

Tales & Tactics Road to 1.0, Weeks 2 & 3 Patch Notes

Features

A new Dynamic Keywords system has been implemented! Keywords will now appear in Orange text throughout the game, and when Orange text is present, a Dictionary will appear near your character portrait. You can click on it, or summon it with the Up key. When multiple keywords are present you can navigate left and right between the pages.

Added a tab to the Items section of the Compendium for Special Consumables (ones not available in Shops, such as Event rewards)

Special 'Guarantee' Reroll mechanics are now visible - when spending SP on a roll while having 3 or more unique units, and not hitting any duplicates, the next roll visibly becomes a Power Roll, which guarantees a duplicate.

"Mana Required to Cast" has been renamed Cost Reduction, and now has a visual element shown on the mana bar as a white buffer at the end of the bar, indicating the Unit "always has that mana available"

The Run Modifiers page in the start of run process has been removed - this functionality was already present in the Unlocks screen by enabling and disabling unlocks, and we removed the need for all Run Modifiers to be enabled for challenge climb, so the Run Modifiers screen wasn't serving a strong purpose any more. All of your enabled or disabled Run Modifiers from before the update should still be reflected in the Unlocks page, either being enabled or disabled based on your previous preferences.

The old Quick Start (skip Training Yard) functionality is now a checkbox in the start of run process and can be enabled and disabled at will.

The Quick Start button on the main menu has been replaced with Instant Start, which jumps you immediately to a new run without needing to go through the start of run screens. You can customize how you would like your Instant Start button to operate (character settings, difficulty settings, and whether or not to skip the Training Yard) in the gameplay options.

Added a new gameplay option for Trait Side panel behavior - being able to set it as 'permanently hovered', never collapsing into just the icon.

Run History changes: Modifiers are no longer shown, replaced with just the Difficulty played on. Removed the massive scroll bar with one button for every entry in favor of just the most recent 5 being quickly loadable with a button, and a dropdown that covers all the others. The dropdown will now not load any run histories that are in the incorrect format from before March. The dropdown is date-sorted by most recent.

When viewing Run History from the End of Run screen, it no longer tries to load the run from the saved file (which may still be in the process of saving) and instead loads from a cached version in memory, which will prevent that screen from accidentally loading the wrong run. When viewing from End of Run, you can no longer load other runs (this is only loaded in the Main Menu's version for better performance).

Tuning & Balance

Queen damage reduced to 225 (from 300)

King damage changed from 250 Spell Damage to 250% of Attack Damage, to better pair with its Duelist trait.

Chompigno turrets now gain 75% of its Attack Speed (down from 100%).

Elder Reto meteor damage reduced to 175 (from 200).

Hinkle max mana reduced to 40 (from 45).

Prince Harming heal reduced to 250 (from 300). Bonus damage per attack reduced to 75 (from 100).

Reptile Stage II reduced to 300% of individual bonus (down from 400%).

Reptile Unit-to-Stat map changed: Jabbar and Elder Reto swapped (Jabbar now Spell Power, Elder Reto now Mana), Prince Harming and Spiritfang swapped (Harming now Attack Speed, Spiritfang now Health)

Vex mana reduced: 50/100 -> 40/120. Skill damage reduced from 50 to 40.

Claws of Haste now reads "After Casting" instead of On Cast. Which mostly does nothing except make Champigno not make max attack speed turrets.

Champigno Turret health decay increased from 10% (10 second duration if uninterrupted) to 12.5% (8 second duration if uninterrupted).

Leechknife Sheathe reduced to 150% of Attack Damage (from 200%)

Removed Dragon Stage 1 trait damage scaling, is now locked at 100 Spell Damage. The scaling isn't necessary now that Ignite is applied, as that always scales through the game.

Dweller Stage 1 now grants all Dwellers 15% Damage Reduction. Geogukk is now a Rare Fighter instead of a Common Tank for base stats, and the scaling has been changed to "average Tier among your Dwellers".

Stability Ward reworked - When the wearer takes more than 100 damage from a single hit, they ignore the excess damage and become Invulnerable for 1 second. (5 second cooldown).

PVP Impatient Monk now grants 50% more Overtime stats to your Units (down from 100%)

PVP Morphologist no longer allows purchase of additional Rainbowslime Vials.

PVP Raindancer Mana duration reduced to 4 seconds (from 5)

PVP Hothead - fixed a bug where the buff could be applied to multiple characters instead of just one. So ends the Hotheads reign of terror on PVP.

PVP Druid of Harmony now increases Reroll cost by 1 SP.

PVP Deathwing Disciple health transfer increased to 75% (from 50%).

PVP Shapeshifter and Professor penalties for first combat removed.

PVP Bunker Boy now adds an Elvish Empowerment (20% Attack Speed, 10% Lifesteal) hex modifier to the Bunker.

PVP Embermage now grants immunity to Ignite to your team.

PVP Sludge Captain now grants immunity to Hobbled to your team.

Bugfixes & Polish

Fixed the Trait icons being grayscale in the Run Summary.

Fixed the Units display in the Run Summary not scrolling to show more than six units.

Fixed the Return button when viewing Run Summary from the end of run screen having an oddly small hitbox.

Fixed many inconsistencies with Max HP vs Maximum HP in text

Fixed several instances of damage type not being declared in Unit skill descriptions.

Fixed several instances of old mechanics in Unit skill descriptions, such as Flash still mentioning Weakening enemies which was removed in the BNG update, or Noctus still staying Silenced & Manalocked instead of the new Stifled.

Flamemark and Storm II now applies Shredded instead of Vulnerable.

Mindblight Potion now applies Stifled instead of Silenced.

Cleaned up a lot of Unit skill text for general consistencies like capitalization of keywords.

Fixed some older Units like Shred-o-Matic and Sanctus having highlighted text for a very, very old keyword system.

Fixed a few references to 'Magic' damage instead of Spell Damage.

Fixed a few more lingering references to stun-likes still existing, like Frozen on Hugo (everything should be using Stunned now)

Standardized references to multiplicative damage output increases (now all called Damage Amp) and multiplicative damage reductions (now all called Damage Resistance)

Removed many hand-written debuff explanations from skills, since the Dictionary system handles that job. Also fixes a few cases of them not being written correctly (Treefolk listed 5% missing hp, but was actually 4%, among others)

Fixed a couple references to Enhanced Items instead of Runes.

Removed all references to Parry outside of the Duelist trait.

Fixed the base-disc scale being excessively large on Shred-o-Matic, Rook, and Knight.

Slightly reduced Chester's model size.

Fixed a data issue which was probably causing the new Trait Improvement perk for Engineers never appearing in the level up pool.

Removed a whole lot of old items and perks that were still appearing in the Compendium.

Fixed Specialization perks appearing in the Events section rather than the Character perks section.

Fixed an issue where, after right-clicking a Unit Store entry, hotkeys would stop working until left clicking somewhere on the screen.

Fixed Devil's Deal causing you to take on the Leader of the combat you didn't select instead of the one you did.

Fixed the Main Menu Unlocks tab showing a '!' on load even if you had nothing new to unlock.

Fixed cancelling a Lucky Clover causing the item to be consumed still.

Fixed an optimization that was causing the unit detailed stats card to be refreshed every frame (or close to it) while in combat.

Fixed Spellslinger Hex, Guardian Angel, and Crystal Master perks still using max mana reduction instead of Cost Reduction.

Fixed the mana bar underneath units looking like they are full when reaching 91% mana instead of 100% mana.

Fixed an issue where the Taskmaster achievement could not be completed.

Fixed the Amalgam custom code race being able to choose the same Trait that got banished from Into the Void.

Fixed any source of true flat Max HP additions causing twice the amount of Max HP loss if the source is removed (most visible with PVP Deathwing Disciple)

Fixed Powerstone being able to trigger on self-damage effects, potentially dealing massive damage to the holder. (This also resolved Desert Twisters and similar effects having the same problem - on the backend, purely technically, the source of 'neutral, no source' damage is the Unit taking the damage. Fun times)

Fixed Maiden of the Mire, in rare cases, being able to show two of the same trait.

Fixed a rare case where two of the same Perk could show up in a run (such as with the Amalgam race or Trait Brand specialization)

Fixed Mana Bracelet's cost reduction breaking after one combat.

Fixed Baalor's Stun lasting infinitely.

Fixed non-Dungeon Dice Roll rooms saying "penalty" as a header for the roll range column on the right. Now says "Bonus"

Fixed Foreign Fruit actually having Gera's Manaburner's special effect instead of the one listed on its description.

Fixed an outdated text in the Tutorial still referring to a Dragon Scrapper team.

Fixed outdated Queen skill short description.

Clarified Khepri skill description to say he jumps behind the target, not in front of.

Updated Traveller's Charm perk description to hopefully clarify it only works if Curse is below zero.

Fixed Masterwork Incense only reducing Curse by 3 instead of the listed 5.

Fixed Monty being the target of the Raring to Go perk causing his infinite range to actually become 5 range (and since Monty has no movement capability, could cause him to not be able to attack)

Fixed Survivor's Wand Cost Reduction not having a label in stat breakdown tooltips, and not having a max number shown on the icon (though the actual cost reduction capped correctly)

Cost Reduction now properly adjusts Starting Mana (equipping an item with 10 Cost Reduction will now take a unit with 30/90 Starting Mana to 40/90)

Renamed Banner Box A/B to Primary and Secondary Banner Box. Fixed Poisoner being called out instead of Defiler in the Secondary Box.

Potentially fixed a rare issue where a large grey blob appeared on the left side of the table during act transitions.

Potential fix for some Chester bizarre rare issues involving pulling dead units back into combat (and potentially softlocking)

Fixed an issue where the Battle Bar top display wouldn't correctly track the individual team's health.

Fixed an issue where it was possible to receive uninitialized "Report This!" perks when encountering the Training Yard event or leveling up with a team of all Legends.

Fixed an issue where Ghoul teams would receive the incorrect rewards from Level 4 (such as the +1 Ghoul pip perk instead being the Ghoul's Trait Improvement perk or other shuffles).

Fixed an issue where, after Recombobulating a unit, the Unit Store could still recommend duplicates of it.

Fixed an issue where purchasing a unit directly into a Bench Hex Modifier did not activate the effects of that Modifier on that Unit.

Fixed the Ki Punch consumables dealing no damage.

Fixed an issue where the Marksman Dummies had 1200 health instead of their intended 100.

Fixed an issue where the second Horror stun caused many Horrifying Tentacles to spawn around each foe in certain circumstances.

Fixed the 'current hex selected' visual being almost invisible since the BNG update.

Fixed Geogukk getting a boulder stuck to his hand for an extra second after casting. Slightly sped up end of cast timing so he doesn't linger quite as long.

Fixed the PVP rank-up animation in the main menu playing after every PVP match.

Fixed Mana Battery causing units to infinitely cast rather than providing the intended 10 Cost Reduction.

Fixed not getting a reward from the end of the Robots Gone Wild event.

Fixed items duplicating when they were equipped to a Marksman Dummy in certain circumstances.

Fixed a great deal of Units not having enemy Equipment on higher challenge levels.

Fixed Slogurk's Scare Tactics skill not granting bonus Stats after the fifth use.

Fixed unequipping the Shillelagh Skillbook keeping the equipped unit's Range at 1

Fixed new save files being able to unlock any Unlock without spending Mastery, regardless of its position in the Unlocks tree.

Fixed the Smithy equipment having no item (from the Engineer Improve perk).

Fixed several interactions failing with Stalker and other Traits, such as not receiving Blood or Vanguard bonuses at the start of combat.