

V20B

HEROES

Animist

- Bloodlust is now instant (down from 1s cast time)

Demonologist

- Eldritch Blast damage reduced (500 -> 450)

Heretic

- Blood Pact self-damage increased to 2500 (from 1000)

Nightborn

- Dark Transposition special effect now occurs on the correct attachment point
- Damage Down no longer pierces Mortus Rex

Runemaster

- Shields applied by Rune Shield and Ars Magna now last 30 seconds (up from 24)
- Misc. bug fixes.
- Performance improvements.
- Ars Magna now has a cast bar

Shadow Hunter

- **Added.** Resourceless ranged attacker that manages a DoT. Low burst damage; high sustained damage. Supportive abilities. Fast attack time.
- **Q:** Shadow Lash: Instant. 20s CD. Deals damage to enemies in an area of effect around the caster. Deals more damage to targets affected by Malediction (R). Attacking reduces CD.
- **W:** Hexblade. 1.5s Cast. 15s CD. Single-target nuke that extends the duration of Malediction (R) on the target.
- **E:** Hex. Instant. Ranged interrupt. If the target is a non-boss enemy, turns them into a harmless critter instead.
- **R:** Malediction. 5s Cast. 60s CD. Deals a massive amount of damage over 30 seconds. Damage you deal to the target is increased the lower the remaining duration is.
- **D:** Big Bad Voodoo. 1s Cast. 180s CD. All Heroes take 50% less damage for 8 seconds.
- **F:** Flask of Whammies. Instant. 6s CD. Heals the caster or a target ally. They activate Violent Strike, Vitality Void, or Healing Surge at random. (See below for information.)
- **Z:** Rapid Fire. Instant. 90s CD. Greatly increases attack speed for 16 seconds.

Sylvan

- Healing Surge (Q) renamed to Healing Bloom.

Wardancer

- **Hero Renamed:** Samurai. Ability descriptions and names have been updated.
- Model changed.
- Sword Arts (Q): Invincibility lasts slightly longer.

GAMEPLAY

Upgrade: Damage Effect Reduced. Now grants 1% bonus damage per 2 lumber (down from 2% per 1 lumber).

Relics: A Hero may now only carry one Relic at a time (down from 2).

Resurrection Sickness: Now lasts 20 seconds (up from 16).

Logs: Your personal best damage per Hero per boss is now logged.

Gold Rewards:

- **Dealing the most damage no longer awards 50 bonus gold.**
- **50 bonus gold is no longer awarded to a random player when completing a trial for the first time.**
- Instead, all players receive 50 bonus gold (for an S rank) or 25 (for an A rank).
- Currently, Tank and Healer Heroes still receive 50 bonus gold.
- **50 bonus gold is still awarded to a random player when replaying a completed trial.**

Keywords: The Master of Combat (near the Blacksmith) has information on new universal Keywords. Current Keywords:

- **Damage Down:** Conferred by some hostile effects on Hard difficulty or higher. Reduces damage dealt by 30% (16s). Applies after all other modifiers.
- **Resurrection Sickness:** Conferred by being revived during combat. Reduces damage dealt by 50% (20s). Applies after all other modifiers.
- **Damage Up:** Applied by some Hero abilities. Variable effect. Damage Up stacks multiplicatively, so it is better to use all Damage Up effects together as a team.

New Keywords

- **Violent Strike: New.** Conferred by the effects of some new items. Basic effect of Violent Strike:
 - **[VS]** : When activated, your next outgoing source of damage is increased by 20%. Applies before all other modifiers.
- **Healing Surge: New.** Conferred by the effects of some new items. Basic effect of Healing Surge:
 - **[HS]** : When activated, the target heals themselves for the higher value between 2500 and 10% of their missing HP.
- **Cultivate: New.** Conferred by the effects of some new items. Basic effect of Cultivate:
 - **[%]** : When activated, create a Bloodgrass near the target. The creator heals the Hero that collects the Bloodgrass for 1000.
- **Vitality Void: New.** Conferred by the effects of some new items. Basic effect of Vitality Void:
 - **[%]** : Deal damage in a radius around you. The damage is equal to twice your percentage HP (200 damage at 100% HP).
- **Paradox: New (WIP).** Conferred by the effects of some new items.
 - **[X.]** : Basic activation of Paradox occurs when you activate six different abilities without repeating one. *(Abilities bound to “A” are exempted.)*
 - Paradox has no innate effect.
 - Paradox items will be fully implemented in a future update.
- **Defiance: New**
 - **[Defiance]** : Basic activation of Defiance occurs when you are hit by an attack with base damage greater than 75% of your current HP.
 - Defiance occurs before mitigation, meaning it will still activate even if the damage is reduced below this amount by other effects.
 - Defiance can activate while invulnerable, has no innate effect, and can only activate once per 10 seconds.

Legendary Treasures

- **Defeating bosses now allows the purchase of loot items.** *(Loot is currency free for all, so share!)*
- **Higher difficulty settings award rare and more powerful items.** *(All items are available on Hard. Heaven and Hell difficulty increase the drop rates of rarer items.)*
- **Scoring a higher ranking on a boss awards more drops.**
- Many Items can only be used by specific Heroes.
- Each Hero can carry only one **Armor**, one **Weapon**, and one **Accessory**. Use your Stash to manage or destroy excess items.
- More than 150 items have been added, with more on the way.

Save/Load

- **The oft-requested Save/Load feature comes to Legendary Trials.**
 - The current implementation is a beta state.
- **Your Hero’s loot items, the contents of your Stash, and your best performance on each boss with that Hero are all saved.**
 - **Potions** (on all difficulties), **Relics** (on Hell difficulty and below), and **Upgrades** (on Hard difficulty and below) **are not saved**.
- **Your save file is linked to the Hero you have selected.**
- **Type** -save **during gameplay to save your Hero.**
- **Type** -load **after you have selected a Hero to load that Hero’s items and stats.** *(You can -load any time you could -repick.)*

GAMEPLAY (MISC)

Merch and the Goblin Salvager are more charismatic and easier to see.
Beginner Trials are now south of the hub.

Items

Cursed Skull can be used to Taunt. *(No resource cost: 60s CD).*
Holding a Cursed Skull as a Tank hero now disables passive threat generation, making targets less likely to attack you.
A new relic has been added:

- **Warbanner:** Confers basic activation of Defiance. *(The Warbanner is sold by Merch, and is available on difficulties where Relics are not otherwise available.)*

BOSSSES (All)

Interruptible boss abilities now have a unified visual indicator in addition to floating text.



Enemy cast bar has been expanded.



The “kick” icon above is utilized exclusively for interruptible attacks, meaning there are now three pieces of visual feedback usable to identify interruptible attacks. Commonalities between ability names and icons may be usable as additional information when reacting to incoming attacks.

Most bosses have had difficulty-based adjustments implemented. These adjustments are primarily numeric and mostly take effect on higher difficulty settings.

- More attacks will deal more damage and inflict Damage Down than before.

BOSSES (Normal)

Aard: New behavior pattern with new attacks.

The Captain: Fixed spaghetti code.

Kemp: Large charge radius reduced. Damage increased.

Kemp: Now has a cleaving attack. (This was intended behavior before, but was not functioning due to a bug.)

Royal Duo: Executioner now has a cleaving attack. (This was intended behavior before, but was not functioning due to a bug.)

BOSSES (Special Targets)

All-Out Aard: Now has a cleaving attack. (See above.)

BOSSES (Legendary)

A raid has been added. Completing this encounter will require coordinated play for an extended duration. Defeat Sylvius to unlock this raid from the Special Targets vendor.

Known Issues

- Some bosses may not drop the appropriate amount of loot items on Normal difficulty. *(Loot tables are subject to future changes.)*

V20Bx

HEROES

Songstress

Fixed a bug where the Hero lost access to Crescendo (E).

Warrior

Fixed a bug where the Hero generated inadequate threat when attacking.

V21B

HEROES

Arcanist:

Mana Shield (Z): **Reworked.**

- 0 MP: Avoid the next source of incoming damage (6s) and activate **Violent Strike**.
- Ability has 2 charges, with a 16s CD/charge.

Omnimage:

Lapis Philosophorum (D): Improved.

Lapis Philosophorum (Fire): The effect on the remaining timer of Fire Embodiment is now correctly represented visually.

Lapis Philosophorum (Fire): Damage Amp Increased (15% -> 20%)

Lapis Philosophorum (Fire): Duration Increased (16s -> 20s)

Lapis Philosophorum (Ice): Damage Block Duration Reduced (4s -> 2s)

GAMEPLAY (MISC)

Hell and Heaven Difficulty: The Horrendous Hoarder is now available.

- As these difficulty settings limit access to upgrades, the Hoarder allows excess upgrade points to be spent for additional loot.

Shops: Items from the Blacksmith and Horrendous Hoarder can now be purchased with hotkeys (QWE).

Items

Items: New items have been added.

Items: Many existing items, especially those appearing during Hard mode and higher difficulties, have improved effects.

Keywords: Defiance now activates even if the source of damage is fully absorbed by invulnerability.

BOSSES (Miscellaneous)

Many attacks that inflict direct secondary effects such as slows or knockback will no longer inflict those effects through dodge or invulnerability.

- Targeted massive attacks that inflict damage over time effects will still inflict those effects if dodged or blocked, except with Divine Shield or the Empress’s Eye.
- “Wheel” attacks will still inflict secondary effects if the initial damage is avoided.

BOSSES (Normal)

Sylvius: Hard Difficulty and Higher - Behavior improved with new attacks, increasing difficulty.

BOSSES (Legendary)

Fixed issues in the raid.

Sevarrys: Teleporting cleave attack no longer inflicts Damage Down.

V22B-V30B

HEROES

Animist

Reworked.

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

Animist’s Mark (Z): **Removed.**

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

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

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

Mana Tide (F): Now purges harmful effects.

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

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

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

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

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

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

Arcanist

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

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

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

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

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

Demonologist

Eldritch Meteor (F): Improved performance.

Druid

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

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

Gunslinger

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

Heretic

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

- Cooldown Increased (6 -> 16)
- Duration Decreased (30 -> 16)
- Self-Damage Increased (2500 -> 4000)
- Now increases the target's outgoing damage by 10%.

Omnimage

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

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

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

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

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

Moonward

Reworked.

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

Moon Cycle (Z): Effect changed.

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

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

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

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

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

Nightborn

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

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

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

Physician

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

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

Ranger

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

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

Black Arrow (R): Added additional voice quotes.

Redeemer

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

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

Runemaster

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

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

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

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

Samurai

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

Shieldmaiden

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

Slayer

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

Spellblade

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

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

Sylvan

Movement Speed: Increased (300 -> 310)

Warrior
Storm Bolt (Q): Now heals the caster for 2000.
Bash (E): Successful interrupt damage improved (350 -> 475)
Heart of Stone (R): Duration improved (12 -> 15)

RELICS

Cursed Skull: Now amplifies threat generated by healing.
Halcyon Blade: If possible, now attempts to put the caster even closer to the target.

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

Key to the Earth: Performance improved for a more responsive effect.
Illithuvia: Gold cost increased (200 -> 500)
Illithuvia: Visual effect improved.
Illithuvia: Now plays a sound effect and announces damage dealt as a game message.
Mind’s Eye Essence: Cooldown reduced (90 -> 30)

ISSUES

Exodius: The correct behavior of Exodius was contingent on the item occupying the 1st item slot. Exodius will now automatically swap to that spot when entering a boss fight.
Boss Attacks: “Benediction” type attacks, such as those used by the Royal Duo, will now properly continue after killing a single Hero. This unintentional behavior was due to a variable collision that has been fixed, resulting in overall performance improvement.

GAMEPLAY (MISC)

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

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

Visuals: Significant visual improvements.

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

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

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

Damage Numbers: Updated visuals.

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

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

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

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

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

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

Arcade Mode: Added. Game host may now choose between Standard and Arcade Mode before beginning gameplay.

- If enabled, players will no longer freely select bosses.
- Instead, players will face three random beginner-level trials, Sylvius, four random expert-level trials, then Sevarrys.
- Gameplay proceeds automatically with a 60 second delay between encounters.
 - *(The delay is skipped if all players type “r”.)*
- Lives are limited; gameplay ends after five cumulative defeats to bosses.
- Raids, as well as some Special Targets, are unavailable.

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

GAMEPLAY (ITEMS)

Healing Surge: Performance improvements.

Violent Strike: Performance improvements.

Violent Strike: No longer applies to basic attack damage.

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

BOSSES (Misc)

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

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

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

BOSSES (Normal)

Aard - Base HP: Reduced.

Reaver - Base HP: Reduced.

Royal Duo - Base HP: Increased.

Murakumo: Tier changed (3 -> 2)

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

Omnimage Ascendant: Base HP: Reduced.

Omnimage Ascendant: Delay of “Conceptualize” increased.

BOSSES (Special Targets)

Royal Trio: Base HP: Increased.

Commander Kemp: Now a Special Target.

Arjuna: Numeric assignments during “The Land’s True Lesson” are now more clearly visible.

Starscourage Vanadie: The red danger zone within Vanadie’s knockback radius is no longer invariably lethal; it now merely inflicts massive unavoidable damage.

BOSSES (Legendary)

Gloomstalker: Visual improvements.

Gatekeeper: Performance improvements.

Demon Prince: The Geometer: Added.

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

Legendary Trial: Lord Arethuza: Added.

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

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