximum speed of 2.5.
- More images are now preloaded to help limit delayed parallax pop-in on larger maps
- Fixed an issue where interacting with the statue in the cove extension before the timer expired would disable the timer without disabling the switch, leaving all the gates open on the way out
- The Health Rune's item description has been corrected to reflect a gain of 90 HP
- The Mana Rune has been buffed from +15 to +24 MP, and the Staff Rune has been buffed from +12 to +20 MP
- Target Rate bonus has been increased from 3% to 5% when spending Skill Points
- Fixed an issue where the ship lighting persisted into Carvannah, resulting in exterior lighting appearing indoors
- Fixed an issue where Ralph's tent plays the wrong music after fading back in on the first cutscene
- Defeating Hallie now yields 275 XP, up from 125
- Adjusted the Disarm animation
- Fixed some repeating animation issues
- Mercy can now rest in the Crows' hideout after defeating Silas
- Madame Remora now correctly takes her 15 gold as payment for the fortune reading
- Fixed an issue where a few items couldn't be looted as they incorrectly required the player to be facing upwards (including a Silver Card)
- Fixed some wall-crevice events which required talking to the wall twice to climb inside
- Fixed some bedroll events
- Fixed an issue where entering a building while riding Orus, then attempting to ride Orus while in the building, would fadeout the screen for a moment
- Re-fixed an old issue where Mercy could mention fishing on the Carvannah execution platform while absent
- Fixed an issue where Moon could skip a phase of dialogue after chapter 2
- Fixed an issue where a number of enemy animated sprites were affected by the "breathing" plugin, causing pixel issues
- Mercy now fishes up unrefined essence of the sea instead of refined, ranging from 1-4
- Fixed an issue where cooking fires were no longer extinguishing after 3 uses since the cooking system update
- When lit, cooking fires now also provide illumination in dark areas
- Fixed an issue where cooking fires were no longer providing the Warm status since the cooking system update
- Replaced some outdated cooking fires
- Adjusted the cooking fire sprite slightly to avoid pixel shifting when going from unlit to lit
- Fixed some passability issues

- Fixed an issue where Mercy could ride Orus into several Danforth Crook homes
- Fixed an issue where Mercy could ride Orus into the Nestmother's home during a cutscene
- Fixed an issue with encounters not properly updating in Witchdale
- Adjusted some item descriptions to contain more information

Version 0.156 - 12-4-2020

- Added new ending narrations to reflect different outcomes depending on the cove's resourcefulness score
- Added new rewards to the cove for high morale scores
- Updated some enemy animations to resolve quicker and feel more impactful
- Added "breathing" effects to a number of enemies and linked breathing rates to HP as a bonus visual indicator of health
- Replaced the item collection sound effects
- Replaced the background music for Emerald Flats
- Adjusted a number of enemy battler positions
- It is now possible to formally conclude the Kelsie quest, resulting in a cove morale boost
- Trying to sneak out of the internment camp from the mine-side in Emerald Flats now returns you back to where you were instead of transporting you across the stream. The guard and Mercy now properly look at each other as well
- Touched up some dialogue around Shiveworth for better quality & continuity
- Adjusted some lighting for better performance
- Added new spots to draw water from
- Fixed some passability issues
- Losing people in the siege now harms morale
- Fixed an issue where the sun key scene between Mercy and Gertrude wouldn't play after chapter 7
- Fixed an issue where Gertrude could still appear in the cove even if she died in the first siege
- Fixed some line break issues

Version 0.155 - 11-27-2020

- Myerte has been added to the siege
- Fixed a bug which allowed Mercy to approach the finder in Carvannah
- Myerte has been given new dialogue in the cove
- Added new secret quests & items around the world
- Added a new recipe
- Added a new "Water Jug" key item for scooping up fresh water to use in cooking recipes
- Added a new recruitable character

- Fixed the Minron & Molly scene causing big font to linger
- Fixed an issue where Mercy could retain her awakened sprite & portrait after the Isle of Deer cavern scene
- Fixed an issue where hot cocoa required the wrong ingredients to prepare
- Changed the animation for liquid consumable items in combat
- Hot Cocoa now adds XP instead of recovering HP
- Essence Dessert buffs now persist through death & full recovery
- Fixed some recipe overlap, added a couple of recipes that had been missing

Version 0.154.1 - 11-21-2020

- Fixed a couple of passability issues
- Fixed an issue where the doctor on Isle of Deer could repeat cutscene dialogue
- Fixed an issue where Mercy's Awakened status would persist beyond the cutscene in the cavern
- Adjusted some lighting for improved performance
- Leite's dialogue is now correctly updated after returning from the Isle of Deer (more coming soon)

Version 0.154 - 11-20-2020

- Added new story content to the Isle of Deer
- Added new boss encounter to Isle of Deer
- Added new enemies to Isle of Deer
- Added new recruitable character (still WIP for siege stats)
- Updated the skillbook to contain unarmed skills
- Revised some lighting for better performance
- Slightly adjusted class balance
- Added an option to leave Wulfhilde alone Mercy's room
- Adjusted the SP value of recovery rate, now providing 5% per 300, up from 3%
- Updated some maps for better quality and tile diversity
- Fixed an issue where the Beatrix & Griswald scene could enlarge the text
- Fixed a move speed issue
- Fixed a couple of weapon graphic issues
- Fixed an issue from 0.152 where the Molly/Minron scene overlay would remain on-screen
- Several more scenes in which time passes now recover the party's HP/MP
- Fixed an issue where the font was enlarged after the Abigail scene

Version 0.153 - 11-13-2020

- Added new Beatrix scene art
- Added new story-content to the Isle of Deer
- Updated the remainder of the adult scene formats to align with the scene library formats
- Fixed a number of rich-text characters remaining in the NSFW scenes
- Fixed a couple of move speed errors
- Fixed some passability issues
- Fixed a bug where attempting to loot a certain key fragment wouldn't add it to your inventory
- Fixed some tile errors
- Fixed an error where a battle animation played twice
- Fixed Entomb adding Def Up instead of Down
- Fixed enemy Overgrowth only affecting Enemy #1 instead of both enemies
- Devour now provides immunity to certain magical status effects
- Fixed a transfer event after choosing the first siege units
- Fixed some misplaced balloon icons
- Fixed a lighting issue at the Glass Sea campsite
- Adjusted some lighting for better performance in the cove
- Fixed some overlays in the cove battle and post-battle maps
- Fixed an issue where Mercy wouldn't enter the scene library after the final cove siege

Version 0.152.1 - 11-8-2020

- Fixed a font size issue if Mercy resists Hallie's essence or views the miners scene
- Fixed the game starting without transparency set
- Fixed a BGS playing after the Cor Silvam fight
- Fixed an issue where Saul could appear in two places at once
- Fixed an issue where Orus could appear at two places at once during a cutscene
- Fixed a move speed issue

Version 0.152 - 11-6-2020

- Added new unarmed skills
- Added new Mercy & Hallie scene art
- Began updating the adult scene formats to align with the scene library formats (approx. 50%)
- Updated more maps for improved visuals and tile diversity
- Fixed some tile errors
- Adjusted some lighting for better performance
- Fixed a move-speed bug
- Fixed some text runoff
- Fixed an issue where seekers in Esterholt would continue to appear until a map change

- Changed how images render in a certain event in the hopes that an uncaught `TypeError` won't randomly pop up when skipping the text
- Fixed an issue preventing Dietrich's letter from being used from the inventory
- Fixed an issue where skipping a cutscene could result in walking slowly afterwards
- Fixed a parallax issue in the first cove siege
- Fixed an issue where Moon's shop could add szarva milk to Mercy's inventory
- Fixed an issue where Orbit was incorrectly regenerating twice, for two different values
- Changed regen effects from being "tick-based" to being turn-based; this was to fix a bug where regeneration effects were breaking max-hp buffs over 100% default HP
- Fixed an issue where the boathouse was hidden in the final cove area
- Players can now re-enter the scene library after the final siege is complete
- Fixed an issue where Dietrich could appear in the throne room before victory is claimed in the siege
- Fixed an issue where Aklas would not correctly acknowledge Dietrich's passing in the first siege
- Fixed a lingering image overlay in the upper cove area if not upgraded
- Fixed a bug where the opening event at the Isle of Deer went missing somehow in version 151, allowing Mercy to explore prematurely
- Fixed a bug where some damage over time effects were triggering twice in a row
- Fixed a bug where Adrenaline triggered twice
- Fixed an issue where resisting Dietrich's essence still counted as yielding for the end scene

Version 0.151 - 10-30-2020

- Updated more maps for improved visuals and tile diversity
- Qel landing spots now only appear while flying
- Fixed a parallax issue in the siege cove
- Fixed a parallax issue in the pre-siege cove
- Fixed some passability issues
- Fixed some tile overlay issues
- Fixed some item descriptions
- Adjusted some lighting for better performance
- Adjusted some of the dialogue boxes in the outro for continuity
- Fixed some text-runoff
- Fixed an issue where Lara's dialogue in the cove would repeat
- Mercy can no longer read Dietrich's letter while blindfolded, and it differs now depending on whether Mercy yielded or resisted his essence
- Dietrich now leaves behind a letter in the non-renovated throne room as well
- Fixed a repeating animation issue
- Fixed an issue where Rondo could reappear after a cutscene where he leaves

- Fixed an issue where Gorstag could appear inside an obstacle during a cutscene
- Fixed an issue where Megaera's dialogue referenced events which had not yet come to pass
- Fixed an issue where Megaera could appear in the cove's non-renovated throne room even if not recruited
- Fixed an issue where it was possible to land Qel by left-clicking, which left the Qel sprite on the map and also kept the menu disabled
- Fixed an issue where the red moth ejderha's arrival at the cove did not correctly modify Oldlight's ambush score, making it harder on the cove's scouting unit
- Fixed an issue where an obstacle could block the monument after the cove siege
- After unlocking Qel, the dock at Mar'Liore no longer contains Mercy's ship, and the map can be left on the right or left sides instead
- Fixed an issue where the cutscene in the Oldlight meeting room was faded to white
- Fixed an issue where Mercy could appear in the dream while moving at Orus-riding speed

Version 0.150.1 - 10-24-2020

- Fixed some missing tiles
- Fixed an issue where Gertrude could say nothing when interacting with her
- Fixed the "reinforcements" cove map and improved performance
- Replaced an outdated fishing spot
- Fixed some tile passability issues
- Improved performance in the flame priestess temple

Version 0.150 - 10-23-2020

- Added a new large, explorable region to the game (WIP)
- Added the beginnings of a major new optional side-chapter that will reveal a lot of hidden lore
- Updated a number of maps across the game for improved quality, performance and tile diversity
- Fixed some tile overlay issues
- Fixed some lighting issues
- Fixed an issue where grey stalkers were incorrectly in possession of night's essence instead of earth's essence
- Fixed an issue with Orus's Overgrowth spell, where it would remove the old Overgrowth effect before adding the new one, effectively resetting any overhealing each time. It can also no longer be used from the menu.
- Carlisse's Diamond Shell status now correctly reflects all physical damage types
- Fixed a chest sprite issue
- Fixed a stray reaction bubble during a cutscene
- Fixed an issue where resisting Moon's essence left her things behind in Witchdale

- Fixed some tile passability issues
- Fixed some incorrect portrait issues
- Fixed a missing transfer event in the New Light tavern
- Fixed an issue where some of the paths through Mubarek Monastery would result in the Moon/Elijah scene image not correctly displaying

Version 0.149 - 10-16-2020

- Updated a number of maps all across the game for improved quality and tile diversity
- Rebuilt all the cove maps from the ground up using the new image layering system to improve performance
- Fixed an issue where Holden could appear in the cove inn prematurely
- Fixed an issue where Mercy could enter the Danforth Crook bandit camp by ship
- Fixed an issue where Moon could return to the cove from her room prematurely
- Adjusted a number of entryway graphics for better continuity and clarity
- Adjusted some lighting to improve performance
- Fixed an issue where trying to enter the upper cove region after the siege could slow Mercy permanently
- Fixed an issue where Carlisse could speak during the cove surrender cutscene even if she was not recruited
- Fixed a visual error in the final Leite cutscene
- Fixed some typos

Version 0.148.1 - 10-12-2020

- Fixed some passability issues
- Replaced an outdated fishing spot
- Replaced an outdated cooking fire
- Fixed a lighting issue
- Fixed a missing portrait issue with Leite during a cutscene
- Fixed an issue where the liquor store closed earlier than it should have in Esterholt
- Defeating 3 vox silvae in Witchdale now disables further encounters immediately instead of after a screen transition
- Fixed a bug where the upgrade selection menu could get stuck in a loop
- Mercy can no longer get into any encounters before visiting Aunt Agatha, and has her SP refunded if she changes class after rejecting Elijah's essence
- Fixed an issue where Mercy could enter through the monument into Seth's realm while riding Orus

Version 0.148 - 10-9-2020

- Added a new, super-rare and extra challenging fish to the game, along with a reward for catching it
- You can now get a unique reward from a new NPC who appears in Newlight for catching an especially large seabear
- Added the remainder of the cove residents back in to the post-siege cove areas
- Added new dialogue to the Gertrude's workstation if she died, and fixed an issue where interacting with the forge could trigger dialogue with Gertrude even if she wasn't alive
- Continued implementing graphical updates here and there, adding more tile diversity and more dynamic interior mapping
- Began implementation of a new system of overlaying images to address some performance issues in the cove. This is a WIP and is only partially implemented.
- Made clams more common to fish up
- Fixed an issue where Orus could bypass learning his first specialization abilities
- Fixed some passability issues
- Fixed some missing portrait issues
- Fixed an issue where Orus could follow Mercy in the Esterholt manor
- Fixed an issue where Mercy could activate the encounter with the bug in Carvannah after returning the second time, and added some new dialogue to reflect the passage of time
- Increased the health of one of the strangers in the encounter in the Aqueducts, making it so you can't realistically bypass the Cataclysm spell by overleveling and bursting him down
- Fixed an issue where upgrading the cove while Mercy was blinded would show Mercy's normal portrait
- Fixed an issue where Mercy could be riding Orus during the Carlisse showdown
- Fixed some lighting issues
- Fixed some text runoff
- Fixed an incorrect chest description
- Fixed the hit rate of the Critical Attack greatsword skill
- Fixed an issue where Dalkon and Marlan could be duplicated in the cove after a cutscene
- Fixed an issue where damage to the cove might not correctly appear after the first siege
- Fixed an issue where Mercy could be transported to Beatrix's office while riding Orus during a cutscene
- Fixed an issue where you could not land at the Mar'Liore Mercenary camp with Qel
- Fixed an issue where returning to the cove in Ch. X upgraded the defenses visually
- Fixed an issue where Mercy could interact with the bed in Beatrix's office and get healed before Beatrix sets up
- Fixed an issue where Orus's Brute Force skill could be selected from the menu
- Fixed an issue where Quinn could remain in the bath house after the final siege
- Fixed a sprite issue with Mercy's bed

- Fixed an issue where the monument could be prevented from appearing after the final siege even if members of the cove had died
- Fixed an issue where returning to the cliff tops in Witchdale after rejecting Moon's essence could result in getting stuck

Version 0.147 - 10-2-2020

- Updated some old tiles and visual effects (WIP)
- Changed some language to reflect the possibility that Mercy arrived by Qel rather than ship at a few places in the game
- Added Gongo to the cove post-siege
- Updated Moon Lee's masked sprite & portraits
- Updated Gorps' smithing sprite & sword-attack sprite
- Fixed some passability issues
- Fixed some text cutoffs
- Fixed an issue where the wrong battle fanfare music would play after the first cove siege
- Fixed an issue where the Mar'Liore guard could get stuck on Orus's sprite & disappear instead of crossing the bridge
- Fixed an issue where a Carvannah guard could get stuck on an NPC and disappear instead of leave the area
- Fixed a semi-translucent overlay issue in the post-siege cove
- Fixed a few glitched visual effects
- Fixed an old bug where encountering the moon spirit while the timer reaches 0 would end the fight prematurely

Version 0.146.1 - 9-28-2020

- Addressed a rendering freeze issue that could happen periodically on certain devices
- Several members of the cove have received sprite & portrait updates
- Fixed some portrait-related crashes
- Fixed some lighting issues in the Esterholt basement
- Fixed an issue where Beatrix could disappear in the middle of a cutscene in Witchdale
- Fixed an issue where it was possible for a scene to loop during the siege if Mercy sent an assassin after Stephen Byrd

Version 0.146 - 9-25-2020

- The Knife quest is now completable during Ch. IX
- Added a new scene & boss encounter to Ch. X
- Added Claudia and Colette back to the cove post-siege

- Added a way to check your final siege results
- Added a number of SPI-based map checks to the game
- Added a new, hard to earn recipe book with new unique recipes
- Added a button mash input to Mercy's self-healing sword skills
- Changed a number of sound effects and musical effects
- Made some improvements to performance
- Significantly reduced the amount of gold Mercy finds in the cove as part of a process of rebalancing the cove expenses
- Abandon's damage has been buffed from a 25% max HP scale to a 33% max HP scale to compensate for nerfs to HP values
- Slightly rebalanced the final siege, making the highest scores a little more challenging to obtain and the worst outcome slightly less challenging to obtain
- Fixed an issue where re-entering the Emerald Flats barracks could trigger a missing guard's dialogue
- Fixed a portrait issue when interacting with one of the sun chests
- Fixed a passability issue in the Glass Sea campsite
- Fixed an issue where Ramses could appear in two places at once
- Fixed an issue where Lily could be passable after the siege
- Fixed and improved some weapon skill animations
- Fixed some equipment descriptions
- Fixed an issue where Bartleby could appear in two places at once
- Fixed an issue where the Locker skill's moon scroll would be listed in the wrong order
- Fixed an issue where having Dalkon's fully-upgraded station would overlap some of the damage in the post-siege cove

Version 0.145.3 - 9-20-2020

- Fixed an issue where a number of fishing spots after Mar'Liore require Mercy to be facing right, rendering half of them unusable
- Fixed an issue where mining could throw a javascript error
- Attempted to address a graphics rendering error
- Fixed an incorrect portrait issue in Fogsborough
- Fixed a font size error after checking siege results
- Reverted a change to hue rendering, which attempted to improve performance at the cost of color accuracy
- Fixed a passability error in one of the idol areas

Version 0.145.2 - 9-19-2020

- Fixed an issue where it was possible to soft-lock when choosing to save Lord Balgruuf
- Fixed some more missing portrait issues for Beatrix
- Fixed a performance issue caused by a new feature designed to improve performance (lol)
- Fixed an issue where hooking a regional fish would instead result in no catch
- Fixed some text runoff
- Fixed an issue where Mercy could appear in her room riding Orus after a cutscene
- Marlan's messenger bird no longer appears in both the cove and inn simultaneously
- Fixed an issue where the fishing inputs were off-center

Version 0.145.1 - 9-19-2020

- Fixed an issue where a menu-blurring feature to improve performance was causing fishing to throw errors
- Re-enabled enemy target flashing

Version 0.145 - 9-18-2020

- Replaced the default Victory, Loss and Game Over music
- Improved performance
- Improved some animations
- Essence toys now give the choice to replay written scenes, + the font size is adjusted to be consistent with the scene library
- The red moth ejderha now correctly weakens both the Oldlight's infiltration forces & their ship defenses, and a new line has been added about its contribution to the cove's defenses
- Consumables are now ordered in your inventory in certain tiers of priority, rather than by the database entry. Those tiers are: 1. Home-cooked meals, 2. Food/Drink, 3. Medicine/Restorative Items, 4. Ingredients
- Replaced the old & largely incompatible file preloader with a new image cache system
- Added new fishing trophies for all fish types & also added harder to obtain platinum trophies!
- Fishmaster Luca can now be found in the Emerald Flats
- Changed the fishing system to slightly expand the range of fish sizes and also significantly increase the rarity of fish on the larger end of the spectrum
- Changed Beatrix's crossbow mechanics to deal damage based on a split of Attack and Luck
- Changed the fishing system to prevent the issue where failing a fishing check could result in fishing up multiple things on your next success
- Updated a number of core systems to improve stability and help address game-timer consistency
- Fixed an issue where even with vsync, game-timer ran at >60fps on higher hz monitors, making fishing almost impossible for certain people
- Players can no longer reverse stat allocations at will (as introduced experimentally with the new system in 0.141)

- Recovery rate is now increased by 3% per 300 SP
- Fixed an issue where Meghan could repeat dialogue after returning from Mar'Liore
- Fixed an issue where Roald could appear in the inn and throne room simultaneously
- Fixed an issue where Delilah could appear in two places simultaneously
- Fixed an issue where one of Mercy's voice lines actually included the whole voiced section
- Fixed a portrait-related crash in the Carvannah aqueducts
- Fixed some missing portrait issues in Carvannah
- Fixed some text alignment issues

Version 0.144.1 - 9-14-2020

- Fixed the homemade bait using the old crafting ingredient system
- Fixed an issue where homemade bait was a consumable and could be used from the inventory
- Fixed an outdated cooking fire
- Adjusted the stealing sound effects for different item types
- Made a change to hopefully fix alignment issues on the cove upgrade choice menu
- Adjusted the cove's battle background
- Fixed an issue where moon bats could linger too long
- Reduced some essence plunder rates for lower level enemies
- Fixed an issue where facing right while fishing with a coat on could remove the coat
- Fixed an issue which could potentially prevent Bartleby & Quinn from appearing in the cove on some game paths

Version 0.144 - 9-11-2020

- Made slight changes to all the long-form scene formatting in the library. Enlarged the font from 28 to 30, reduced the page line count from 16 to 14, and added ¼ second delays to the end of every paragraph to reduce the ease of accidental skipping (If this is a popular change, it will also be implemented in the normal scenes)
- Added the fishing bait recipe book
- Added Hufferpuffer Pie to the Common Seafood Cuisine recipe book
- Bruiseweed potions now require bruise-weeds, which can be found in the wild after speaking with Moon about them
- Mercy can at last resist Dietrich's and Moon Lee's essence, gaining SP instead of essence
- Adjusted the Moon Lee & Mercy scene slightly
- Fixed an enemy AI bug where some enemies were incorrectly skipping turns
- Enemies afflicted by Enrage/Berserker will now use a weapon-specific attack skill instead of the default attack command
- Fixed an issue where the Coral Helm could be purchased without coral

- Fixed some out-of-date fishing spots
- Fixed an issue where red smoothfins counted as consumables and would disappear when used to make fillets
- Fixed some missing Beatrix portraits
- Added a switch to allow Delilah to resume normal movement after rejecting her essence
- Fixed some text runoff
- Fixed an outdated cooking fire
- Fixed a tile continuity error when on the Carvannah rooftops
- Fixed a bug where it was possible to gain access to higher-tier spells the first time you speak with Eva
- Fixed a lighting error in the cove
- Fixed an issue where some of the bandits recruited from Danforth Crook could show up later even if they fell during the siege
- Fixed an issue where visiting the upper dorms if you hadn't recruited the bandits from Danforth Crook could result in time-traveling back to before the siege when leaving
- Fixed an issue where the monument might not appear correctly in the event of siege deaths
- Fixed an issue where Hallie could appear in the cove when not rescued
- Dalkon can no longer be dueled infinite times for his gold and essence
- Fixed a passability issue in the Glass Sea campsite
- Fixed an issue where Elijah could appear in two places at once during a cutscene
- Fixed an issue where Sabal could appear in two places at once after the final siege
- Fixed some issues with rich text to plain text conversion in the longer form scenes
- Fixed an issue where the mine cart could go off the rails in the Hawk's Keep
- Fixed an issue where mining the last essence from certain nodes in the Emerald Mines could summon the wrong encounter
- Fixed an issue where an image overlay issue in the dream area
- Fixed an issue where entering the inn after the siege and leaving again could send Mercy back to before the siege
- Fixed an issue where a scene with Leite could still be viewable after the siege was over, which breaks continuity
- Fixed an issue where Mercy could visit Beatrix's office to be healed even if Beatrix didn't make it in the siege
- Changed the Giant Slayer's name and fixed its visual animation
- Fixed an issue where the Potion of Plenty could disappear from Moon's shop in later chapters
- Adjusted the final scene to allow for 1 single yield tolerance to achieve the rejection ending

- Made equipment scale slightly higher to avoid scenarios where the player never upgrades once they have runes slotted into early gear
- Reduced the point value of HP on gear and in the upgrade screen from 20:1 > 15:1, which should also address axes seeming disproportionately easy to use at lower levels
- Added Maven back to the cove post-siege
- Added a new campsite in the Glass Sea only accessible with Qel that starts a new quest (WIP)
- Level caps are now 50 instead of 99, though SP can still be earned indefinitely. Stat allocation is capped for primary stats at 100 each and 33 for special parameters like crit and evasion
- Fixed an issue where renovating the throne room after accepting the Iron & Scale quest could result in Meghan repeating dialogue about it
- Fixed an issue with the doorway from the cove to the residential area sometimes not showing up correctly
- Fixed a few outdated cooking fires
- Fixed an issue where Lily could still remain after the first siege even if she died
- Fixed an issue where Lily could mention Bartleby even if he wasn't recruited
- Fixed an issue where Mercy's "Coat On" Switch wasn't properly tagged when entering Esterholt, resulting in the wrong fishing animations
- Fixed a missing portrait issue for Beatrix in the Carvannah palace dungeon
- Fixed an issue where the mining cart riding sprite wouldn't appear correctly in Hawk's Keep
- Fixed a portrait issue in the frozen caves passage
- Fixed an issue where donating wool or milk to Lindsay in Aster Valley would incorrectly subtract a cumulative amount from your inventory equal to everything you'd donated so far
- Fixed an issue where a guard in Fogsborough could appear in more than one place at once
- Fixed an issue where Marlan could appear twice during a cutscene in the cove
- Fixed an issue where the lumber could remain at Fort Wilkes even after the raft was built
- Fixed an issue where riding in the Hawk's Keep mining cart in chapter 9 could send you back to the chapter 7 Hawk's Keep
- Fixed an issue where the quest log still referred to the Emperor Crab as a fish
- Fixed an issue where Quinn and Bartleby might not appear if they were recruited from the flame temple quest
- Fixed an issue where Bartleby and Quinn would have dialogue based on the wrong death flags instead of their partner's
- Fixed an issue where you could enter the cove's boathouse during the red moth cutscene, causing a scene break
- Fixed an issue where Franz could appear before the final siege even if he had previously died
- Fixed an issue where Mercy was unable to ride Orus in certain cove map variations in later chapters
- Fixed an issue with the Red Iron Stump greatsword where it was not correctly applying the Dizzy state

- Fixed an issue where leaving Mercy's bedroom after ch. 8 could fail to prompt a choice to leave the dorms directly
- Fixed an issue where Mercy's "Daughter of Essence" class wasn't correctly applying the added physical damage penalty
- Fixed an issue where a number of quests in the journal without names or places would have placeholder names
- Fixed an issue where Marlan could appear in two places at once when returning from Witchdale

Version 0.142 - 8-28-2020 - (Breaks old save compatibility)

- Added a new cutscene with 2 variations which helps to contextualize some of the endings
- Added an "overkill" feature, granting bonus rewards for overkilling easier enemies
- Base weather effects now carry over into battles from the map
- Added a shortcut keybind to the Stat Allocation menu ("P" by default)
- Added keyboard functionality for name & number entry
- Added the ability to rename most weapons and armor (useful for keeping track of rune upgrades or hidden abilities, or just for fun)
- Added a "message speed" feature to the options menu
- Redesigned the shop buttons for use with a mouse
- Made some minor tweaks to the early cutscenes for better quality & continuity
- Mercy no longer starts with 100 SP; instead, she gains 100 after choosing her Essence Type
- Fixed an issue where spending 300 SP only increased crit chance by .5% instead of 1%
- Fixed the coloring on some of Orus's weapons
- Adjusted a typo in the target rate distribution & made it cost 100 SP instead of 300
- Fixed an issue where trying to leave the throne room in the opening dream sequence revealed the wrong portrait

Version 0.141 - 8-21-2020 - (Breaks old save compatibility)

- Added a new variable hud feature that tracks your progress when choosing squads for the siege
- Completely revamped Skill Point distribution with a new interface, direct access from the menu and also the ability to invest SP into accuracy, evasion, critical, magic evasion, target rate and recovery rate
- Beatrix now has access to a second accessory slot, same as Mercy & Orus

Version 0.140.1 - 8-21-2020

- Fixed a portrait-related crash in the cove in Ch. 10
- Fixed some text runoff

- Revised some dialogue for better quality & continuity
- Fixed an issue where the deep watcher enemy could drop a golden idol
- Fixed an issue where Marlan could appear in two places at once during a cutscene
- Fixed an issue where Mercy could get stuck in a cutscene with Roald if she left the dorms from her room and re-entered from the front door
- Fixed an issue where Dougar could appear in two places at once
- Fixed an issue where Dalkon could disappear when Bell arrives to the cove

Version 0.140 - 8-14-2020

- Added the final ending narrative scenes
- Added in several new voiced narration segments for Mercy
- Fixed some typos and text runoff issues
- Fixed an issue where a test switch was enabled for the ending sequences, allowing certain endings the player might not have earned
- Fixed some dialogue in the ending narratives for better quality & continuity
- Fixed an outdated fishing spot in Mar'Liore

Version 0.139 - 7-31-2020

- Added in all of the ending narratives EXCEPT ONE (FUCK)
- Added in a new voiced segment for Beatrix
- Fixed an issue where the Ch. 8 Qel cutscene could play when arriving to the valley in Ch. 10
- Added Mercy's wounded sprites
- Fixed an issue where Eva could be incorrectly absent from the cove post-battle

Version 0.138 - 7-17-2020

- Added in a new voiced segment for Leite
- Added new ending scenes
- Added in Moon's Cookbook, obtained from finishing the side-quest in Emerald Flats and sharing the muffins with Moon Lee. This unlocks a number of special new cooking recipes
- Fixed an issue where Qel could land in various unintended places, causing issues with the menu
- Fixed some quest journal issues and updated some unfinished quest entries
- Fixed an issue where Hallie could remain in Mercy's party after defeating the assassin
- Removed a dev chest from Fogsborough
- Adjusted some skills for better balance

- Adjusted the Equipment Optimize function, more accurately weighting all of the base stat parameters for a more intelligent optimization (still ignores special parameters like evasion, resistances and critical, for now)
- Adjusted a number of cove resident sprites for better quality

Version 0.137 - 7-10-2020

- Added new wounded Mercy portraits
- Added new final scenes to the game
- Slightly adjusted a Leite portrait for better quality
- Fixed an issue where a number of spells were throwing javascript errors
- Fixed some outdated cooking fires
- Fixed some out-of-bounds issues
- Fixed an issue where an incorrect portrait would show for Mercy in Carvannah
- Fixed an issue where shellbus weren't able to be prepped for cooking
- Fixed some tile passability issues
- Fixed a portrait issue when controlling Beatrix in Shiveworth

Version 0.136 - 6-26-2020

- Added 2 new challenging boss fights
- Added several more scenes to the final portions of the game
- Fixed an issue where some of the cove residents could appear after the siege even if dead
- Fixed an issue where Dalkon would change into his armor after speaking to him post-siege
- Updated some earlier scenes for better continuity
- Fixed some typos

Version 0.135 - 6-12-2020

- Added a new area in the Aster Valley Crater (endgame area)
- Added new dialogue pertaining to the post-victory cove departure
- Added new endgame scenes on the overworld (different based on whether you have Qel or not)
- Added new endgame scenes in Aster Valley
- Revised some of the cove victory dialogue for better continuity
- Fixed an issue where the priest in Aster Valley could still be waiting for Mercy to speak to him after Chapter 8
- Fixed a lighting issue at the Aster Valley Crater
- Fixed an issue where the sun mother was vulnerable to fire damage
- Fixed some typos

Version 0.134 - 6-5-2020

- Completely revamped the cooking system (again)!
 - Cooking meals now requires a recipe
 - Added recipe books to the world
 - Fish must be individually prepared into fillets before cooking (this is to prevent the accidental consumption of a rarer-colored fish you might have wanted to sell)
 - Added new, essence-infused recipes with permanent buffs
 - Added a variety of new cookable consumables and ingredients
- Fixed an issue where a key fragment could be looted from the same pot twice
- Lara can now contribute to the cove siege plans (if recruited)
- Added some more residents to the cove post-siege
- Added a new weapon skill for every weapon type (requires 1 upgrade to Dalkon's training grounds)
- Updated the Skill Book to reflect the new skills
- Added some new dialogue and scenes to the cove
- Finally got around to organizing a lot more of the backend stuff for ease of use

Version 0.133 - 5-29-2020

- Added everyone back to the damaged cove for the post-victory condition with new dialogue!
- Fixed an issue where Olma could appear in the cove inn even if not recruited
- Fixed an image overlay issue after the siege if you had recruited Marilea
- Fixed an issue where Gorps could appear in the cove even if he had died
- Fixed an image overlay issue after the siege if the boathouse was constructed

Version 0.132.1 - 5-25-2020

- Fixed a flickering light issue
- Fixed a portrait issue
- Fixed an issue where a cutscene could potentially not autoplay when surrendering to Oldlight
- Fixed a waterfall tile issue

Version 0.132 - 5-22-2020

- Changing equipment in battle no longer takes up a turn; instead, it applies a short evasion and counter attack debuff. This was done to encourage more experimenting with synergizing different weapon skills
- Added the post-battle cove maps for the victory path (WIP)

- The “ATB ready” sound effect was changed
- Added the ability to equip guns!
 - Many new guns added to the shops & stealable from enemies
 - Gun skills can now be unlocked from Dalkon
 - Gun damage is based on a combination of Luck and Agility, meaning there is no penalty to gun damage for being in the back row
 - Updated the Skill Book with all the new Gun Skills & Abner’s weapon descriptions
- All timed attacks are slightly more rewarding for perfect timing and slightly more punishing for misses, averaging to the same
- Added missing fish to what Kethra will buy at New Light
- Marlan no longer dodges attacks in the tutorial fight (this is so players can experience the difference in timed attacks)
- Some early dialogue adjusted for better quality and continuity
- Emelia will now send Mercy off with some food and the advice to learn cooking
- Fixed some tile continuity issues in Shiveworth
- Fixed a couple of portrait issues for Leite
- Fixed an issue where Mercy could try to fish through the gates in the aqueduct
- Fixed an issue where Gromblers were fished at the cove docks instead of Hufferpuffers. Gromblers are now exclusive to the Emerald Flats

Version 0.131 - 5-17-2020

- Added new Leite portraits
- Added the conclusion to the surrender + no yield essence path
- Fixed some portrait flickering issues
- Updated the dorm lighting (lanterns now glow when a room is occupied)
- Added a new Beatrix intro monologue (voice coming soon)
- Added a new Leite epilogue outro (voice coming soon)
- Fixed an issue where Katerina in Shiveworth wouldn’t play her new dialogue for Beatrix
- Fixed an issue where it was possible for two events to overlap in Mercy’s dorm room
- Fixed some portrait flicker issues

Version 0.130 - 5-8-2020

- Extended and added the conclusion to the annihilation paths
- Extended and added the conclusion to the surrender paths
- Added a large new post-annihilation area
- Added a new mysterious NPC who reveals many of the world’s secrets
- Added a number of new sprites & assets

- Fixed some missing file reference errors
- Revised some dialogue for better quality and continuity

Version 0.129 - 5-1-2020

- Added the cove “surrender” outcome results and resulting cutscenes (WIP)
- Added 3 new cove “annihilation” outcomes and resulting cutscenes (WIP)
- Added new “release” sprite and portrait for Mercy
- Added new time-skip captivity sprite for Mercy
- Added Mercy’s Oldlight palace chambers (WIP)
- Added new “fully awakened” Mercy sprites
- You can now have a conversation about Leite’s milk in Ch. IX if you missed it in Ch. VIII
- Fixed a number of missing file reference issues
- Fixed an issue where Mercy could board the ship in Mar’Liore while riding Orus
- Fixed a handful of screen tint inconsistencies

Version 0.128 - 4-24-2020

- Finished the siege “victory” outcome results and resulting cutscenes
- Fixed an issue where fishing successfully could sometimes result in no catch
- Began development on post-siege cove content (WIP)
- Revised some dialogue for better quality and continuity
- Fixed an issue where it was impossible to fish up regionally-unique fish (oops!)
- Fixed an issue where Orus could disappear when riding him into a tent in Carvannah
- Fixed some missing file reference issues
- Fixed an issue where Carlisse could appear in 2 places at once when first arriving to the Cove
- Fixed an issue where Mercy could confront Silas before encountering any Crows
- Fixed some skill descriptions

Version 0.127 - 4-17-2020

- Added the siege “victory” outcome results
- Added a new cutscene to the dorms in Ch. X
- Added a new cutscene after the “victory” outcome results (WIP)
- Fixed several more missing file references
- Fixed an outdated fishing spot in Witchdale
- Fixed an issue where it was possible to get cornered by Rosa in the alley in Shiveworth
- Fixed an issue where aqueduct goops were susceptible to some physical attack types

- Fixed an issue where re-entering the residential area from the cove in chapter VII prematurely puts you in the ch. VIII residential area
- Adjusted the speed of sliding on ice

Version 0.126.2 - 4-15-2020

- Fixed some missing file references (when you load your old save file, save it right away and reload again)
- Fixed some flickering portrait issues in Witchdale
- Fixed some signs that could be read from the back
- Fixed an issue where Saul wouldn't appear on the ship when recruited, potentially breaking game progress
- Fixed some dialogue choice menus in Shiveworth for continuity
- Fixed an issue where choosing to ignore the bat in Shiveworth, then going back to fight it locks you out from escaping

Version 0.126.1 - 4-7-2020

- Fixed an issue where visiting the scene library in version 0.125 or 0.126 brings you prematurely to the Ch. X throne room
- Fixed a tile error in the cove battlefield map
- Mercy can no longer enter the scene library or debug room once the final portion of the story has begun

Version 0.126 - 4-3-2020

- Finished tallying Oldlight's total force strength based on choices made up til now
- Pitted yours and Oldlight's scores together for the final battle results
- Added the post-siege battlefield maps (WIP)
- Slightly tweaked some cove residents' stats for better aptitude for at least one task
- Fixed a file reference issue in the Carvannah Aqueducts
- Implemented a new system to track which residents of the cove fall during the siege based on their resilience and the final tallies of the unit to which they were assigned.
- Made a change to the extra reinforcements to the main force so that they are correctly tracked in the battle's aftermath (this change won't take effect for saves past the unit selection portion, meaning some residents could inadvertently dodge death).

Version 0.125.1 - 3-24-2020

- Fixed a roof tile issue in Shiveworth
- Fixed a grass tile issue in Shiveworth

- Fixed a typo
- Tweaked a few lines for improved continuity and quality
- Fixed a file reference issue in the intro cutscene
- Fixed a file reference issue with Dalkon's armorless sprite

Version 0.125 - 3-20-2020

- Added a new main boss encounter
- Added new parameters to all enemy AIs, ensuring they will correctly attack when afflicted with Berserk or Enrage states
- Disabled all sex toys in the mystery realm
- Added new cutscenes and story content
- Skill cooldowns are now tick-based instead of turn-based (this should help improve enemy AI as well, but it's still experimental)
- Fixed an issue where the Silas & Agatha scene image would not display in certain conditions
- Fixed a tile issue in Seth's realm
- Fixed an issue where Tafo's scene image would not display in certain conditions
- Combed through the game and began the process of renaming files for browser/mobile pathing compatibility. Please report any issues this causes!
- Fixed an issue where Mercy could descend into the Grey Clarion Grotto while riding Orus
- Mercy can now correctly ride Orus at the Fort Wilkes gate
- Fixed an issue where loading a game in some interior areas wouldn't correctly play the region's BGM or BGS
- Fixed a lighting issue when exiting the grotto in Mar'Liore
- Fixed the Lion Beetle's AI
- Giantslayer damage ticks now have an animation to make it more obvious
- Absolution of the Sea now removes the states it was previously missing
- Orus is now 75% resistant to Moon Poison

Version 0.124 - 3-13-2020

- Added a brand new dungeon area to the game (WIP)
- Added several new mini-boss encounters to the game (WIP)
- Added new lore segments to the game in the new dungeon area
- Added a new cutscene to the cove
- Added more characters to the final cove areas
- Fixed an issue with an image overlay in the final cove area
- Fixed an issue where Ralph could appear in the cove even if he wasn't recruited
- Fixed an issue where Brandis could appear in the cove even if he had died in the siege

Version 0.123 - 3-6-2020

- Added virtually every possible cove resident to the new packed-up cove areas with hundreds of lines of new dialogue and back-story
- Began the calculations for Oldlight's attacking strength based on your choices until now, and how those calculations will match up against your unit distribution scores
- Fixed some passability errors
- Fixed some typos and text runoff errors
- Fixed an issue where some characters in the cove could appear or trigger cutscenes/dialogue even if they were supposed to be dead

Version 0.122 - 2-28-2020

- Added Oldlight ship conference room scenes
- Added Oldlight ship doctor's office scenes
- Added Oldlight ship deck scenes
- Added Grey Lions ship deck scene
- Added new packed-up Cove areas (WIP)
- Added new backstories for a handful of cove residents
- Added the (embarrassingly) absent instructional line in the Emerald Flats mines about how to sense for essence by pressing F
- Fixed an issue where the cove stands didn't appear to be correctly packed up for the siege in Ch. IX if defenses were upgraded
- Revised some of the chapter 1 dialogue for better quality and more seamless continuity
- Revised the strategy meeting to include Megaera's return

Version 0.121 - 2-21-2020

- Added a new NSFW scene (M/F, size difference, pregnant, romantic)
- Added a new meeting sequence where the cove gathers to go over the battle plans
- Added a new cutscene with Holden's arrival
- Added the Esterholt hunters to the cove (if recruited)
- Added Mirelinda Kreel to the cove (if recruited)
- Added the unit assignment system for the final battle, allowing Mercy to assign everyone in the cove a role, as well as the reinforcements, however desired. The scores are calculated now but won't be revealed until later
- Fixed an issue where skipping the first chapter could result in a soft-lock later on
- Fixed some Orus-overlap issues

Version 0.120 - 2-7-2020

- Added a new boss encounter
- Added a new side-quest (contingent on your choices so far)
- You can now skip right to Mercy room or Beatrix's office from the Dorms entrance (and visiting Beatrix heals you automatically)
- You can now interact with the bed in Beatrix's office, and Beatrix will heal your injuries.
- Added more new dialogue to the cove
- Fixed an issue where Beatrix could appear in Ch. IX even if she had died in the siege
- Fixed some passability issues
- Fixed an issue where Captain Bell could remain in the cove after leaving for Emerald Flats

Version 0.119.1 - 2-3-2020

- Fixed an issue where Mercy would change rooms in the middle of the post-siege cutscene, resulting in it potentially playing through the siege results again
- Fixed some text runoff issues
- Fixed a potential portrait issue when speaking to Bell in the cove
- Fixed a potential portrait issue when speaking to Piper in Emerald Flats
- Fixed an issue where Gorps could turn transparent while working if spoken to from above
- Fixed a typo where Thorgeir is incorrectly referred to as Vincent in a scene
- Fixed an issue where Beatrix's sprite could linger after the cutscene with Elijah in Witchdale
- Fixed an issue where it was still possible to enter the Fogsborough smithy after it closes
- Fixed a portrait issue when returning to the Shiveworth docks post Ch. 7
- Fixed an issue where you could get stuck in Fort Wilkes by returning after building a raft
- Fixed an issue where Sodrek repeated old dialogue when returning with the raft
- Fixed an issue where ascending from the Hawk's Keep sinkhole post Ch. 8 would send you back to pre Ch. 8 Hawk's Keep
- Fixed an issue where Garland, a member of the Grey Lions, stayed in Hawk's Keep post Ch. 8

Version 0.119 - 1-31-2020

- Added new dialogue to characters in the cove
- Added a new fisherman on the overworld Mercy can strike a bargain with
- Added a couple of new cutscenes in the cove
- Added new stealable items to some enemies
- Quinn and Bartleby now appear in the cove when recruited
- Peacekeeper Leland now appears in the cove when recruited
- The mercenary captains from Mar'Liore will now appear in the cove after Marlan's return

- Petrova's and the Crow reinforcements will now appear in the cove after Marlan's return (depending on your actions until now)
- Fixed an issue where Elyas could appear briefly in the cove even when not recruited
- Fixed an issue where Camille could still appear in the cove even if she died in the siege
- Fixed an issue where a sign in the bath-house could be read through a wall
- Fixed a potential portrait issue when checking the cove funds
- Fixed an issue where Claudia could appear in two places at once in the cove
- Fixed an issue where Tafo could disappear from Petrova's ship during a cutscene

Version 0.118 - 1-24-2020

- Depending on your actions until now and a number of different variables, the amount of reinforcements from Mar'Liore will vary drastically. The results of all that is finally tallied, though not all of it will be revealed immediately.
- It is now possible for Bennie (new character), Monday (new character), Lara, Kylie and Kobe Jones to join the reinforcements from Mar'Liore, depending on your actions until now. They will also appear in the cove if recruited.
- Added a new cutscene with Marlan and Petrova
- Added a new cutscene with all the new arrivals in the cove
- If the red moth ejderha was encountered in Grey Clarion, it will appear again at the cove at the end of Ch. IX
- Two new rooms were added to the 5th floor of the residential area, where Monday & Bennie reside (if they arrive)
- Peacekeeper Leland can now be recruited in Ch. IX
- Added more updated dialogue to Witchdale in Ch. IX
- Mercy can now give the lumber purchased in Ch. IX to Gorps, who starts working on the new housing
- If Roald left before Ch. IX, he will now send a letter advising Mercy to visit Gov. Willard. This quest, or the quest where Roald accompanies you, are now both required for narrative progress
- Fixed an issue where Elijah and Franz could appear in two places at once in the cove
- Fixed a portrait issue in Shiveworth
- Fixed an issue where Ginny's dialogue with Beatrix would repeat
- Fixed an EVAL error in the General/Finder fight that could cause a crash
- Fixed an issue where the "confront Van Ritter" dialogue played when Mercy chose to withdraw
- Fixed some passability issues
- Fixed an issue where the siege "total infiltration score" and the "2-man infiltration team" scores were conflated for a number of different checks, including whether it was required to purchase lumber & whether Gorps had built the new housing

- It is no longer required to have met with Mirelinda Kreel in Carvannah in order to do the Flame Temple quest in Ch. IX (WIP - some of the dialogue may still suggest a prior meeting)
- After the siege is finished, checking Mercy's notes on the meeting table will now reveal the "total siege strength" value, as well as a letter grade for the results
- Fixed some typos

Version 0.117 - 1-17-2020

- Added a new encampment to Mar'Liore in Ch. IX for reinforcements
- You can now deliver messenger birds to various points across the world in Ch. IX
- Updated the quest journal to catch back up to the current content
- Added the option to purchase lumber from Esterholt in Ch. IX (if you didn't salvage the battleship)
- Delilah can be recruited from Witchdale in Ch. IX (if Mercy pursued her previously)
- Witchdale has been updated in Ch. IX to reflect the passage of time (post Emerald Flats)
- Added a few additional cove expenditures, since Mercy has been behind on crew payments
- Fixed an issue where Marlan and Dalkon could get stuck on Bell's arrival
- Fixed an issue where a cutscene in the Oldlight palace repeats when returning
- Fixed a portrait-related crash on the overworld
- Fixed some passability issues in the cove
- Revised some dialogue for better formatting and continuity

Version 0.116 - 1-10-2020

- Added new dialogue to the cove
- Added a new area to the cove in Ch. IX: the garden (must have recruited Marilea)
- Updated the cove's upper area in Ch. IX if the battleship was salvaged & added a big new housing complex
- Added new lighting to the rear cave areas
- Mercy's Luck now increases the odds of getting better mining results
- Attempted to fix a random issue where mining can cause a crash
- Adjusted the dusk lighting in Emerald Flats
- Revised the Hawk's Keep Minron dialogue and concluded it (if you completed the flame cultist quest)
- You can recruit Elif or Ramesh in Ch. IX, depending on your choices prior
- You can recruit Ramses, Henry and Lucas in Ch. IX, depending on your choices prior
- Fixed some text run-off issues
- Fixed some typos

Version 0.115 - 1-3-2020

- Added several new voiced chapter monologues!
- Qel now perches above the bath house after being recruited & can be spoken with at any time
- Added new dialogue to members of the cove to reflect the passage of time
- Added new dialogue to some of the townsfolk in Emerald Flats
- Added (another) line of dialogue indicating where to go after waking in the White Rat
- Dougar now appears in the cove (or boathouse) if recruited
- Bell's crew no longer remains in the cove after departing for Emerald Flats
- The Carlisse/Gertie/Thorgeir scene can no longer trigger if Thorgeir dies in the siege
- Megaera no longer appears in the cove after the siege if she wasn't recruited
- Fukuro no longer vanishes from the cove after the siege
- Megaera & Fukuro will now mention leaving to bring their respective aid back to the cove and be absent once Mercy returns from the Emerald Flats
- Aklas and Dietrich will no longer appear after the siege in the cove if not recruited
- Fixed an issue where Mercy could be stuck in a cutscene in the tent in Emerald Flats

Version 0.114 - 12-27-2019

- Adjusted the siege ending slightly and added new sprites/portraits for a severely wounded Diana
- Added new cutscenes to the departure of the Emerald Flats
 - Added a cutscene on the Carvannah docks
 - Added a cutscene in the Oldlight palace
 - Added a cutscene in the newly-made training room for Minerva's soldiers
 - Added a cutscene in the spymaster's office
 - Added reunion with Elijah & boarding
 - Added arrival to the cove with Medina, refugees & gardener (if recruited)
- Added all the new arrivals to the cove (WIP)
- The inn is repaired after the return from Emerald Flats (if it was destroyed)
- Mercy can no longer use toys on the deck of the Oldlight ship. This is to fix a bug where using it before the leviathan fight would carry over into the fight, to comedic effect
- Fixed an issue where Kelsie could appear in the inn even if she wasn't recruited
- Fixed an issue where szarva milk was incorrectly missing from the tavern once Cattie took over

Version 0.113 - 12-20-2019

- Added a shorter new NSFW scene (M/F, cunnilingus)
- Added new NPCs to Emerald Flats

- Added tons of items to Emerald Flats
- Added new encounters to the Emerald Flats mine
- Added new side-quests to the Emerald Flats
- Added new secrets to Emerald Flats
- Added new ingredients and a new cooking recipe
- You can now get a new mining pick from the Emerald Flats supervisor if yours breaks while mining silver or gold
- Fixed some more animations that were incorrectly playing twice
- Fixed some incorrect move routes in the Emerald Flats

Version 0.112 - 12-13-2019

- Added the mining “hot & cold” sequence
- Added a ton of new story progress in Emerald Flats
- Added new enemy encounters
- Added new characters to Emerald Flats
- Added new essence-transformation portraits
- Fixed an issue where Mercy’s heirloom knife showed a default knife sprite when attacking
- Fixed an issue where some interiors were autosaving unintentionally

Version 0.111 - 12-7-2019

- Added new scene art!
- The Night Mother fight is now animated using the Dragon Bones system
- Revised some dialogue here and there for quality & better continuity
- Fixed some passability issues on the ship that blocked progress

Version 0.110 - 11-29-2019

- Added new characters to the Emerald Flats
- Added new story progression in Emerald Flats
- Added new weapons and armor to the game, available for purchase in Emerald Flats
- Added all building interiors to the Emerald Flats (WIP)
- Mercy can now return to Fogsborough after completing the temple quest and speak with the priestess again
- Some dialogue is updated in the temple after completing the quest
- Mercy can now ride Orus in Emerald Flats, as well as the temple exterior

Version 0.109 - 11-22-2019

- Added primary exterior area for Emerald Flats (WIP)
- Added Emerald Flats Camp (WIP)
- Added Emerald Flats Mine (WIP)
- Added Emerald Flats Tavern (WIP)
- Populated Emerald Flats with a number of new NPCs
- A contingent of Oldlight soldiers arrive in Aster Valley in Ch. 9, blocking the way into town
- Qel can now be recruited in Ch. 9
- Fixed an issue where the attack and defense bonuses from rows weren't applying correctly. Being in the front row now correctly increases attack by 15% and physical damage taken by 15%, and being in the back row reduces attack and damage taken by 15%

Version 0.108 - 11-15-2019

- Added the smugglers to New Light and the return home
- Added the conclusion of the raft-building quest and the departure from Fort Wilkes
- Added hazards to the overworld while rafting
- Quinn and Bartleby can now be recruited to the cove
- Revised Beatrix's portraits
- Revised Orus Portraits
- Updated the skillbooks
- Some skills have been adjusted for balance
- The skill abbreviations in "Sense Essence" have been adjusted for continuity
- Fixed some text runoff and typos
- Fixed an issue where picking up the tools & rope in Fort Wilkes didn't correctly count towards quest progress
- Fixed some passability issues

Version 0.107 - 11-8-2019

- Added new story content to the burning stone quest
- Added the raft-building quest from Fort Wilkes (WIP)
- Added the treasure-hunters to Fort Wilkes
- Added new enemies to the temple exterior
- Updated the Moon Mother encounter
- Revised the burning stone scene
- Finished the idol space scenes
- Fixed a portrait issue in Hawk's Keep
- Fixed an issue where you could get stuck in the basement in Danforth Crook

- Fixed an issue where Mercy could confront Leite about the pump before finding it
- Fixed an issue where Claudia could appear in two places at once
- Fixed an issue where Camille could walk over the steps on the ship and get stuck
- Fixed a possible soft lock in Beatrix's office
- Marlan is now restored before his fight in the siege
- Fixed an issue where Dallas could appear in the cove even if not recruited
- Any item given to Beatrix in the fight against the twins is now removed after combat

Version 0.106 - 11-1-2019

- Added the Temple of the Burning Stone (WIP)
 - Added temple interior
 - Added inner sanctum
 - Added new idol space
- Added new optional boss encounter (WIP)
- Added a new cutscene with the flame priestess
- Dougar is recruitable in Ch. IX IF he was spoken to in Ch. VIII after recruiting Sigrid
- Overhauled the fishing system. Your Luck now directly affects what fish you will find in addition to whether you catch a fish. Your line can no longer break unless you land a fish. Increased the odds of finding regionally-specific fish. (Each time you cast, a random number is rolled between 1 and 400. Mercy's Luck stat is then added to the total. When using a Lure, Mercy's Luck is tripled. If the resulting number is higher than 200, something is hooked.)
- Revised the snowy cliff tiles around Esterholt and Fogsborough to be less blocky and allow passability underneath
- Added some new fishable items
- Fixed some portrait issues in Carvannah
- Fixed some repeating animation issues

Version 0.105 - 10-25-2019

- Completely overhauled the essence magic journal, adding a full detailed page for every individual spell.
- 6 Brand new spells were added to the 2nd and 3rd tier of Eva's workspace!
- Hawk's Keep is abandoned in Chapter IX and all the Lions have moved on (but maybe someone else has moved in...?)
- Danforth Crook has been updated slightly for chapter IX. Marilea is no longer recruitable and the jobs around the farm are already taken care of, so you won't be asked for help.
- The basement key from Danforth can be retrieved in chapter IX even if the bandits weren't recruited, and Sabal can still be recruited

- If Colette wasn't recruited in Chapter VIII, you have another chance to recruit her in chapter IX
- Flame Cultist added to Fogsborough Ch. IX (requires having found her previously)
- Attack-all spell animations have been improved for fewer cut-offs and better screen alignment, so it doesn't look like allies are caught in the attacks
- Emerald Oasis added to the overworld and world map
- Added new dialogue with Captain Bell, discussing the plans for departure. Mercy no longer leave the cove in Ch. IX until after this dialogue occurs
- Qel can now land at the Emerald Oasis, though it can't be accessed until Ch. IX
- Fixed an issue where the bird cage image overlay had a tile graphic error
- Mining nodes in Esterholt now correctly show the coat portrait
- Fixed a cutscene in the White Rat where Mercy's sprite wasn't correctly shown as sleeping

Version 0.104 - 10-18-2019

- Added a new NSFW scene (M/F, Dom/Sub, Mature)
- Bell's arrival to the cove has been added to the siege route, and a new scene with Tafo was added
- Added a 5th level to the dorms (WIP)
- Added a new multi-part cove sequence building up to the new NSFW scene
- Adjusted essence magic for better balance and synergy
- Adjusted classes and enemy resistances to reflect new simplified magic resistance chain: earth > thunder > water > fire > ice > earth (light and dark counter each other, governed by moon and night, respectively)
- Added new spell effects and made some spells negate certain status afflictions based on the new resistance chain (earth negates paralyze, thunder negates drowned, water negates burns, fire negates chilled/frozen, ice negates dizzy/disoriented). Additionally, if a spell is used on a target afflicted by the state it negates, the spell's damage is amplified.
- Updated the library to contain all missing NSFW scenes
- You can now leave the cove in chapter IX after discussing the Emerald Flats with Marlan (Ch. IX world is WIP)
- Fixed an issue where Fukuro would show up with Marlan instead of Sabal
- Fixed some text alignment issues
- Fixed some portrait alignment issues
- Franz, the Carvannah refugees, Sigrun & co., the Danforth Crook bandits are all gone from their respective places in the world starting in chapter IX if not recruited

Version 0.103 - 10-11-2019

- Added Bell's arrival scene (Stall route)

- Added Bell & Franz scene, new backstory (Stall route)
- Added Carlisse, Thorgeir & Gertie to the cove
- Added a lot of new dialogue to more cove residents pre- and post-siege
- Sabal will now fight alongside Marlan in the Cove Siege if recruited
- Mercy will now appear in her quarters after the Stall route is completed and rest before continuing, which plays a new cutscene
- If Dalkon, et al, lose their fight during the siege (Stall route), they now die permanently and count towards the total lost
- Mercy & Orus are now correctly recovered after resting post-siege
- A monument has been added to the rear-portion of the cove to commemorate anyone who falls in the siege (WIP)
- Heckart finally gets his rematch (Stall route only, for now)
- Added a new (unique) craftable accessory at the upgraded forge
- Fixed an issue where Elijah could repeat dialogue automatically after the siege
- Fixed an issue where the pirate class incorrectly couldn't access essence magic (among other things, this caused Bell not to access part of his moveset in the deepfolk fight)
- Fixed some passability issues while controlling Beatrix in Shiveworth
- Revised a few lines of dialogue in Shiveworth

Version 0.102 - 10-4-2019

- Improved and expanded the Moon & Elijah art
- Added new "stall for time" portion in the cove residential area with a lot of new dialogue
- Added the "stall for time" siege, including battles where you hold the choke point as Marlan, Hallie, Dalkon, Fukuro and Franz
- Added a new short cutscene on Bell's deck
- Added new dialogue to some residents after the "stall for time" siege, and made some of the dialogue from head-on attack apply for both paths
- All members of the ship's crew will be absent from the cove after the strategy meeting if the "stall for time" path is chosen
- Fixed an issue where Moondrop was declassified as magic and removed from Orus's list of spells
- Fixed an issue where Brandis appeared in the cove when not recruited
- Fixed an issue where portions of the cove overlay could be visible when waking from the cove siege
- Fixed an issue when taking control of Marlan in Grey Clarion where it was possible for Marlan to be outfitted incorrectly

Version 0.101 - 9-27-2019

- Added new scene art! (Moon & Elijah--also added to the library)
- Revised some dialogue in the war planning cutscene for continuity
- Added the “stall for backup” route (WIP)
- Adjusted some enemy skills for balance
- Fixed an issue where Gongo could appear in the cove even if not recruited
- Fixed an issue where Gorstag could remain in the cove even if he died in the siege

Version 0.100 - 9-20-2019

(Important note: the cove siege route is contingent on a certain level of cove strength. IF you do not have the required cove strength to initiate the siege, the current build will dead-end before the siege begins, since the alternate routes are still in development)

- New NSFW scene (Threesome, F/F/M, pegging)
- Updated dialogue for most of the cove’s residents after the siege
- Certain members of the cove will now acknowledge certain other members’ deaths (WIP)
- The cove area is now fully packed up during the siege
- If the cove’s defenses aren’t upgraded, the inn sustains damage during the siege from cannonfire and can’t be entered
- If the inn is damaged, its occupants can now primarily be found in the throne room
- The cove now reflects damage taken from the siege (WIP)
- If Eva, Moon, Gertrude or Wulphilde die in the siege, their station will now remain packed up indefinitely (RIP)
- Mercy now wakes up in her own room after the siege instead of Leite’s, since it’s possible the inn is destroyed
- Anyone who dies in the siege is now correctly removed from the cove (RIP)
- Fixed a portrait issue in the cove
- Fixed an issue where flying out of Fogsborough kept Mercy’s coat on
- Fixed an issue where leaving the fishing vessel after obtaining Qel could cause you to fly instead of return to your boat
- Szarva milk was fixed to only displays the icon when interacting with the cooking fire, for continuity
- Fixed an issue where Cammie would appear in the cove briefly even if she wasn’t recruited
- Fixed a missing portrait issue in Shiveworth when controlling Beatrix

Version 0.99 - 9-13-2019

- The Cove Siege results are now tallied up and rated from F to S+, and rewards (or penalties) are applied correspondingly (WIP)

- Added “the bad end” #1 to the game!
- Changed how stealing gold works: instead of stealing 100% of the target’s gold, and that gold then not dropping after the fight, you steal 30% extra, and they still drop their full amount. Otherwise, stealing gold was only useful when you ran away from fights or lost (and there were virtually no instances where you could run away from people)
- Fixed some more Beatrix portrait issues
- Fixed an issue where Mercy’s portrait was reverted to default if entering the renovated throne room for the first time while blindfolded
- Fixed an issue where beating Franz before round 3 did not trip the flag where he runs, and added more HP to the first Franz fight to prevent this from happening in overleveled files
- Fixed an issue where the cove defenses could disappear in chapter 7+
- Fixed a passability issue in Grey Clarion
- Meghan’s dialogue if you haven’t renovated the throne room was caught up to her dialogue if you had

Version 0.98 - 9-6-2019

- Added the Cove Siege sequence, Part 1 (WIP)
- Added a ton of different Oldlight soldier encounters for the coming waves
- Added the General Diana encounter
- Added a new Oldlight finder encounter
- Added 5 new “awakened” character sprites for Mercy
- Added 5 new “awakened” battler spritesheets for Mercy
- Revised the Whirlwind skill for spear users. Instead of periodically reflecting magic, attacks now count as Wind element have a 33% of afflicting Silence (so it’s less redundant with “Awakening”).
- Medicated Bandages now also remove the Unyielding Wounds status
- Fixed a glitched event in a Hawk’s Keep tent
- Fixed an issue where trying to fish up the essence in Witchdale doesn’t work if you upgraded your fishing rod
- Fixed an issue where you could talk to Dietrich or other characters from the ledge below them
- Fixed an issue where having talked to Cattie in a previous build in chapter IX could lock you out from progressing the story to evacuate the inn
- Fixed an issue where the leaf spirit incorrectly states that 3 unrefined essence were received and adjusted the leaf spirit dialogue slightly
- Improved some ability animations
- Fixed an issue where June could soft lock Mercy in the ship’s cabin
- Fixed some portrait issues in Carvannah
- Fixed an issue where Mercy could read some signs while blinded
- Fixed an issue where Claudia was still titled “finder” in Carvannah

Version 0.97 - 8-23-2019

- Added a brand new stat system for every single character in the cove (you will be able to see each of their stats and assign them to a task in defending the cove)
- Added new chapter 9 dialogue to more members of the cove
- Fixed an issue where Annie didn't show up in the cove after recruiting the bandits
- Fixed a passability issue in the Fort Wilkes idol room
- Fixed Gongo and Saul appearing in two places at once under certain conditions

Version 0.96.2 - 8-21-2019

- Fixed a portrait issue with Beatrix's Sleeping Frog mask
- Fixed an event on the overworld south of Danforth that could cause a soft-lock
- Fixed a portrait issue when returning Dietrich's music box
- Fixed an event that could play with Dietrich even if he was not recruited

Version 0.96.1 - 8-18-2019

- Fixed an issue where Mercy could leave the noble district during the Sleeping Frog quest
- Hobart is no longer (incorrectly) required when leaving Carvannah on Ralph's path
- Cleaned up the departure event from Carvannah
- Fixed a couple of passability issues in the cove
- Fixed Gorstag appearing in 2 locations at once (again)
- Revised some of the lines in Mubarek Monastery for continuity
- Fixed some duplicate sprites in the finder dormitory
- Fixed some transparency issues during cutscenes in Mubarek Monastery
- Fixed an issue where Beatrix was using her old portraits
- Fixed a portrait issue in the monastery theater
- Fixed an issue where the roasted hogfish used by Silas's allies dealt damage instead of recovering
- Fixed an issue where Mercy uses the blindfold portrait in Witchdale after recovering
- Fixed a passability issue in Aster Valley
- Fixed a passability issue in Shiveworth while controlling Beatrix
- Fixed some typos
- Fixed an issue where leaving the cove inn during a certain part in ch. 7 skipped ahead to a new phase of the cove prematurely

Version 0.96 - 8-16-2019

- Added the masked Beatrix portrait

- Added the traitor cutscene & departure
- Added the Oldlight showdown strategy meeting cutscene
- Added autosave toggle (N Key)
- Added a new keyboard splash screen on startup
- Added the boathouse to the cove (if you recruit the shipwright)
- Added messenger bird aviary to the cove
- Added new dialogue to everyone in the cove for the new chapter
- Implemented new cove strength, sustainability and health variables
- Fixed an issue with trying to pick up more than one chicken in Danforth Crook
- Fixed a passability issue in the Danforth Crook bandit camp
- Fixed some passability issues in the cove after recruiting bandits
- Fixed a passability issue in Shiveworth
- Fixed a passability issue in Carvannah
- Fixed the cell switch in the cove
- Fixed an image overlay in the cove if you upgrade your defenses
- Removed the Qel landing marker next to Fogsborough (it broke a quest)
- Fixed a passability issue in the prologue cove
- Revised some dialogue in the Shiveworth manor
- Fixed an issue where Claudia could appear in the cove if not recruited
- Revised some dialogue on Bell's ship
- Fixed an event that gave infinite furs
- Fixed an issue where the Carlisse cutscene in ch. 8 transports you to the wrong Cove area
- Fixed a passability issue in Mar'Liore
- Fixed an image overlay issue when transferring from the Carlisse cutscene in ch. 8
- Fixed an issue where Vincent could be in two places at once in ch. 8
- Fixed an issue where Orus disappeared when peeping on the miners in Carvannah
- Fixed a portrait issue in the Carvannah aqueducts

Version 0.95.2 - 8-11-2019

- Fixed a portrait orientation issue on the trade ship
- Fixed an event issue in the Aster Valley tunnels
- Fixed the staircase in the bathhouse
- Adjusted Mubarek Monastery's operating room dialogue for continuity, improved context, and fixed some text run-offs
- Claudia is removed from Mercy's party earlier in the Crow's hideout cutscene to prevent her sprite from appearing on-screen twice
- Fixed a portrait orientation issue in the Sleeping Frog
- Fixed an issue where the sound of water persisted after leaving the Aster Valley tunnels

- Fixed an issue where the first time you mounted Qel after the cutscene, the switch indicating that you were flying was not properly enabled

Version 0.95.1 - 8-10-2019

- Fixed an issue when transferring zones on the overworld
- Fixed a portrait issue in Shiveworth (when controlling Beatrix)
- Removed the chest containing the Necklace of Wriggling from Mar'Liore

Version 0.95 - 8-9-2019

- Added a new NSFW scene (Futa, szarva, size-difference)
- Added three new cutscenes, featuring Abner, Silas and Carlisse
- The Carvannah soldiers will now appear in the cove (if recruited)
- Sabal will now appear in the cove (if recruited)
- Fixed some portrait issues in Shiveworth
- Caught the quest log up to the in-game content
- Fixed an issue where Mercy couldn't re-enter the nestmother's chambers in order to complete the quest
- Mercy can now return the old music box to its rightful owner for a reward
- Qel no longer remains in the crater after the cutscene
- Fixed a portrait issue in the cove dorms
- Fixed a potential soft-lock if you spoke to Marlan directly at the manor instead of trying to walk past him
- Changed the stats and description of a certain debug item, since it's found its way into the game (LOL)

Version 0.94 - 8-2-2019

- Added the conclusion to the second idol quest
- Added more dialogue to NPCs in Aster Village
- Added new areas to Aster Valley
- Added the Crater area and new cutscenes
- Added Qel, the Dreamer. Qel is a giant night essence bird that can be flown around the world map to reach your destination faster!
- Updated the world map image to reflect the newly added areas
- Fixed a lighting issue in the room with the first golden idol

Version 0.93.1 - 7-30-2019

- Fixed a bug where a cutscene was repeatable in Grey Clarion
- Revised Beatrix's portraits
- Fixed repeating dialogue in the Aster Village church
- Fixed a passability issue in the Danforth Crook barn, preventing Ash to Ash from working
- Fixed an issue where the red moth nest didn't correctly trigger the encounter
- Fixed a scene in Aster Village where a guard appears in 2 places at once
- Fixed a passability issue in Aster Church, preventing a cutscene from playing correctly
- Fixed an issue where Orus could block Winfred in Aster Valley
- Fixed a bug where Pear Cobbler wasn't appearing in the cooking menu
- Fixed an issue where skipping dialogue when meeting Liis could cause Mercy to walk into a wall instead of the door
- You can now ride Orus in Aster Valley and Village
- Fixed an issue where unlocking the basement door in Danforth Crook still didn't let you enter the basement
- Fixed a minor graphical issue in Sabal's cutscene in the woods

Version 0.93 - 7-26-2019

- Continued the story progress in Aster Village
- Concluded the quest to find the messenger birds in Aster Village
- Concluded the quest to purchase provisions for Danforth Crook
- Fixed some Aster Village transfer events causing Mercy to face the wrong way
- Adjusted the pricing and balance of some consumable items
- Rolled back changes to escaping combat & recovering HP/MP on level up (was causing unknown errors, and I didn't care for how it changed game balance in the end)
- Added a bunch of items to Aster Valley & Village
- Added the Danforth Crook bandit crew to the cove (if you recruited them)
- Earth Vial now restores 20% HP instead of 15%, and increases AGI, DEF and RES by 50% for 1 action. This is to help mitigate the brutal cycle of instant-death after using an Earth Vial, which is more prevalent and frustrating in the 2-person party dynamic than the more common 3 or 4 without just making it more rewarding to die and resurrect than it is to heal.
- Updated a number of skills to apply the correct (new) attack element, between striking, piercing, slashing and crushing
- Updated Sunder, so it now applies the ATK Down I State instead of the default debuff effect
- Updated Neutrality & Absolution of the Sea, so they now remove more negative status effects (that have been added since their creation)
- There are no longer 2 shopkeepers in Aster Village named "Misa"
- Fixed some passability issues in Aster Village

Version 0.92 - 7-19-2019

- Added the Aster Village manor
- Expanded Aster Village!
 - Added Aster Manor exterior area
 - Added the church interior & cellar
 - Added villa interior
 - Added cafe interior
 - Added many new characters to Aster Village
- Added pears and the pear cobbler recipe
- Added a cool new icon for the game's launcher
- Added "Sweet Tooth" state when eating baked desserts, temporarily increasing max MP
- Fixed an issue where watermelon were incorrectly healing 60% MP instead of 70%
- Fixed a couple of typos in different item descriptions
- Fixed a possible issue that could arise when cooking pan dulcis multiple times in a row

Version 0.91 - 7-12-2019

- Added Aster Valley! (WIP)
- Added Aster Village! (WIP)
- Added the first bath house suite!
- Fixed a handful of portrait issues
- The tents in Hawk's Keep are all now correctly illuminated
- Added new items to the world
- Added more upper-layer cliff tiles for better pathing and more natural visuals
- Fixed the Dalkon & Brandis scene not correctly displaying the scene art because the screen was faded out

Version 0.90 - 7-5-2019

- Added a new NSFW scene (M/F, harp, magic potion, excessive cum)
- Drew and implemented Beatrix's full-size portraits
- Added a new potion to Moon's shop
- Increased the portrait heights, revealing more L E G !
- Revised some of the class selection menus at the beginning of the game for better continuity
- Revised some of Aunt Agatha's dialogue for better continuity
- Fixed some typos

Version 0.89 - 6-28-2019

- Added a new NSFW scene (Lactation, milking, breastfeeding)
- Added a new cooking recipe: "Pan Dulcis" (French Toast)
- "Physical" element has been separated into four elements to diversify enemy resistances: Striking, Piercing, Slashing and Crushing
- Added new cliff tiles to a number of regions that allow the player to pass beneath
- New hidden boss added to Grey Clarion
- Birds of a Feather is now finishable, and Megaera can be brought to the cove
- Marilea now appears in the cove if recruited
- Colette is now recruitable, and a new medicine crafting station has been added to the cove
- Added Eva's completion of the monument notations after 2 major event completions in Ch. 8
- Moon returns to her normal operations at the alchemy station after 2 major event completions in Ch. 8
- Fixed an issue where Gertrude's shop didn't correctly appear during a cutscene
- Fixed some passability issues in Grey Clarion
- Fixed a typo in Abner's journal
- Fixed a line break tag in the quest journal
- Made Carvannah signs unreadable while Mercy is blinded
- The quest, "The Approaching Storm," now explicitly mentions checking the library for clues, since a lot of people were getting stuck here
- The dialogue on the combination statue changes after opening the chest
- Fixed a typo in Beatrix's "Blinding Arrow" description
- Fixed an issue where the blocker for the chicken pen reset after leaving
- Added an extra produce item to Danforth Crook to ensure the quest was finishable

Version 0.88 - 6-21-2019

- Added hidden basement & new scenes to Danforth Crook
- Added new boss encounter to Danforth Crook
- Fixed a passability issue in the cove
- Fixed an issue where Mercy would try to fish while controlling Marlan
- The absolute minimum steps between random encounters changed to 10, from 1
- Random encounters are escapable 100% of the time
- Crash-errors should now display a full error report
- Auto-dash and Command Remember are now enabled by default
- Added several large new areas to Grey Clarion (WIP)
- Added two new enemy types to Grey Clarion
- Added new boss encounter to Grey Clarion
- HP & MP are restored to full on level up

- Dialogue has been added to Honu in Grey Clarion for if you find Aklas first
- Some animation sound effects adjusted to be less jarring and more visceral
- Fixed an issue where Marlan could be sent to Grey Clarion without skills if Hallie wasn't rescued
- Mercy now dismounts Orus automatically whenever boarding a vehicle
- Fixed some animations repeating
- The Mar'Liore cooking quest now correctly resolves in the journal

Version 0.87 - 6-8-2019

- Added Danforth Forest & bandit camp
- Added new interiors and characters to Danforth Crook
- Bandit quest and recruitment added
- Marilea recruitment added
- Fixed some instances of Orus standing on other NPCs (and sometimes Mercy)
- Moon Elemental's "Moon Drop" skill changed to "Moon Sight" for continuity
- Mercy now learns "Wound Essence" after sparring with Marlan instead of at level 3. Dialogue updated for continuity
- Updated the stables scene for continuity
- Added conditions to the DoT formulae to check current hp, so states no longer inflict the killing blow (this was causing strange behavior where enemies didn't count as defeated)
- Updated a few lines in the Carvannah Mine for continuity
- Fixed a transfer event on Bell's ship
- Fixed a passability issue in the Carvannah noble district
- Changed a number of outdated nameplates for continuity
- Fixed the holding cell wall switch in the cove

Version 0.86.1 - 6-3-2019

- Changed the autosave system back to the previous type, where it overwrites your most recent save file. This was because the other plugin was creating multiple conflicts and breaking some functionality.
- Autosave now triggers only on major map changes rather than all map changes. This is to cut down the excess performance hit when moving between small rooms, and also just because it felt excessive.
- Fixed some skills repeating animations
- Added a new Guard animation, + guarding reduces the chance of state infliction by 50%
- Sigrun's dialogue changes after the commotion in the castle plaza
- Fixed a couple of inconsistencies with the spelling of Hallie's last name

- Bell's Hawk Strike and Shock Piercer attacks now require player timed attack
- Bell no longer appears briefly as Mercy's follower on the ship
- The bat in Shiveworth no longer tints the screen (forgot to remove a test from v0.86)
- Orus should no longer appear in the White Rat twice

Version 0.86 - 5-31-2019

- Added Danforth Crook (WIP)
- Knockout state now decreases XP by 50% instead of 100%
- Revamped all damage/healing over time states so that they do flat rates based on stat formulae instead of percentiles. As a consequence, bosses are now generally susceptible to DoTs.
- Damage/healing over time states now play their own unique animations during damage ticks
- Modified the autosave system so that it overwrites its own unique slot instead of the most recent save slot
- Added a series of new cast animations to diversify elements, weapon skills and enemy skills
- At level 3, Mercy now learns "Wound Essence": basic, light-element essence magic
- Counter has been reworked so that it no longer totally mitigates incoming attacks, but instead attacks after, like traditional RPGs. This is to differentiate it further from evasion and reflection, and to mitigate the "wait periods" for some early encounters where you have no magic. To compensate for the nerf, counter rates on equipment and class bonuses are being universally increased
- Fixed an issue where it was possible to move the wrong way after pickpocketing the Southgate soldier in Mar'Liore and soft lock
- Ferrum Silvae no longer faces the wrong way in combat
- Simple stat descriptions added to the stat advancement message boxes
- Mercy is now stripped of her weapon when captured by Oldlight
- Fixed some text runoffs and typos
- Fixed some toys applying states while still on cooldown
- All toys now list the status applied
- Sobriety Necklace now provides full immunity to "Dizzy"
- Raised VO levels slightly and muted background audio
- Fixed some lighting effects in the traders cove segment
- Updated Hallie's initial scene for continuity
- The szarva horn is now correctly removed from your inventory on quest completion
- Adjusted the giant lion beetle fight slightly
- If Mercy happens to beat the finder in Shiveworth, it now acknowledges your victory and correctly removes Orus
- Lowered the volume level of the storm on the ship
- Hallie's Flame Barrier spell now has a description in the menu
- Gorstag no longer shows up at the cove uninvited

- Updated dialogue for a couple of Witchdale peacekeepers after returning the second time
- Fixed some passability issues
- Glenna no longer references Claudia if Claudia wasn't rescued
- Fixed Wulfhilde not opening the shop menu after returning from Fort Wilkes
- The Oldlight "strangers" encounters have been modified slightly
- The Honorable Pete's "wind-up" state no longer disappears before the follow-up
- Re-entering the Fogsborough cave passage from the east now correctly applies the "coat on" switch, preventing Mercy from removing the coat while fishing

Version 0.85.1 - 5-26-2019

- Fixed a read error version 0.85 that prevented the encrypted version from accessing certain files
- Fixed a number of typos and text runoffs
- Fixed a number of portrait issues
- Fixed a number of issues where Orus appears in two places at once or overlaps NPCs during a cutscene
- Fixed Kingston in Esterholt, who now says his other lines and leaves during the storm
- Running from the night mother rematch now correctly disables player followers when returning to the manor
- Moon Lee no longer references the harvest festival before deciding to go there
- Revised some of Mercy's lines to Dalkus in her room for continuity
- Hallie's scene in Mar'Liore now correctly autoplays instead of requiring the action button
- Fixed an issue where Belka could appear on the ship when not recruited
- Fixed some issues where Orus would stop appearing as a follower
- Claudia now has "Blinded" status
- Mercy no longer reverts to her normal sprite when returning to Carvannah with Rondo
- Crafting a Sun Key now forces the dialogue about it with Gertrude
- Leviathan's "gore" now costs 0 MP, so it can still act if MP drained
- Minor MP balance adjustments to a number of bosses

Version 0.85 - 5-24-2019

- Added some new, voice-acted lines at the end of the Shiveworth prologue, courtesy of Dorn!
- Added Aklas's campsite & multiple different conversations and paths depending on your choices so far
- Added Dietrich & Aklas to the cove
- Beatrix's "Essence Flare" now counts as a physical attack
- Spruced up the Shiveworth maps with new flower, grass and coral tiles
- Implemented an autosave feature (temporarily, as a test)
- Disabled the confirmation request when loading save files from the menu

- Updated all of the attack animation sequences, adding more diversity to the attack types and making the blows feel more powerful and resolve more quickly
- Added new hotkeys for opening up the item bag (B) and pulling up the travel map (M).
NOTE: you'll have to reset the keyboard configuration back to default before these hotkeys work.
- Fixed a bug where the new DragonBones plugin was causing humanoid enemy attack animations not to play correctly during attacks [FINALLY]
- Fixed a bug where finishing up the Esterholt chapter and leaving fails to disable the "coat on" switch, which affects fishing spots
- Claire no longer remains in the nunnery after it's cleared out by Oldlight soldiers
- In the debug room, rather than choosing a specific level, you can now increase or decrease Mercy and Orus's levels by increments (up to level 20)
- Fixed a bug where a Fogsborough watchman can be body-blocked by Orus, causing a soft lock
- Fixed a fishing spot in the Fogsborough cavern passage
- Fixed some typos and text runoffs
- Lowered system sound effect levels across the board
- Overhauled Bell's ship hull map for better pathing and clearer doorways
- Fixed an issue where the opening splash screen plugin was known to cause frame drops (courtesy of Bluebooth)
- Marlan has his own inventory now during the execution segment in Carvannah
- Fixed an issue where Silas appeared in the Witchdale tavern even if you didn't recruit him
- Added new flower tiles to Mar'Liore
- Fixed some issues where Orus was appearing twice in a scene or overlapping someone
- Fixed a bug where talking to the bed in the White Rat and declining to sleep still progressed a quest in the journal
- You can no longer enter the room in the White Rat without first talking to Cattie

Version 0.84 - 5-17-2019

- Finished up the Franz quest line & added the second Franz encounter
- The book Mercy wakes up next to at the beginning of the game can now be read & looted, and contains information about all the stats (can be found later in Beatrix's room if you missed it at the beginning).
- Gongo can be recruited to the cove as a sailor (along with his mom)
- Added alternate routes to beginning the Franz quest
- Added a new house interior to Fogsborough
- Added many items to the Fogsborough maps

- Added a variable to track optional major and minor tasks in Chapter 8. (You will be limited to a finite amount of major tasks before “time” runs out, so consider your options and split your saves!)
- Added Fukuru and Franz to the cove
- Expanded the scene library and added the nestmother & abigail scenes
- Fixed some typos
- Fixed fishing spots causing Orus to appear more than once, or else for Mercy to move at riding speeds with her normal sprite
- Fixed a portrait issue on the ship in Mar’Liore
- Fixed an issue where using the debug switch to enable all game scenes made Leite’s scene turn into Bell’s
- Updated the Leviathan’s attack animations
- Updated some cove dialogue to reflect new members
- Fixed the battle background in Franz’s room
- Adjusted the battle background in the frozen caverns
- The replenishing fishing lure on the extended cove docks now has its own message instead of a message about smoothfins
- Fixed DragonBones animated enemies having incorrectly defined sizes for being attacked/clicked on
- When receiving the Emperor’s Gloves from Meghan, they are now correctly titled thus
- Added new clues about Kelsie’s Revenge Quest

Version 0.83 - 5-10-2019

- Implemented a new system whereby resistance determines the amount of bonus skill points earned when resisting essence
- Populated Fogsborough with citizens and house interiors
- Added several new items and ingredients
- Added Franz encounter
- Added Fogsborough Docks
- Added Fogsborough Market
- Guarding now increases Recovery Effect by 20%
- Added winter Orus riding sprite
- Mercy can now ride Orus in Fogsborough
- Changed some of the early choice menus for better continuity
- Fixed some typos
- Fixed an issue where Mercy could revert to her normal sprite after leaving the monastery
- Revised some of the early dialogue for better continuity
- Looted or store-bought hufferpuffer pie now applies the “hearty meal” state

Version 0.82 - 5-3-2019

- Added new scene illustration (Mercy/Hallie pt. 3)
- Added new NSFW scene (femdom, footjob)
- Added Fogsborough (WIP)
- Added northern mountain passages and east & west gates
- Added a new, updated world map to replace the old one
- Added new enemies to the mountain passages
- Added ice puzzles to the game
- Added new hidden treasures and cutscenes

Version 0.81 - 4-26-2019

- Added new fishing vessel area, accessible from the overworld
- Added Hawk's Keep burial grounds
- Hawk's Keep main quest now complete
- Added new optional quests to Hawk's Keep
- Added all tent interiors to Hawk's Keep
- Added new weapons for sale at Hawk's Keep if you work with the Grey Lions
- Added a feature where using a skill or spell scroll Mercy already knows will refund its essence
- Fixed a bug where speaking with June in Witchdale triggered some events as though she was recruited
- The stone-rubbing scene at Fort Wilkes no longer repeats
- Truman no longer mentions the mortar after returning to Witchdale later
- The contortionist twins now correctly leave Mar'Liore after packing
- Tweaked some lines of dialogue with Captain Bell for continuity
- Adjusted some choice menus on Bell's ship for continuity with later parts of the game
- Riding in the mine cart at Hawk's Keep now disables player followers for the duration of the ride
- The "Berserk" skill scroll is no longer incorrectly called "Rage"
- The quest description for "The Approaching Storm" is more specific than before
- Attempted to fix a bug where it was possible to skip the Moon Spirit fight
- Moon Spirit's HP gauge is now correctly hidden
- Ursus Chordata hide/gloves now updated to reflect the change to emperor crab
- Rewrote some of the lines of dialogue in the early cove segments

Version 0.80 - 4-19-2019

- Added new areas to the Hawk's Keep sinkhole
- Added major new boss fight to Hawk's Keep sinkhole
- Added several new enemies to the Hawk's Keep sinkhole
- Began implementation of "Dragonbones," animating several boss encounters
- The "equip" animation in combat now correctly plays over the character equipping
- Guts is no longer spinning around confused during a cutscene
- One of Petrova's crew mates no longer wanders away from the table during a cutscene
- Ralph now correctly leaves the infirmary at the end of the Carvannah chapter
- Orus's navy and green backpacks now require the correct dye color
- Fixed a bug where a box contained infinite wool cloth
- Fixed a possible soft-lock when talking to the blonde harp as Marlan
- Fixed an issue where trying to leave the mine after hitting the keeper with a shovel doesn't play the right lines of dialogue
- Fixed a passability issue on the bridge beneath the mine
- Several quests now correctly resolve in the journal
- Hallie no longer appears in the cove inn if she wasn't rescued (RIP)
- Player followers are now disabled starting in the finder monastery until reunited with Orus
- Ursus Chordata is no longer a fish. It's been changed to a giant crab
- Fire Wisps are now correctly resistant to Earth magic, rather than weak to it
- Fixed an issue where equipping Orus with a backpack caused the screen to fadeout when exiting the menu
- Fixed a table passability issue in the cove
- Fixed a portrait flicker when talking with Abner in the manor
- In the initial fight with Marlan, his attack has been replaced with a skill called "Taunt," which deals less damage & Burn is now the last status applied
- Gin and Katarina no longer appear in Shiveworth until after Mercy is captured
- Changed a few lines of dialogue with Abner
- The leaf spirit in Shiveworth no longer requires the action button to trigger
- Revised a few early choice menus to share better continuity with the rest of the game
- Fixed a portrait flicker when boarding the ship in Shiveworth
- Fixed a portrait not appearing correctly when returning to Ginny a second time to buy a fishing rod
- TP required to trigger Trance state up to 150 from 100
- Fixed some text-runoffs in Abner's room
- Fixed some typos in Shiveworth
- Fixed an issue where sell shops previewed the sale as an expense rather than a gain (thanks to a member of the Discord, Lexicographer)
- The sun chest is now visible in Esterholt before you get a Sun Key
- The ladders/ropes of Hawk's Keep now disable player followers while climbing

- Tweaked the cutscene where Mercy fights the finder slightly, to try and avoid strange party follower behavior

Version 0.79 - 4-12-2019

- Added new encounters at Hawk's Keep
- Improved a large number of attack animations (made to feel quicker and more powerful)
- Added new dialogue to cove residents
- Added new items to the cove
- Adjusted the strangers encounter (Carlisse's)
- Cooking fires now apply the "warm" state, making healing items more efficient for a short duration
- Replaced 3 outdated cooking fires
- The Earth's March state now correctly describes the status in the help menu
- Gore's chance of applying Moon Poison increased from 25% to 33%, damage increased from $ATK * 5 > ATK * 5.5$, MP cost increased from $8 > 9$
- Fixed some enemy AI behaving strangely
- The movable box in Bell's cabin explains how to pull it even if you've already read the tip
- Fixed a possible soft-lock on the pumpkin king quest
- Trading mushrooms with Emiline now correctly removes them from your inventory
- Returning the idol now correctly resolves the Curse of Esterholt quest
- Fixed an issue where Gorstag and Corrine could be a 5th recruit in Witchdale
- Fixed a number of typos
- Fixed passability issues in Esterholt and Mar'Liore
- Removed Orus from a couple of awkward cutscenes

Version 0.78.1 - 4-6-2019

- Marlan's Ring can only be stolen once
- After losing to Marlan a second time, the screen will properly fade in
- There is new in-combat dialogue after the first time you fight Marlan
- Marlan's stats have been tweaked very slightly, and the fight ends one round earlier
- Fixed an NPC appearing in Shiveworth prematurely

Version 0.78 - 4-5-2019

- Added Hawk's Keep Ruins (WIP!)
- Added new events to the overworld
- Added new terrain tiles and improved terrain diversity in the overworld
- Grey Clarion can no longer be reached until after returning home from Fort Wilkes

- Revised and improved all of Mercy's portraits
- Toned down the wind volume in Esterholt
- Fixed an issue where the storm wind still blew once the storm was over in an Esterholt tent

Version 0.77 - 3-29-2019

- Added new scene illustration (Beatrix!)
- Added new dialogue to cove residents for the end of chapter 7
- Added new dialogue to Mar'Liore in chapter 7
- Added Carvannah refugees to Mar'Liore in chapter 7
- Added new playable Carlisse portion
- Added Petrova cutscene
- Added updated residential area for the beginning of chapter 8
- Fixed an issue where two of Mercy's reaction portraits were swapped
- The Strangers' HP gauges are now properly concealed during combat
- Tafo's scene illustration is now correctly added to the library

Version 0.76 - 3-22-2019

- Revised and added to a number of scene illustrations!
- Added new Oldlight Palace scene
- Added new strangers scene
- Added return to cove and new cove dialogue
- Added new cove scene
- Changed Hallie's dialogue in the cove before departing for Fort Wilkes
- Marlan now exists in the cove after returning from Southgate
- Fixed an issue where Orus couldn't equip backpacks in the new save versions of the game
- Removed automatic "Trance" generation, making Mercy's Trance state slower to earn
- Fixed several typos
- Statue beneath the Eastern Spire now reports the correct combination

Version 0.75 - 3-15-2019

- Added a new NSFW scene! (F/F/M, harps, size difference)
- Added new scene art! (Replaced the old Bell & Mercy illustration)
- Added new harps to Grey Clarion
- Added nestmother's chambers
- Added Eastern Spire Market
- Adjusted fruit stats and prices (again)

- Adjusted alcohol stats and prices
- Added new equipment to the game
- Fixed an issue where Marlan's dialogue still appeared in Grey Clarion on loot checks
- Mercy can now correctly ride Orus in Grey Clarion
- The overworld now properly enables player followers
- Fixed a passability error on the Eastern Spire bridge
- Added items and secrets around Grey Clarion
- Fixed a sprite issue on a harp
- The bedroll in Grey Clarion no longer has Mercy's dialogue while controlling Marlan

Version 0.74 - 3-8-2019

- Added two new areas to Grey Clarion (WIP)
- Added several new harps to Grey Clarion (WIP)
- Added new Mercy-specific events and dialogue to Grey Clarion
- Grey Clarion is now accessible by ship in Ch. 7
- Added a new New Light scene post-Wilkes encounter
- Added a new forest area accessible from the overworld
- Changed the cooking menu to say "Cook" instead of "Shop"
- Changed the essence calcinator to say "Purify" instead of "Shop"
- Fixed an issue where the level 2 forge upgrade and the level 1 cove defense upgrade wouldn't show up simultaneously
- Rebalanced some rune stats
- Rebalanced MP gains on level-up and equipment
- Fixed an issue where the Skill Scroll "Soul Wield" did not correctly bestow the skill
- Fixed a lighting issue in the renovated throne room
- Fixed an issue where fishing in Esterholt would remove Mercy's coat

Version 0.73 - 3-1-2019

- Added a new NSFW scene! (Beatrix, Toy, Futa)
- Added a hunter's campsite to the overworld
- Added new treasure to the overworld
- Added all new Ch. VII Esterholt content
- Added more progression clues to the siblings portion of Ch. VII
- Added new cooking recipes
- Fixed a sink tile error
- Fixed an issue where you can leave Fort Wilkes without your crew
- Fixed some typos

- Fixed an issue where Beatrix's direction was incorrectly locked
- You can now cook in the Esterholt manor oven
- You can no longer hear the sea from inside the cove dormitories

Version 0.72 - 2-22-2019

- Added Benn Wilkes scene
- Added Seth encounter
- Added Tafo & the contortionist twins scene illustration
- Earth Vial now correctly applies an agility bonus for 1 round after use
- Finished and revised the Mercy & elder hound NSFW scene
- Revised the Mercy & deepfolk illustration
- Added departure from Fort Wilkes
- Added the return to Esterholt scene
- Fixed some portrait issues on the overworld
- Fixed an issue where the player could get stuck on the overworld
- Fixed an issue where the player could get stuck when talking to Annouck
- Changed dialogue for if Annouck is met after Wilkes
- Caught the quest journal up to the departure from Fort Wilkes

Version 0.71 - 2-15-2019

- Added new Fort Wilkes areas and accompanying puzzles
 - NW Wing
 - Statue Room
 - East Wing
 - NE Wing
- Added Annouck NPC (Patron reward)
- Updated Scene Library with missing scenes
- Revised the expression balloon icons
- Added many secrets and items to Fort Wilkes
- Fixed an issue where the equipment compare screen incorrectly named some stats
- Added Flint to the game, used for lighting cooking fires (WIP)
- Fixed a number of typos
- Fixed an issue where Sodrek could disappear from the docks, halting progress
- Fixed an "issue" where Sodrek moonwalks
- Fixed an issue where a line of dialogue on the overworld could trigger twice in a row
- Fixed encounters not properly triggering
- Fixed some tile passability issues in Fort Wilkes

Version 0.70 - 2-8-2019

- Added new NSFW scene (Monster, Tentacles) (WIP)
- Added new scene illustration (Mercy & toy)
- Added new New Light scenes
- Added new ship scene
- Added new encounters and major boss fight
- Added arrival to Fort Wilkes
- Added Fort Wilkes north and south yards
- Added Fort Wilkes interior entrance and west wing
- Added new encounters to Fort Wilkes (WIP)
- Updated the New Light restaurant exterior map
- Fixed a volume level issue with the eastern overworld
- Added dialogue that prevents players from going to Fort Wilkes before learning it exists
- Fixed Prince of the Deep having earth essence for some reason
- Teeth now remove Enraged as well as Berserk
- Shells now remove Drowned as well as Sleep and Paralysis
- Fixed an issue where the Sparkling Plug illustration wouldn't show after the first use
- Attempting to escape combat showed %1 instead of character's name

Version 0.69 - 2-1-2019 (Nice Edition)

- Added new NSFW scene (F/F, 69)
- Added New Light Restaurant interior
 - Second Floor Added
 - Cellar Added
- Added New Light patrons and occupants
- Added new optional encounter (if certain choices were made)
- Added several new location-specific rare fish to the game
 - New fish on the expanded docks
 - New fish in Witchdale
 - New fish in Esterholt
 - New fish in Carvannah Aqueducts
 - New fish in Mar'Liore
- Fixed a handful of text errors
- Fixed a bug where some "unwinnable" encounters were winnable and caused soft-locks
- Increased "Trance" deterioration rate

Version 0.68 - 1-25-2019

- Added new story content and dialogue to the cove
- Added cove departure
- Added new scene illustration for the Agatha & Silas scene!
- Expanded the World Map to include the Eastern Territories (WIP)
- Made changes to the existing World Map
- Added Fort Wilkes exterior (WIP)
- Added New Light Restaurant exterior (WIP)
- Created the custom Benn Wilkes sprite and portrait
- Implemented transition back to original sprites and portraits
- ATB tick formula has been adjusted, slightly nerfing the effects of AGI on ATB speed and increasing ATB speeds at lower levels across the board
- Adjusted Isabelle and Edward encounter
- Fixed a handful of portrait issues in the cove
- Fixed an issue where the boat was transported just outside the cove even when it shouldn't be
- Updated some lines of dialogue that felt out of place in the current timeline
- Fixed an issue where you couldn't ride Orus in the chapter 7 cove
- Fixed an issue where Orus wouldn't appear in the cove as a follower after Wulfhilde arrived
- Fixed an issue where Gorstag hung around the docks after Marlan left with the ship
- Added a new boat sprite for the Oldlight scouting vessel

Version 0.67 - 1-18-2019

- Added new story content and dialogue to the cove
- Added a new boss fight (WIP)
- Added a new tile for door frames to indicate doors enterable from above
- Updated the quest journal
- Finished all rooms in the cove dormitory
- Fixed a portrait issue with Douglas from the Mar'Liore farm
- Fixed an issue where you could buy a duplicate fishing rod from Ginny
- Essence Bolt changed to Essence Flare, no longer requires a crossbow to fire
- Fixed some typos
- Fixed an issue where Cattie is incorrectly called "Ginny"

Version 0.66 - 1-11-2019

- Added a new cove event in Ch. 7
- Added a new toy to Wulfhilde's tier 3 workshop: The Cathedral

- Added a new NSFW scene (solo F, toy)
- Added new lines of dialogue to everyone in the cove
- Added a new illustration to the Sparkling Plug scene
- Added rooms to the second floor of the cove dormitories
- There is now a new, duplicate cove area that players switch to after Ch. 7
 - (This was necessary because events have a 20 page cap, and this cap had been exceeded on a growing number of NPCs. Now I can start fresh and help keep organized.)
 - There is also a new duplicate cove tavern
- The first cove upgrade now correctly costs funds from Mercy's stash
- Upgrading the throne room now correctly costs funds
- Updated the scene library with all recent scenes
- Fixed an issue where cove images could overlay during cutscenes
- Fixed an issue where combat read "she could not escape" even when controlling Marlan
- Fixed a number of typos and text alignment issues
- Fixed some misaligned item sprites

Version 0.65.1 - 1-5-2019

- Fixed an image overlay issue
- Fixed a portrait issue

Version 0.65 - 1-4-2019

- Added a new cove dream sequence and awakening
- Added Marlan and Moon's return to the cove
- Merged Marlan's inventory into Mercy's after he returns
- Added new features and fixed a number of bugs with the fishing system
 - Mercy's Luck now factors into whether she gets a bite
 - The amount of "uses" a fishing spot has is now fixed on your first interaction
 - Fishing spots can no longer disappear just by interacting with them
 - Added new "homemade bait" recipe, made from gorpflorps. It increases your chances of finding higher quality fish of each type
- Revised the mystery person's sprite and essence animation from the initial dream sequence
- Fixed an issue where returning to Mar'Liore in Ch. 7 could revert Mercy to her old sprite
- Advised the player to spend Skill Points on choosing a class
- Fixed an issue where the class selection could be "skipped," resulting in the default class
- Shadow Oil is now correctly removed from the inventory when stolen by Poppy
- Fixed an issue that prevented Peacekeeper Camille from transitioning to her recruitment dialogue

- Fixed a bug where Mercy could return to Witchdale immediately after engaging Van Ritter's crew
- Fixed an error where Mercy would still be riding Orus on the ship after leaving Witchdale
- Fixed an incorrect reference to Hallie helping defeat the pirates
- Dalkon is now fully-recovered before fighting Van Ritter's crew
- The sparkling rabbit purchased from Dietrich is now correctly detected in Wulfhilde's shop
- Fixed an issue where Holden's path was blocked by Orus during a cutscene
- Fixed an issue where Mercy would be riding Orus in the inn after a cutscene
- Hallie no longer disappears from Mercy's room until you reach Esterholt, instead of as soon as you receive Marlan's letter
- Essence glass is no longer incorrectly removed after leaving Gertrude's forge
- Cooking fire recipes now only show ingredient icons to avoid text cutoff
- Fixed monster flanks, strawberries and hogfish displaying incorrect icons in the cooking fire
- Fixed a bug where player followers were enabled when returning to the manor after defeating the Night Mother
- Fixed an incorrect line of dialogue after looting the key fragment from Balgruuf's chambers
- Fixed a portrait issue when talking to Orus in the Balgruuf Manor
- Hallie wakes up in time to catch the boat in Esterholt
- Mercy can access Aunt Agatha's Esterholt manor room after Volda's intrusion
- Changed a line of Joseph's (fish vendor) dialogue
- Fixed a tile passability issue in Carvannah
- Fixed a couple of tile passability issues in Witchdale
- Fixed a tile passability issue in the bath house
- Fixed some tile passability issues in and around Esterholt
- You can now correctly fish with the iron fishing rod during the construction phase of the cove
- Fixed an issue where Mercy would still run at mounted speed after fishing while mounted
- Pressing 'X' or 'Esc' no longer defaults to the "nothing for now" option when choosing a cove upgrade
- Fixed a screen-flickering issue in Esterholt as a consequence of the parallax and image overlay images not syncing correctly
- Fixed a handful of typos
- Fixed a portrait issue when fishing in Mar'Liore after ch. 6
- Mercy can no longer read the journals in the Esterholt manor basement until she lights a lantern
- Fixing some lighting issues in and made some optimizations to the cove throne room

Version 0.64.1 - 12-30-2018

- Fixed an issue where Mercy could be transferred to a cutscene while still riding Orus

- Fixed an issue where Marlan didn't have his skills in Grey Clarion
- Fixed an issue where Marlan's accuracy was incorrectly reduced to 25%
- Fixed an issue where Taş Ejderha would not act at all once it was out of MP

Version 0.64 - 12-28-2018

- Added a new NSFW scene (M/F/F, size difference)
- Added the Red Steps (region in Grey Clarion)
- Added The Plateau (region in Grey Clarion)
- Added The Grotto (region in Grey Clarion)
- Added a new cooking ingredient to the game and various vendors
- Added 3 new recipes to cooking fires (fruit desserts for MP recovery!)
- Added items to the Grey Clarion regions
- Added several new harp NPCs
- Added a boss fight to Grey Clarion
- Added new enemies to Grey Clarion
- Fixed an issue with crafting Sun Keys
- Revised the equip animation in combat

Version 0.63 - 12-21-2018

- Added a new NSFW scene (M/F, variety)
- Added new rooms to the dormitory 3rd floor
- Added Belka to cove (WIP)
- Started development on Grey Clarion region
- Started development on Harp race
- Added cove fund, cove morale, attack disincentivization, unwanted attention to save reader
- Added flame cultist tent to Carvannah coast
- All library NSFW scenes can now be unlocked in the debug room
- Debug room shade can now set Mercy and Orus to level 20 (after Chapter 6)
- Added level 20 shade to the debug room for higher-level build-testing
- Debug room shade now correctly adds Orus's level 15 skills when switching classes
- Fixed an issue where Orus could block Mordecai's path, creating a soft-lock
- Fixed a couple of immovable blocks
- Fixed a misaligned greatsword animation
- Removed lucky coin chest from cove
- Fixed an issue where Beatrix was in the 2nd character slot instead of Orus, making her follow Mercy
- Disabled player followers between when Beatrix is on the trader vessel and when Mercy reunies with Orus and Beatrix

- Reverted a change where enemies or the player could die from slip damage
- Poison now fades after 300 steps

Version 0.62 - 12-6-2018

- Added some new cutscenes to the cove
- Added Carlisse cutscene (if accessed)
- Added Oldlight Palace cutscene
- Fixed some more Orus block issues
- Fixed some typos

Version 0.61.4 - 12-4-2018

- Fixed an issue where Orus would block a couple of more cutscenes
- Fixed some more boxes that were missed in 0.61.2
- Fixed some incorrect Mercy portraits that displayed in the cove
- Revised a line of dialogue with Marlan in the cove

Version 0.61.3 - 12-3-2018

- Fixed a few typos
- Fixed an issue where you still couldn't sail back to the cove after Ch. 6 ended
- Set up Navy blockades in Ch. 7 so you can't sail back into Oldlight waters
- Fixed some outdated portrait issues
- Dietrich leaves behind a brief letter after Ch. 6
- Failing the theater test twice now automatically puts Mercy in the conditioning route
- Fixed a line where Kamila incorrectly refers to Mercy as "keeper"
- Fixed another Orus-block issue in the Carvannah palace dungeons
- Added a chest to the Carvannah mine if Mercy cleared it out on her first visit

Version 0.61.2 - 12-2-2018

- Fixed an issue where Orus could block attempts to pull objects on the map
- Added a special limited time chest to the cove
- Fixed a number of cutscenes that Orus blocks from correctly playing

Version 0.61.1 - 12-1-2018

- Fixed some instances where there are duplicate Oruses on the map during cutscenes due to the new follower system
- Revised the Claire & Mercy scene illustration

Version 0.61 - 11/30/2018

- Replaced Claire scene illustration (WIP)
- Added Orus backpacks!
- Fixed some text runoff
- Fixed an issue where encounters beneath Carvannah palace didn't correctly display a background
- Added more dialogue to the cove
- Added a bedroll beneath Carvannah palace
- Fixed an issue with the "strangers" boss fight ending before the final attack
- Fixed a tile passability issue in the Carvannah dungeon
- Fixed an issue where Mydrede and Borris overlap during a Witchdale cutscene
- Fixed an issue where Beatrix speaks with an NPC in Shiveworth at the beginning of the game
- All maps in the game now check whether Mercy is riding Orus and adjusts speed accordingly
- Implemented more lag reduction on all maps with multiple light effects
- Fixed a number of lighting issues
- Fixed an issue with map effects not loading in correctly on game start
- Mercy is no longer slowed in the prologue dream sequence
- Added new possible loot outcomes to the excavation chest (only available if you choose to upgrade the cove early, rather than let it upgrade through the plot)
- Added leather hide as a possible monster loot drop
- Fixed a number of bugs where Mercy would revert to her original sprite on screen transition
- Dietrich is no longer in the cove when Mercy returns after Ch. 6 (if he ever was)
- Fixed & modified some of the restocking loot spots in the cove, & added sparkle to know when it's restocked
- Fixed an issue with cooking monster flanks
- Fixed a couple of tile passability issues in the cove throne room
- The skill and spellbooks now sparkle in the cove for ease of identification

Version 0.60 - 11/23/2018

- Added Dalkon & Brandis scene art
- Added new NSFW Scene (F/F, S&M)
- Added new Witchdale departure and cove arrival scenes
- Updated some of the cove residents to reflect the progression (WIP)
- Updated scene library
- Updated Witchdale fishing/mining spots to reflect sprite/portrait changes
- Updated Witchdale and the cove to automatically detect whether mounted or not and adjust speed accordingly
- Added new dialogue to Witchdale citizens

- Fixed some issues where Mercy could revert to an old costume when transferring maps on Orus
- Fixed an issue where the Carvannah gate map didn't properly darken at night
- Fixed a mapping inconsistency between the Carvannah gate and docks
- Added a new WIP system for visible party members. This system is designed with the intention of Orus being visible, but may behave strangely with old save files.

Version 0.59.1 - 11/19/2018

- Fixed a fishing spot in Witchdale
- Fixed an issue where you could get trapped in the boathouse if you rescued Hallie
- Fixed an issue where Mercy couldn't leave the Crow's hideout if you rescued Claudia

Version 0.59 - 11/16/2018

- Added new collapsed aqueduct/cellar areas
- Added new boss fight
- Added departure from Carvannah
- Added return to Witchdale (WIP)
- Added Cammie's ink & dye shop to Carvannah. She can turn littlesnoots into colored ink! (WIP)
- Added new enemy to the abandoned aqueducts
- Living Night, the tier 3 toy in Wulfhilde's shop, now requires 10 Essence Goops
- Added new lootable items to Carvannah
- Added a blindfolded version of the mining animation
- Mercy now obtains a tentacle, a strawberry and a roasted smoothfin automatically when leaving home
- Fixed an issue where the priestess could arrive in the wrong location if text was skipped in the finder dormitory
- Fixed some typos
- Fixed the Moon/Elijah scene not displaying correctly if you went the conditioning route in the finder dormitory
- Fixed Awakening to correctly apply the state and changed its effect to grant spell reflect
- Fixed Will to correctly apply the state
- Fixed Mercy's knockout sprite animation flickering in combat
- Fixed Orus's knockout sprite animation moving
- Added a supply shop to Mordecai in the Crows hideout

Version 0.58.1 - 11/11/2018

- Fixed a bug where Moon would steal your essence of the night

- Updated essence refining to be a shop window now, so you can choose to leave some essence unrefined for crafting

Version 0.58 - 11/9/2018

- Added a new NSFW scene (F/F/F, Voyeurism, Strapon)
- Added a new world territories map to the game
 - Added the map to various in-game tiles
 - Added as an inventory item (found in Mercy's room in the cove)
 - Renamed old world map to "Travel Map" and changed its icon
- Added new scenes in the Crow's hideout
- Added quest #62: "Dearly Beloved" to the journal
- Added a large new area to the aqueducts
- Added a new enemy to the aqueducts
- Fixed some portrait issues around Carvannah
- Fixed an issue with the door in the abandoned house in Carvannah
- Fixed some outdated dialogue in Carvannah
- Fixed a lot of issues with old portraits popping up in Carvannah
- Fixed a bug where a bedroll blocked dialogue in a tent
- Fixed a ton of typos in Carvannah
- Fixed an issue where the Gorps/Leite scene could trigger on the second trip to Carvannah
- Fixed a tile passability issue in the Carvannah bank
- Fixed some issues where text was incorrectly centered instead of appearing at the bottom
- Fixed a screen flicker with the priest cutscene
- Fixed an issue where the high-pitched ringing sound persisted after Mercy returned from the bath (RIP ears)
- Fixed an issue where Mercy could get stuck on Mordecai after returning from the bath
- Reduced Heckart, Rebecca and Kybar's critical chances down to 0%, since coming back from criticals is hard in the very early game
- Added the frame to Beatrix's menu portrait

Version 0.57.2 - 11/4/2018

- Fixed an issue where Beatrix could get stuck in the dormitory area based on having Claudia or not

Version 0.57.1 - 11/4/2018

- Fixed an issue where a cutscene did not properly trigger after bringing the priest back to the aqueducts

Version 0.57 - 11/2/2018

- Added new dialogue to nearly everyone in Carvannah
- Added new bathhouse scene
- Finished Sleeping Frog quest
- Added some new characters to Carvannah
- Added lots of new weapons and equipment to Carvannah's castle plaza vendors
- Added new bathhouse portraits
- Added a timed attack tutorial to the Marlan Fight
- Tweaked some gear slightly for balance
- Added missing fishing trophy sprites
- Fixed some typos
- Fixed an error where the quest journal would not correctly flag the Esterholt quest if you didn't have Silas recruited
- Redesigned some of the lighting effects in the cove, aqueducts, Shiveworth, Witchdale and Mar'Liore to cut down on lag
- Fixed some lighting issues in Mar'Liore
- Fixed a portrait issue in the boathouse

Version 0.56.1 - 10/29/2018

- Added new fortune teller scene
- Fixed an issue where leaving the merchant's tent in Carvannah brought you back to the execution
- Fixed an issue where staying at the Carvannah inn brought you to Mar'Liore

Version 0.56 - 10/26/2018

- Added new NSFW scene (gang bang, aphrodisiac)
- Added new Rondo dialogue to Carvannah
- Added Crows HQ scenes
- Added Beatrix & Orus scene
- Added new building and shortcut to the Crows
- Added new Mercy blindfold walking & battle sprites
- Added new Mercy blindfold portraits
- Improved Mercy's normal portraits
- Added a new skill to Beatrix: Essence Bolt
- Fixed a lighting-related crash in Carvannah
- Fixed some outdated fishing spots and updated fishing spots with new portraits
- Updated some dialogue around Carvannah to reflect the passage of time (WIP)

- Added new Mercy blindfold Orus riding sprite
- Updated and fixed Orus riding events (and all doorways events)
- Added new Mercy blindfold fishing sprite

Version 0.55 - 10/19/2018

- Extended the “Keeper Favor” route
 - Added Finder Claudia as playable character
 - Added alternate “Keeper Favor” subroute
- Extended the “Stalling” route
 - Added Monastery Hall
 - Added Monastery Stables
 - Added Rondo as a playable character
 - Added new encounter
- Added boathouse scenes for each route
- Added departure from monastery
- Added arrival in Carvannah (WIP)
- Slightly changed the “Conditioning” route
- Fixed some portrait errors in the finder dorm
- Updated the keeper sprite
- Fixed numerous monastery bugs
- Fixed a bunch of typos

Version 0.54 - 10/12/2018

- Added “Conditioning” Route Sequence
 - Added castle interior scene
 - Added castle bridge scene
 - Added forest scene
 - Added portage (WIP)
- Added “Stalling” Route Sequence
 - Added Rondo scene
- Added “Keeper Favor” Route Sequence
 - Added excavation scene
 - Added tent scene
 - Added new NSFW scene (F/F)
- Added Mercy & Idol scene illustration
- Added Mercy Finder portraits
- Updated Mercy Finder sprite

- Added new patchless & blind Mercy sprites
- Added new bound Mercy sprite

Version 0.53 - 10/5/2018

- New written NSFW scene (M/F, romantic)
- New written NSFW scene (M/F, age difference, weird)
- New Finder Dormitory story section
- A new complex system of choices for Mercy trying to escape from Oldlight as a finder
- Training theater map added
- Finder training exercises added
- Fixed some typos
- Fixed some lighting issues

Version 0.52 - 9/28/2018

- Added new cutscenes for Beatrix departing Shiveworth
- Added new dungeon ritual cutscene
- Added finder dormitory
- Mercy is subject to the finder awakening ritual with several different possible results
- Added new Mercy “finder” sprite
- Added new Marlan sprite, portrait & battler
- Fixed an issue in the debug room where Mercy could initialize her stats and lose Sense Essence
- Orus is now carrying all of Mercy’s old things when he joins the party
- Essence toys can no longer be used while Mercy is not in the party
- Added the OK and X icons from the fishing game & Page Down to the keyboard layout splash screen
- Riding Orus only works if both he and Mercy are in the party
- Fixed an issue where Beatrix’s arrival to Shiveworth broke the szarva horn fishing quest
- Fixed portrait issues with fishing/mining in Shiveworth

Version 0.51 - 9/21/2018

- Added the poll-winning scene illustration: Mercy & Shapeshifter!
- Added new encounters and progress to the Beatrix segment
- Added a new skill to Beatrix
- Updated and fixed an issue with Overgrowth, Orus’s level 16 Moonlight skill (now heals for slightly less and costs a little more MP, but affects both Mercy and Orus)
- Updated some of Orus’s resistances to more accurately reflect his moon elemental nature

- Fixed an issue with Brute Force, Orus's level 16 Moonguard skill and rebalanced it slightly
- Ironhide now heals equal to Orus's Def + Res stats, instead of the average of the 2

Version 0.50 - 9/14/2018

- Added new confrontation on Shiveworth
- Started new Beatrix segment
 - Added Beatrix sprite, portrait and battler
 - Added skillset for Beatrix
 - Shiveworth is explorable again, this time as Beatrix
- Added a new consumable/crafting item: wool cloth
- Reduced all consumable costs by 5 gold
- Fixed an AI glitch with the Marlan/Finder encounter
- Fixed a bug where Mercy would be slowed after the shapeshifter scene
- Fixed an issue with background sound effects in the molten cave
- Fixed some typos

Version 0.49 - 9/7/2018

- Added new NSFW scene (M/F, romantic)
- Added confrontation with parents
- Added new encounter outside the nunnery
- Added access to the Shiveworth nunnery
- Revised the shapeshifter/Mercy scene and added it to the library
- Added skillbook & essence journal key items to the cove, providing access to a
- Fixed a bug with Sunder not correctly applying ATK Down
- Changed and rebalanced some skills/spells
- Corrected and updated some skill/spell descriptions
- Fixed an issue where a blank item could be crafted at the cooking fire
- Revised some weapon types (rapiers now provide counter attack, staves pharmacology)

Version 0.48.1 - 9/3/2018

- Fixed an issue where the new accessory slot was incompatible with old saves
- Fixed a possible soft-lock in Carvannah

Version 0.48 - 8/27/2018

- Added a new NSFW scene (F/F, shapeshifter)
- Added a new cutscene on Petrova's ship

- Added several new areas around Shiveworth
- Added new on-map encounters
- Added a new optional super-boss
- Made a couple of small desktop optimizations
- Fixed a lighting issue when returning from the overworld to the extended cove docks
- Fixed a portrait issue in Esterholt
- Fixed a possible soft-lock on Petrova's ship if you mash through dialogue
- Fixed the grass autotile and updated it visually

Version 0.47 - 8/24/2018

- Added Petrova's "arrival" to Witchdale
- Mercy can now ride around on Orus's back to increase run speed!
- Implemented a fully-functioning mining system and new ore types!
- Mining picks implemented and added to a few different vendors
- Added "Essence Glass," craftable at each respective station (requires +1 upgrade)
- Added a new forge to the cove to smelt silver and iron ore (requires forge upgrade)
- Gertrude can now craft rings using essence glass and either silver or gold bars
- Mercy and Orus can now equip 2 accessories each
- Enabled interior dashing, but lowered the dash speed slightly across the board
- Fixed an issue where a Ch VI trigger occurs prematurely in the cove
- Unblocked the Mar'Liore barn door after departing from Mar'Liore
- Touched up Mercy sprites
- Fixed an issue where the detailed equipment stats screen wasn't showing properly
- Fixed an issue where you could get stuck in Christopher's cabin
- Fixed an issue where you could get stuck talking to Vonda in Esterholt
- Fixed a portrait flicker in the introduction sequence
- Fixed an issue where ocean sounds persisted into the Marlan cutscene
- Fixed an issue where cove fireflies persisted after the initial Orus cutscene
- Touched up the waterfall tiles in Witchdale
- Fixed an issue where Dietrich stays behind after you leave Witchdale initially
- Fixed an issue where triggering the Ch VI conference scene makes Mercy walk slower

Version 0.46.2 - 8/19/2018

- Fixed an issue where Mercy couldn't return to Witchdale in chapter VI
- Fixed an issue where, if you didn't have Silas, you couldn't depart for Mar'Liore
- Fixed a couple of tile passability issues in Mar'Liore
- Made the Pumpkin King quest completable any time after departing from Mar'Liore

Version 0.46.1 - 8/18/2018

- Fixed a portrait issue on the ship
- Fixed Dietrich auto-looping dialogue on the ship
- Fixed a book tile blocking a scene in the library

Version 0.46 - 8/17/2018 - Art Patch

- Added the beginnings of Chapter VI
- Replaced the Leite/Mercy scene with a brand new illustration
- Added more post-Mar'Liore dialogue and scenes to the cove
- Revised & finished the Dietrich, Moon & Wulfhilde art
- Revised the Szarva Dream art and improved resolution scaling
- Revised the Mercy Butt Grab art and improved resolution scaling
- Lightly revised the Hallie & Mercy Potion art and improved resolution scaling
- Added the Szarva Dream scene to the scene library

Version 0.45.1 - 8/11/2018

- Fixed an issue where the Carlisse fight could repeat after a win
- Fixed an issue where Hallie remained in the party after Mar'Liore

Version 0.45 - 8/10/2018

- Updated the cove with new post-Mar'Liore scenes and dialogue
- Added Sun Keys, craftable from Key Fragments and unrefined sun essence
- Added new item: Essence Sap, which grants the user experience
- Increased experience values for enemies later in the game
- Expanded scene library to include Mar'Liore scenes
- Added new scene art: Dietrich, Moon & Wulfhilde
- Added SFW Scene Pt. 2
- Fixed a portrait issue
- Fixed an issue where you could get the Dalkon/Brandis scene even if you didn't have Brandis
- Fixed a few quest journal entries
- The Iron Fist quest can now be failed if not completed before finishing Mar'Liore
- Fixed an item description
- Correctly disabled party followers after the Marlan segment
- Fixed an issue where Mercy still wouldn't enter the twins' tent after meeting Tafo
- Fixed an issue where Hobart could appear in the cove even if he wasn't recruited
- Fixed a text issue with the shapeshifter scene in the library
- Made it mandatory to speak with Silas before leaving for Mar'Liore (if you recruited him)

- Fixed an issue where Silas was still around after returning from Mar'Liore
- Fixed an issue where runes couldn't be applied to Orus's equipment

Version 0.44 - 8/3/2018

- Added Carlisse Showdown
- Added new playable Marlan Segment
- Fixed a couple of image overlay inconsistencies
- Fixed a couple of BGS volume issues when transferring locations
- Changed slip damage (poison, shred, burn, etc.) to allow knockout
- Fixed an issue where weapon proficiency wasn't correctly showing in the status menu
- Updated weapon proficiencies to add 0.3 accuracy and 0.2 crit per level
- Revised Low Tide to steal slightly less MP than before

Version 0.43 - 7/27/2018

- Fixed an issue where the octopus deepfolk scene could be repeated
- Added Mar'Liore morning & departure
- Added different cutscenes for the results of Mercy's decisions in Mar'Liore
- Updated Mar'Liore NPCs and ship crew to reflect time passage and choices made
- Added a new SFW scene (!)
- Caught the quest journal back up
- Fixed an issue where the quest journal and row features were missing from the main menu after 0.42
- Moon is not going to Mar'Liore after all
- Added the return of Carlisse (showdown coming soon!)
- Revised some dialogue in Mar'Liore

Version 0.42 - 7/20/2018

- Added many new menu options, including vsync, window colors, & keyboard configuration
- Added an in-combat status menu to provide more details about status afflictions
- Added a description to every status effect
- Advanced the Mar'Liore narrative
- Improved on-map enemy AI
 - Attacking an on-map enemy's back will result in a preemptive strike
 - Being back-attacked by a chasing enemy will result in a surprise attack
 - After chasing for 5 seconds, enemies will stop and return to their original location
- Weapon Skills and Essence Magic are now separated

- Moon Poison seals off Weapon Skills & can be healed using tentacles
- Silence seals off Essence Magic & can be healed using beaks
- A new resource, "Trance," is now earned in combat. Once this resource is full, Mercy enters a trance-like state, growing more powerful and consuming no MP.
 - The effects of Trance differ slightly based on Mercy's class
 - Added "Trance" to the menu, giving Mercy 4 different preferences for how to earn Trance based on your preferred playstyle
- Added a new optional boss-fight
- Fixed a few tile issues in the cove residential building
- Mercy can now rest in her room in the Esterholt manor as soon as the ship leaves
- Colby, in the Esterholt market, now buys a few items at a special rate
- Increased the value of bronze ore and pearls
- Added a "Runes" option in the equip menu for ease of upgrading equipment
- Reorganized the plugin stack to help reduce conflicts
- Updated Core plugins with numerous compatibility improvements
- Updated the save screen, players can now delete save files in-game
- Janie in the Mar'Liore mill will buy swords and rapiers at a special price
- Removed the "Formation" option from the main menu
- Fixed an issue with Moon Frog AI
- Fixed an issue where Elijah would roam around instead of steering the ship
- Fixed a damage formula bug on the move "Overgrowth"
- Fixed an issue where a soldier in Mar'Liore was incorrectly named Captain Forrest
- Fixed a repeating dialogue if Mercy intimidated the hunters in Mar'Liore
- Fixed the ship still playing storm sounds in Mar'Liore
- Fixed several typos
- Fixed an inaccessible clue in Belka's room

Version 0.41 - 7/13/2018

- Added new NSFW scene art (Belka & Mercy)!
- Added Mar'Liore fireworks cutscene
- Added rowboat cutscene
- Added Mar'Liore Docks
- Added "Well-Rested" state to inn to encourage use over ship's bed
- Progressed the main story
- Dropped AGI rubber-banding cap from 3 to 2.5
- Updated quest journal
- Fixed a glitch where the Hallie cutscene could be repeated in Carvannah
- Fixed an issue where the Carvannah doctor could trap you in the corner

- Added a ton more conditional quest checks to different events around Mar'Liore
- Fixed some of the overlay lighting being improperly sized

Version 0.40 - 7/6/2018

- Added level 16 skills to each of Orus's classes (Note: if Orus is already level 16 or higher in your playthrough (somehow), sleeping at the Mar'Liore inn will teach Orus these skills.
- Added new toy to Wulfhilde's tier 3 night essence station
- Added Mar'Liore Cove
- Added new NSFW scene! (Solo F, Toys, Weird)
- Added a lot of conditional dialogue to Mar'Liore regarding the szarva quest
- Started branching the different plot options (three different paths in Mar'Liore)
 - Belka Diversion
 - Plant Southgate Crest
 - Plant Oldlight Letter Opener
- Added the results of the Mar'Liore cooking quest
- Added Captain Lars' Ornamental Letter Opener to the crime scene
- Added a feature where on-map encounters are repulsed by the new "Night Aura" status
- Added a lot of barely-perceptible contextual changes to Mar'Liore based on branching paths, time of day and order of events
- Fixed a bug where leaving Esterholt reverts Mercy to an older iteration of her battler sprite
- Fixed a few skills that could be used from the menu to no effect

Version 0.39 - 6/29/2018

- Added Mar'Liore Overlook
- Added many new NPCs to Mar'Liore
- Added the Mar'Liore evening phase
- Added a new optional 1-on-1 fight
- Added lights & fireflies to nighttime Mar'Liore
- Updated the quest journal to reflect new content
- Progressed the narrative
- Fixed a number of tile passability issues in eastern Mar'Liore
- Fixed some tile overlay issues
- Fixed some typos and text run-offs

Version 0.38 - 6/15/2018

- Added Mar'Liore Meadow

- Added Mar'Liore Lakeside
- Added Mar'Liore Lake
- Added Mar'Liore Lake Cavern
- Added new optional boss fight & story content
- Added optional meadow quest
- Added new NSFW scene (F/F, Szarva)
- Added a handful of items to Mar'Liore and surrounding areas
- Added new, respawning enemies to the meadow/lake areas
- The braziers in the monument space are now correctly illuminated
- Aunt Agatha will be asleep in her room after Mercy awakens from the monument dream

Version 0.37 - 6/8/2018

- Implemented a full quest journal system
- Added Mar'Liore Mill (WIP)
- Added Mar'Liore Pub (WIP)
- Fixed an issue where Vincent will give Mercy a 2nd fishing rod if she has upgraded hers already
- Fixed an issue where Mercy didn't recover when first boarding Bell's ship
- Made some waterfall tile edits
- Fixed a number of typos
- Fixed an issue where the cutscene doesn't play upon first entering Mar'Liore
- Fixed an issue where you could sell stuff to fires
- Fixed an issue where Luca thought she was still in Witchdale
- Fixed an issue where Stephen says "cheers" before giving you a drink
- Fixed an issue where Mar'Liore overlays persisted on the world map

Version 0.36 - 6/1/2018

- Added a new NSFW scene (F/F/M, Twins, Contortionists)
- Added more NPCs to Mar'Liore
- Added a coat fishing sprite for Esterholt
- Added a cooking quest to Mar'Liore
- Added Mar'Liore barn
- Added Eastern Mar'Liore
 - Added contortionists' tent
 - Added soldiers' tent
- Fixed an issue where talking to a chair in the Witchdale barracks would take you down a level
- Added "Hearty Meal" state to all 4-ingredient recipes, temporarily increasing max HP by 15%
- Made Hufferpuffer Pie a 4-ingredient recipe

- Fixed a couple of dialogue boxes in Mar'Liore
- Updated some dialogue in Witchdale to reflect post-Van Ritter time passage
- Minron's book is no longer obtainable after the Witchdale chapter
- Removed Minron from Witchdale after your initial departure
- Dietrich now correctly leaves when Mercy asks him to
- The "mysterious flask" item is now correctly removed from Mercy's inventory when she gives it to the peacekeeper
- Removed Olma from Witchdale after your initial departure (if she stowed away)
- Fixed a bug where you couldn't push the snowball into the hole in the Esterholt hunting grounds
- Replacing the idol now properly removes it from your inventory

Version 0.35.2 - 2/27/2018

- Fixed an issue where Mercy could get stuck in the ice caverns near Esterholt
- Fixed a portrait issue in Esterholt
- Fixed an issue where Mercy got stuck in a cutscene in the cove inn

Version 0.35.1 - 5/26/2018

- Fixed an issue in Esterholt where one of the journal tiles in the basement wouldn't count towards a clue
- Fixed a portrait issue in Shiveworth
- Seekers are now only programmed to submerge below 15% health rather than 33%

Version 0.35 - 5/25/2018

- Added Mar'Liore map
- Populated Mar'Liore with some new characters
- Revamped cooking system with several new complex recipes
 - New ingredients can be purchased at merchants in different locations
- Added new fishing-related items and upgrades, making fishing easier overall
 - Fishing Lures & Fishing Rod Upgrade Kits added to a select few merchants
- Reduced all default fishing input requirements by 1
- Fixed an issue with the lighting in the Esterholt manor basement
- Fixed an issue in the Esterholt manor basement where the parallax was showing blank tiles
- Fixed a portrait issue with the Esterholt doctor
- Fixed an issue where you could walk down the ladder sideways from the hunter's hall attic
- You can now flee from the bat in Shiveworth

- Added more discoverable items to Shiveworth

Version 0.34 - 5/18/2018

- Added night essence station upgrades
- Added 2 new NSFW scenes! (Solo F, Toys)
- Added new narrative progression events to the cove
- Added and updated the last few characters in the cove to reflect post-Esterholt dialogue
- Added Cove bathhouse
 - Bathhouse suites will be available to patrons of a certain tier in the future!
- Added Cove residential apartment building
- The residential expansions become a mandatory upgrade after Esterholt
 - If you have already excavated the residential area, you can choose a different upgrade
 - The cost is higher than upgrading it naturally through the choices
 - The “excavation chest” is not present when upgrading through the narrative
 - The following conditions will save costs: recruiting Hobart, buying lumber in Esterholt, having Ralph’s Carvannah shipment
- Tweaked some cove upgrade costs
- Fixed an issue where upgrading the forge before Carvannah would mark Gertrude as “busy” during the Witchdale visit
- Fixed *another* bug where some dialogue in the cove was not correctly triggering
- Modified the effects of “Jolted” from 10% evasion to 10% critical hit chance
- Fixed an issue where the ship sprite may look like a rowboat after Esterholt if the save file was started on a much earlier patch
- Fixed an issue where Mercy wore her winter clothes back to the cove
- Fixed an issue where Mercy’s portrait didn’t appear properly in the hunting grounds
- Fixed an issue where Aunt Agatha cruised around during your chat in the cove
- Fixed an issue where moon bats reappeared after Wulfhilde arrives in the cove
- Fixed a tile passability issue in Carvannah
- Fixed an issue where you would receive another szarva horn in Witchdale if you fished the one up in Shiveworth
- Fixed a bug where Olma could still be spoken to at her cell door even after she was gone
- Fixed a couple of text run-offs
- Fixed some typos
- Fixed the Esterholt manor’s exterior not having a proper battle background
- Fixed an issue where talking to Elijah from the side on the Esterholt docks could soft lock

Version 0.33 - 5/11/2018

- Added the departure from Esterholt
- Updated cove dialogue to reflect time passage
- Added new NSFW scene (Foursome/Futa)
- Added new additions to the cove
- Touched up early-game lighting (the Albath manor, in particular)
- Revised some of the dialogue from Mercy's first interaction with Aunt Agatha
- Updated the scene library to include all current scenes
- Fixed a few continuity issues with NPCs still being in the cove when they shouldn't be
- Revised some dialogue with Bell's crew in Shiveworth
- Added more treasure to the Esterholt Hunting grounds
- Fixed some dialogue in the cove not correctly triggering

Version 0.32 - 5/4/2018

- Concluded the story for the 4th Chapter: Esterholt!
- Added a lot of new conditional checks for dialogue based on different paths
- Added new art to the Heimrich/Marianna scene
- Tweaked a few combat animations
- Fixed a couple of portrait errors
- Fixed the battle background in the upstairs manor
- Fixed some typos

Version 0.31.1 - 4/28/2018

- Correctly adds the revised shapeshifter CGs to the in-game library
- Added eyepatch-less sprites to the mirror scene
- Fixes a typo in the mirror scene

Version 0.31 - 4/27/2018

- Added "seekers"--random encounters--to Esterholt
- Advanced Esterholt plot even more (getting close to the end!)
 - Finally learn more about Mercy's eye(!)
- Touched up and added to the shapeshifter scene art
- Added new written NSFW scene (F/F/M, Toys)
- Added Old Esterholt area
- Added Lord Balgruuf's quarters
- Made minor revisions to the Heimrich/Marianna scene
- Revised some of the dialogue added in 0.30
- Fixed an accidental text cut-off at the end of the M/M scene from 0.30

Version 0.30 - 4/20/2018 (Blaze it Edition)

- Advanced the Esterholt plot!
- Overhauled the Esterholt map for the storm
- Added ice cavern to the hunting grounds
- Added challenging new optional boss
- Added more upstairs bedrooms to the Balgruuf Manor
- Added new written NSFW scene (M/M)
- Joseph at the fish shack now trades some (Orus) gear for perfect shells
- Made some mapping revisions to the hunting grounds area
- The Esterholt blacksmith now sells shovels (whoops)
- Fixed a few typos
- Fixed an issue where the doctor's dialog didn't always correctly register as a clue

Version 0.29.1 - 4/14/2018

- Made a few improvements & corrections to the dialogue added in version 0.29
- Adjusted the project files to open at the correct window size by default rather than force-resizing after opening

Version 0.29 - 4/13/2018

- Added new scene art for Meghan & Elijah!
- Added the Staðfesta Hunter's Hall to Esterholt
- Added large wilderness region north of Esterholt
- Added tent interior to Esterholt
- Added the beginning of the storm portion of Esterholt
- Added 2 new written NSFW scenes!
 - Solo F, object insertion
 - M/F, Submission, age difference, mild S&M
- Correctly added Mercy's winter coat battler sprite
- Fixed a tile passability issue
- Replaced mushroom in Orus's initial inventory with 2 monster flanks

Version 0.28 - 4/6/2018

- Added new narration when leaving the cove to Esterholt for the first time
- Added new dialogue to a crewmember & Elijah in Esterholt
- Revised Esterholt manor 2nd floor

- Added Doctor's Cabin & Doctor
- Started adding clues about the strange case of Esterholt around the town & manor for Mercy to investigate
- Added Hallie to Esterholt & the manor (if her path was chosen)
- Added Lily the housecarl to the Esterholt Manor
- Added to the initial Esterholt cutscene to allude to their wolf aversion
- Rewrote portions of the reunion in the manor
- Added Lord Balgruuf's keyhole scene
- Added occasional spooky moments to the house
- Orus now has to stay in the manor while in Esterholt

Version 0.27 - 3/30/2018

- Added Esterholt coat portraits
- Added new NSFW scene (M/F, S&M)
- Added a short cutscene on arrival to Esterholt
- Populated Esterholt with new NPCs
- Continued developing Esterholt map
 - Added Western Esterholt area
 - Added Eastern Esterholt area
 - Added Esterholt Manor 1st Floor
 - Added Esterholt Manor Basement
 - Added Esterholt Manor 2nd Floor
- Added buried treasure to Esterholt
- Added lots of hidden items to Esterholt
- Fixed a tile passability issue in Esterholt
- Added several new weapons to the Esterholt weaponsmith
- Revised Mercy's cold weather sprite
- Revised Mercy's cold weather battler
- Revised Mercy's normal battler
- Fixed an issue where Dietrich would show up after confronting Van Ritter in Witchdale even if you never recruited him from Carvannah
- Fixed a portrait issue with the Witchdale pirate crew
- Revised Orus's portrait

Version 0.26 - 3/23/2018

- Added Esterholt
- Added World Map item (WIP)

- Added access & functionality to the overworld (WIP)
- Added new BGM tracks to the scene library, the world map & Esterholt
- Added access to a detailed debug room for Old Salt & higher patrons
- Revised & extended the Elijah & Mercy scene
- Revised & extended the Sister Claire & Mercy scene
- Fixed rapier runes not correctly applying to rapiers
- Fixed minor battle sprite defect
- Added new cold weather sprite (seen in Esterholt)
- Added new cold weather battler
- Adjusted prices for fruit & alcohol

Version 0.25 - 3/16/2018

- Added a new feature to show stat comparisons when changing gear in MUCH greater detail!
- Added Wulfhilde's night essence workshop!
 - Added 2 new night essence toys & accompanying written NSFW scenes
- Added a new level 12 skill for all 3 Orus classes
- Added the 3rd tier for the moon essence training station
 - New skill scroll available for each weapon type!
- Added 3rd tier for earth essence inscription station
 - New spell scroll available for each element!
- Added 3rd tier for sun essence forge station
 - 10 new craftable runes!
- Added 3rd tier for sea essence alchemy station
 - 3 new powerful potions!
- Added a brand new residential area to the cove for the second excavation tier! (Still under construction)
- Added another cavern extension off the residential area with an optional boss fight
- Changed tier 2 potion costs (secondary ingredient now requires unrefined essence, not refined, making them less expensive overall)
- Fixed an issue where bruiseweed potions didn't appear in alchemy stations that had been upgraded
- Fixed an issue where the alchemy station didn't properly calculate your night essence if you had NOT upgraded
- Fixed some item description typos
- Significantly reduced the point value of MP, meaning MP bonuses from gear are more drastic
- The voyage back from Witchdale now requires Mercy talk to her new recruits before the time-lapse
- Added all the new recruits to the cove

- Rebalanced a number of skills, changing some damage formulae and some MP costs
- Revised all gold-find locations to scale better with luck at low levels
- Fixed a tile issue in the cove (disappearing carrots)
- Added new collapse effect to elemental bosses
- Modified some item plunder rates

Version 0.24 - 3/9/2018

- Added visual upgrade indications for tier 2 essence station upgrades!
- Added cannons to the 2nd tier defense upgrade!
- Added new & improved doorway to expanded caverns if upgraded
- Added clues about stowaway to ship
- Added Olma's arrival scene & subsequent cell location
- Added Brandis to cove (if that path was chosen)
- Added details about Ralph to the departure-for-Witchdale narration
- Added a brief cutscene with Gorps & returned him to the cove
- Added Ralph back to the cove (if that path was chosen)
- Added some more dialogue to different members of the cove
- Added a cut-scene in Shiveworth with Marlan & Carvannah Hunters
- Added Holden's return cut-scene
- Introduced another new character to the cove: Wulfhilde!
- Fixed some lighting issues in the expanded caverns

Version 0.23 (The End of the Witchdale Chapter!) - 3/2/2018

- Added a new NSFW scene (written) on the ship (M/F, age difference)
- Added a new NSFW scene (written and illustrated) back in the cove (Futa/F)
- Added art for the Witchdale shapeshifter scene (Solo F, huge insertion, toy)
- Added a variety of items to the Witchdale inn and underground passage
- Added the return to the cove
- Added the Van Ritter encounter for the peacekeeper alliance route
- Added new dialogue to all cove residents
- Fixed an issue where the upgrade alchemy station didn't properly detect different types of essence
- Fixed an issue with the excavation chest disappearing instead of checking for restock

Version 0.22 - 2/26/2018

- Added new inn room areas

- Added a new passage connecting Witchdale and the caverns
- Added three different branching paths for Witchdale's resolution
 - Withdrawal route
 - Direct Confrontation route
 - Peacekeeper Alliance route
- Added The Van Ritter and crew encounters
- Added the return voyage and all new crew members to the ship
- Improved all cooked meat recovery values across the board
 - Roasted Smoothfin: 70 + 10% -> 100 + 10%
 - Roasted Hogfish: 150 + 20% -> 200 + 20%
 - Roasted Flank: 200 + 30% -> 300 + 30%
 - Hufferpuffer Pie: 250 + 50% -> 400 + 40%
 - Roasted Toothtube Fin: 300 + 40% -> 500 + 50%
- Changed mushroom recovery value (175 + 7% -> 20%)
- Changed some dialogue in Carvannah for clarity
- Fixed a sequence break in the Carvannah aqueducts (visiting crows hideout before encountering crows)

Version 0.21 - 2/19/2018

- Added main plot progress and the next big player choice
- Added new ship cabin areas
- Added all Witchdale recruitment options
- Added Corrine quest & encounter
- Added szarva & Molly quest
- Added new NSFW scene (written and commissioned)
- Added tons of contextual dialogue to Witchdale citizens and recruitable members
- Revised some Witchdale dialogue to strengthen suggestions of pirates-Peacekeeper relationship
- Added new hidden treasures to Witchdale!
- Fixed a chest in Shiveworth (displaying the message incorrectly)
- Fixed an issue in Witchdale where the ladies walking by triggers every time you step on a certain tile
- Changed the appearance of the Witchdale barracks

Version 0.20 - 2/12/2018

- Added brief dialogue for when Mercy first arrives in Witchdale
- Added Witchdale Dormitory (basement, ground floor, 2nd floor)
- Added Witchdale Bank

- Added Witchdale Residential Caverns (Upper and Lower)
- Added over a dozen new characters to Witchdale again!
- Added Saul & a new combat encounter!
- Added a new optional NSFW scene (written)!
- Added some narrative prerequisites & subsequent plot progress
- Updated Carvannah Mine battle background
- Updated Carvannah Aqueducts battle background
- Fixed a few typos
- Fixed a lighting issue when traveling from the Witchdale coast to the ship

Version 0.19 - 2/5/2018

- Changed all recovery values in the item descriptions to be on their own line for clarity
- Added the Witchdale Barracks (and 4-story tower)
- Added lots and lots of new characters to Witchdale
- Created a new male szarva sprite and implemented new szarva character
- Created Carlisse quest-line (optional)
- Created Flask quest (optional)
- Created the Fishmaster! Get prizes for catching big fish
- Added lots of new items to Witchdale
- ANIMALS

Version 0.18 - 1/29/2018

- Added shops & NPCs to Witchdale Square
- Added the Witchdale tavern and inn
- Added a cooldown to Cor Silvam's "Entangling Roots"
- Updated the battle backgrounds for Witchdale caves
- Slightly reduced Witchdale Horner's AGI
- Added an option to skip all the cliffs/caves once the player reaches a checkpoint in Witchdale
- Added Moon Lee to the ship
- Put Gertrude/Vincent and Elijah below-deck and everyone else in town after reaching Witchdale
- Added a new optional quest and NSFW scene!
- Fixed several passability issues in Witchdale
- Adjusted Fruit recovery values
- Adjusted gremlinfish and leaf spirit stats slightly
- Fixed some lighting issues on the ship

Version 0.17.1 - 1/23/2018

- Removed Orus's SP from his first appearance (in the dream)
- Orus now has 700 SP to spend after class selection
- Fixed a tile passability issue in Captain Bell's cabin
- Fixed an issue where encounters are can be disabled in the pass as a carryover from Carvannah

Version 0.17 - 1/22/2018

- Made the entire Overworld Map (currently inaccessible)
- Added new enemy encounters to the Witchdale passage
- Added new Witchdale cliffs area & optional boss encounter
- Added new weapons and armor to the game database
- Added new Dietrich scene art
- Created dozens of new character sprites to begin filling out Witchdale
- Added a handful of treasures to the Witchdale Cliffs
- Revised some dialogue in Shiveworth to be less wordy
- Revised goblinfish & leaf spirit encounters to allow fleeing in Shiveworth
- Revised choice menus in Shiveworth for continuity (and symmetry)
- Extended fishing time windows for some catches
 - +20 frames for smoothfins
 - +20 frames for random items
 - +30 frames for littlesnoots
 - +10 frames for hogfish
- Fixed AI for bats and fire wisps
- Fixed some tile passability issues in Witchdale
- Fixed connecting passages between Witchdale cave areas
- Fixed a few typos

Version 0.16 - 1/15/2018

- Added new ship scene with NSFW option
- Added all ship interior maps
- Added the Witchdale coastal maps and cavern networks
- Added the Witchdale and Witchdale market exterior maps
- Revised the Mercy & Elijah scene
- Revised the Sleeping Frog scene
- Updated Elijah's portrait
- Fixed a continuity issue with Bell's dialogue if you resist essence

- Fixed a javascript error when tending to Poppy's wounds
- Fixed a picture overlay issue in the Carvannah square (finally!)
- Fixed the disappearing proprietor in Sleeping Frog
- Updated several plugins for compatibility

Version 0.15 - 1/8/2018

- Added Cove Progression
 - New Boss Fight with 3 different paths
 - Added a lot of new dialogue contextual with previous choices
- Overhauled the cove upgrade system
 - Changed to a common event for ease of future integration
 - Added every upgrade tier
 - Included all upgrade costs
 - Factored all variable trackers into the common event for convenience
- Added the new cove departure, and the beginning of a new chapter!
- Changed Hobart's coastal dialogue to autorun so you can't miss him
- Fixed a tile passability issue by the boathouse
- Fixed Captain Bell's auto-battle AI & adjusted Prince of the Deep stats to compensate
- Fixed a layering issue with beds
- Adjusted experience gained from giant beetle fight
- Fixed the Cove Inn room doors so that they close properly upon exiting
- Fixed dozens of typos and text runoffs
- Changed Hobart's name (from the castle plaza) to Jarvis to avoid confusion
- Fixed a transfer issue to the renovated cavern
- Fixed the "tuft of fur" item description
- Fixed Orus's "Shred" ability to attack the correct amount of targets and show the correct timed attack animation

Version 0.14 - 1/1/2018: Happy New Year!

- Added new art to the Mercy/Hallie scene!
- Added new art to the miners scene!
- Added new art to the Mercy vibrator scene!
- Added Carvannah's conclusion and the return to the cove
- Dalkon's training grounds are now upgradeable and can provide access to all new weapon-based skills
- Moon's alchemy lab is now upgradeable and can provide access to all new potions & combat mixtures

- Gertrude's forge is now upgradeable and can provide access to all new armor runes
- Eva's spellbooks are upgradeable and can provide access to the previously unavailable tier of elemental spells
- The docks are now upgradeable and offer a great deal of new fishing spots, as well as a regenerating stash of smoked smoothfins & a fishing line
- The throne room is now upgradeable into a dining hall, which provides some regenerating food stashes & improves morale, a variable that tracks the general happiness of cove residents
- Cove defenses are now upgradeable & offer cosmetic changes & contributes to a variable that tracks the risk of attack
- "Swig" now scales partially with the user's agility instead of spirit ($\text{agility} * 2.5 + (\text{Max HP} * 0.25)$)
- Extended Cavern Areas now clearable in order to begin making room for new accommodations and base-building elements, excavated items will occasionally appear in chests and the rewards scale based on Mercy's Luck
- Spear Skill "Moonlight" renamed "Low Tide" to avoid confusion with Orus's specialization
- Fixed a minor lighting issue in the expanded cove tunnels

Version 0.13 - 12/18/2017

- Added new Aqueduct areas
 - Crows hideout
- Added new hidden passage, rooftop access & hidden boss
- Added new contextual dialogue for after Mercy visited the shipwright & infirmary
- Advanced main story!
 - Major plot decision & fork
 - Carvannah Chapter Finale!
- Silver Cards Turn-In Completed!
- Added a new NSFW scene (CG still in commission)
- Changed quest-giver in square to give more details about finding the missing sister (essential for Crows quest)
- Fixed Orus's "Orbit" skill--now correctly applies the appropriate status (oops!)
 - Removed time-attack input requirement
- Fixed a tile passability issue in Sigrun's house
- Adjusted timed attack speeds on spells & piercing attacks to be more lenient
 - Tier 1 speed: 5 -> 4
 - Tier 2 speed: 11 -> 6
 - Tier 3 speed: 12 -> 7
- Updated Orus's Gore animation

- Updated Credits
- Fixed Ralph's injured portrait and sprite to actually be Ralph (and not Roy!)

Version 0.12 - 12/11/2017

- Added the ability to skip directly to the cove in a New Game
 - Choose Mercy's and Orus's specializations
 - Choose Mercy's weapon
 - Start at level 5 with 10 stat points to distribute
 - Start with a handful of restorative items & all plot-related key items
- Revisit scenes in the new scene library, accessible from the cove throne room
- Mercy can now choose to abstain from sexual encounters and get rewarded skill points instead of essence!
- Added special Old Salt & above save files! Includes exclusive equipment, bonus gold and essence, and automatically enables all library scenes implemented thus far
- Updated cove with new lighting effects
- Fixed several lines of dialogue in the cove
- Fixed an issue an image overlay issue in the cove
- Fixed an issue with Orus's Blitz having the wrong timed attack overlay
- Updated a few animations
- Reconciled a few continuity issues in Carvannah with all the simultaneous goings-on
- Changed essence extracted from scenes to unrefined
- Made it clearer that the player needs to refine essence at Moon Lee's station

Version 0.11 - 12/4/2017

- Revised & replaced all of Mercy's portraits (except 1 that needs full rework)
- Added & replaced several new BGM tracks in Carvannah
- Added several new cutscenes and events in the city
- Added Carvannah Infirmary
- Added new night-time Carvannah NPCs and updated more dialogue contextually
- Added Carvannah Aqueducts (Under Construction)
- Added special new secret vendor
- Added Sigrun, the Shipwright and her home
- Added keyboard layout splash on startup
- Orus learns a new skill at level 8 (if he is already level 8, resting at the White Rat will teach him the appropriate skill)
 - Moon Hunters learn: Shred!
 - Moonguards learn: Guardian!

- Moonlights learn: Orbit!
- Finished Revising Cooking Fires
 - Added cookable monster flanks (that turn into what used to be steak)
 - Made into a common event to simplify future cooking additions!
- Added “unwanted attention” trackers to different events in Carvannah
- Added a place to rest near The Hall
- Updated Marlan’s sprite and portraits
- Fixed a shield accidentally requiring coral to purchase in Carvannah
- Fixed/edited dialogue here and there
- Fixed a few tile passability issues (trees mostly)
- Fixed tents playing seaside background sounds (a carryover from the cove)

Version 0.10 - 11/27/2017

- Updated Night Carvannah aesthetic features
 - Modified exterior tint and overlay effects
 - Added night-lighting to interior and exterior areas
 - Added firefly effects to exterior areas (and tents)!
- Added fortune-teller’s tent (open at night)
- Many daytime-only shops now close down at night
- Added THE HALL (night building)
 - Combat Trials!
 - Prizes!
 - Extremely complicated eventing! D:
- FINALLY solved AI issue: enemies will correctly prioritize HP-dependant abilities now!
 - Fixed a number of battles
 - Tweaked a few enemies
- Many miners have new dialogue after The Hall challenges are completed
- Contextualized nighttime dialogue for more Carvannah citizens
- Contextualized boat-search dialogue for a few more citizens
- Finder Encountered (brief scene)
- Added new restorative items and equipment
- Started working on revising cooking fires

Version 0.9 - 11/20/17

- Sleeping Crow changed to Sleeping Frog (to avoid confusion)
- Added Sleeping Frog Content
 - New NSFW Scene (Written)

- Added Carvannah Docks Area
- Added Carvannah Coast
- Added Boathouse Content
 - Plot Encounter!
- Added Mine Content
 - Optional Boss!
- Fixed an NPC pathing issue in Shiveworth that could mean getting trapped when fishing
- Fixed a blocked path at the Shiveworth docks
- Fixed an infinite item exploit!
- Continued balancing restorative items

Version 0.8 - 11/13/17

- 2 New NSFW Scenes! (1 Illustrated, 1 WIP)
- Carvannah Noble District
 - Wine Cellar Quest
 - Populated with NPCs
 - Silver Cards Quest
 - Bug Trubs Quest Start
 - Alley
- Added Miners' Dorm in Southern Mining District
- Added Carvannah Nighttime (Huge WIP)
 - Added random nighttime Thief encounters to Mining Districts
- Improved object moving events (pushing/pulling)
- Added Moon Bat random encounters to cove after finding calcinator (up to 5)
- Added Essence Refining System with Moon Lee's calcinator
 - Plunder or otherwise obtain "Unrefined Essence"
 - Place 3 unrefined essences into Moon's calcinator to make 1 refined essence
- Added IMP splash screen on start
- Added several puzzles and secret areas to Carvannah
- Re-added missing box at Carvannah Dock
- Slightly tweaked Hallie fight
- Fixed a few tile passability issues in Carvannah
- Fixed a few mapping issues in Carvannah
- Screen now renders full-size on launch instead of after load
- Fixed an issue where portraits were disabled after Moon Spirit battle
- Fixed a few portrait flicker issues

Version 0.7.1 - 11/8/17

- Added White Rat 3rd Floor Key
- Added Silver Cards to Carvannah
- Added 1 Merchant Plaza Tent
- Fixed tileset issue blocking ship steps
- Fixed NPC passability issue on ship at sea

Version 0.7 - 11/6/17

- Finished up White Rat Maps
- Exciting New Storyline Content!
- 2 New NSFW Scenes!
- Dozens of new NPCs to chat with!
- Added lots of new equipment and restorative items
 - Changed restoration values of cooked food to scale better with higher max HP
 - Changed restoration values of alcoholic beverages
 - Added Roasted Toothtube Fin to cookable items
 - Added Roasted Seaweed to cookable items
- Modified a few recovery skills to scale better with higher max HP
- Populated Castle District and added 5 new shops:
 - Blacksmith
 - Fruit Vendor
 - Tailor
 - Jeweler
 - Butcher
- Made Hallie talk to Mercy automatically when she tries to leave the square
- Made speaking to the innkeeper mandatory before leaving square
 - (Game will want you to do this again if you already have)
- Mercy can now dig up buried chests (but has to be sturdy enough to open them)
- The percent change from stat modifying skills are scaled up from 25/50/75 to 33/66/100

Version 0.6.1 - 10/31/17

- Added a few items to the maps
- Fixed the sound effect on the White Rat's door
- Fixed a portrait issue
- Fixed a tile passability issue
- Fixed a crash related to lighting in the White Rat
- Fixed a few text-runoff issues
- Fixed a stray fire-glow in the bank where there's no fire

Version 0.6 - 10/30/17

- Added 4 new Carvannah sectors and roughly 30 new NPCs
 - Added Square
 - Added Inn
 - Added Pub
 - Added Bank (Under Construction)
 - Added Castle District (Under Construction)
 - Added Slums (South) (Under Construction)
 - Added Slums (North) (Under Construction)
 - The White Rat (Under Construction)
- Revised Carvannah Gate map
 - Added Gate Entry
- Fixed some of the cooking fires

Version 0.5 - 10/23/17

- Added upstairs Inn levels
- Added Old Salt and higher patron names to credits screen
- Added Cove Planning Table
 - Choose Next Upgrade (still under construction)
- Added Captain Bell & Mystery Passenger arrival
- Added cove departure & second ship ride
 - PETE'S REVENGE
- Added Carvannah Arrival & Gates
- Changed some sprites/faces to better reflect characters
- Edited a good deal of dialogue for better/smooth flow
- Fixed a few tile-passability issues
- Fixed some tile-layout issues
- Fixed some more portrait flicker instances
- Fixed some BGS/BGM continuity issues
- Fixed alignment of some choice menus

Version 0.4.1 - 10/17/17 (Hotfix)

- Fixed an issue where you could get stuck on Captain Bell's ladder
- Fixed an issue where Gorps got stuck trying to leave Leite's tent

- Fixed an issue where some boxes you move played “walking” animations and flickered between sprites

Version 0.4 - 10/16/17

- Added More New Cove Content, Including:
 - Early Construction Phase
 - Cove Expansion Discovery
 - Cove Expansion Puzzles
 - Cove Expansion F I G H T
 - Tier 1 Essence Vendors!
 - Lots of Plot development!
- Added accessories to Orus’s useable equipment list
- Added several new items
- Made catching smoothfins and littlesnoots slightly easier
- Fixed known 0.3 bugs
- Fixed several skill descriptions
- Fixed some typos and text-runoff

Version 0.3 - 10/9/17

- Added New Cove Content, Including:
 - New NSFW Scene
 - New explorable cove areas, major narrative developments, new NPCs, merchants and hidden treasures
 - Orus, the Moon Guide, officially joins the party
 - F I G H T S
- Added the latest stat-check feature for exploration rewards: agility (and added a few examples retroactively)
- Added 3 “specialization” options for Orus, with unique skillsets/special parameters for each
- Added new Game Over screen
- Fixed typos
- Fixed a few portrait popup glitches
- Cache limit is now 20
- Fixed some tile passability issues
- Fixed an issue where plunder rates on standard dropped items were set to 100%
- Changed plunder rate to: $X + ((\text{Luck} / (150 + \text{Luck})) / 1.5)$, where X = item drop rate (Luck is doubled if you are successful with the Plunder reaction)

- Changed HP bonus values on level up/equipment. Previously, weapons/leveling had a 25 to 1 HP point value, where equipment had a 15 to 1. All HP values have been normalized to 20:1
- Fixed a line of code preventing skills from correctly identifying ranged weapons on NPCs
- Updated several YEP plugins

Version 0.2 - 10/2/17

- Added Playable Orus Scene
- Added Full Ship Content, Including:
 - New NSFW Scene
 - A number of explorable ship areas, new NPCs, new vendor type, new hidden treasures!
 - Multiple new enemies, including the game's first real boss fight!
- Added Key Fragments & Szarva Game Pieces to new & pre-existing maps (find before leaving Shiveworth!)
- Added new skill: Sense Essence, gained automatically after class selection
- Added stat checks to certain in-game tasks to diversity rewards between character builds (much more to come in this department)
- Added enemy HP bar that show on highlight/hit after either sensing essence or fighting the enemy once
- Added Fishing Journal, which keeps track of record catches
- Added separate inventory functionality between characters (major source of save-breakage)
- Added a couple of extra fishing results
- Fixed "Satisfied" State: Now correctly recovers 75% HP/MP over the course of 100 steps
- Fixed a few map transition points for better realism/convenience
- Class-selection also gives you essence of the respective element (except non-elemental choice)
- Fixed a few option select windows for continuity
- Fixed a sound effect for continuity
- Fixed an issue where offhand equipment was unusable

Version 0.1 - 9/20/17

- Demo Released!