

Legendary Trials V40B

(“Definitive Edition” Again)

HEROES

Arcanist

Ars Tenebris (R): No longer captures the Arcanist’s own damage.

- (*Arcanist has been a little too good for a while, now, in terms of what goes in versus what comes out. I’d like to bring it in line without “ruining” it, so I’m slowly trying to work in that direction; I think this should be the last necessary change. The goal of the Hero is to be uniquely supportive and provide some powerful buffs rather than to be the one single-handedly dishing out all the damage.*)

Astromancer

Attack (A): Damage increased. (100 -> 125)

Omnes Stellae (D): Always applies a lesser healing effect to all Heroes. (Base Healing Power: 450)

- (*Still heals with a power of 900 if no Arcana is held.*)

Lux (W): Healing over time improved. (2400/18 -> 2750/18)

- (*135 HP/s to 152 HP/s*)

Lux (W): No longer applies burst healing on recast.

Arcana: Playing any Arcana heals all Heroes affected by Lux. (Base Healing Power: 600)

Arcana: Adjusted.

- **The Falcon**: No longer applies Healing.
- **The Arrow**: Duration increased. (6s -> 8s)
- **The Arrow**: No longer applies Healing.
- **The Shield**: No longer applies Healing.
- **The Lich**: Duration increased. (16s -> 24s)

Brute

Attack (A): Attack speed increased while below half HP.

Gunslinger

Gobbie Boom (W): Explosive barrel damage is now properly credited to the Gunslinger, allowing it to benefit from more damage increasing effects.

- (*“Buff feeding” results in a significant damage improvement. Gunslinger should sit pretty even with Ranger, I think, though the two should maintain relatively unique playstyles.*)

Dancer

(*Ranger treatment. A reduction in Saber Step's damage is not necessary, as I believed it to actually need a minor damage buff. Instead, the increased flexibility will serve as a damage gain, such as by allowing an additional Saber Step to be executed under each Whirlwind Dance buff after the first. Saber Step has been given a cooldown as it can now be repeatedly cast.*)

Miscellaneous: Tooltip fixes.

Miscellaneous: Attack mana recovery halved.

Saber Step (F): Cooldown increased. (**0** -> **2**)

Saber Step (F): Mana cost reduced. (**10000** -> **5000**)

Flourish (Q): Mana recovery halved.

Wind Blade (W): Mana recovery halved.

Dance Steps (QWE): Mana recovery halved.

Far Seer

(*Added Spirit Link, which may be a bad idea. Your mileage may vary!*)

- Totems:** Adjusted.
- Mana costs increased. (1500 -> 2500)
 - Duration increased. (24s -> 300s)
 - Placing a Totem while there are three active destroys another Totem at random.

The Great Journey (D): Mana cost increased. (1500 -> 1750)

Reincarnation (F): Removed.

- Spirit Link** (F): New ability.
- Links Heroes together in a chain, redistributing incoming damage. The damage is dealt as periodic damage and applied before mitigation. (CD: 90. Duration: 16s)

Healing Wave (Q): Mana cost increased. (1750 -> 1850)

Cleanse (W): Mana cost reduced. (1750 -> 1250)

Lava Burst (E): Recharges the abilities of active Totems and attempts to use them on nearby Heroes.

Lava Burst (E): Mana cost increased. (1750 -> 1850)

Nightborn

Attack (A): Damage reduced. (250 -> 225)

Call of the Void (D): Cooldown increased. (60 -> 70)

Unholy Frenzy (R): Bug fixes.

Ranger

Trueshot Aura (D): No longer confers bonus mana when attacking.

Ranger's Bond (F): Now immediately recovers 500 additional mana.

- Primal Burst** (E): Adjusted.
- No longer deals damage to bosses.
 - No longer recovers mana. (*Still 500 during Trueshot Aura.*)
 - Cooldown increased (18 -> 30)
 - Deals increased damage to non-boss enemies. (575)
 - Damage reduction against bosses increased (10% -> 15%) and duration increased. (2s -> 3s)

Omnimage

(*Long live the King.*)

Miscellaneous: Performance improvements.

Miscellaneous: Many abilities have been adjusted, and the effects of some boss loot items have been changed to suit the effects of the new abilities

- Miscellaneous:** Added **Frozen Flame** status.
- When gaining **Fire Embodiment** while **Frozen Flame** is active, your orb gains 3 Frozen Flame charges.
 - New ability (Blizzard) grants Frozen Flame.

- Flash (A):** Adjusted.
- MP cost increased. (800 -> 1600)
 - Damage increased. (200 -> 450)
 - **Null Embodiment:** Refunds 800 MP.
 - **Frozen Flame:** When cast, expend a Frozen Flame charge to refund 800 MP.

- Parable of Fire (Q):** Adjusted. (*Cast time remains 2s.*)
- Damage increased. (750 -> 850)
 - **Frozen Flame:** When cast, expend a Frozen Flame charge to refund 800 MP.

Parable of Ice (Q): Damage increased. (135 -> 200. *Cast time remains 2s.*)

Explosion and Frost Nova (W): Removed.

- Cataclysm (W):** New ability, available in Fire Embodiment. (Replaces Explosion.)
- MP Cost: 1200. Cast Time: 2.5s.
 - Deals 1125 damage to the target and 250 to nearby enemies. Extends the cooldown of Fire Embodiment. Consumes all remaining MP.
 - **Frozen Flame:** When cast, expend a Frozen Flame charge to refund 800 MP.

- Blizzard (W):** New ability, available in Ice Embodiment. (Replaces Frost Nova.)
- MP Cost: 0. Cast Time: 2.5s.
 - Deals 250 damage to the target and nearby enemies. Gain **Frozen Flame (16s)**.

Purge (E): MP cost reduced. (100 -> 0)

- Destruction (R):** Reworked.
- MP Cost: 0. Cast Time: Instant.
 - Damage reduced. (2500/1750 -> 1000)
 - Deals unconditional damage, rather than mana value based damage. Now has a 60 second cooldown.
 - Nearby enemies also take 250 damage.

- Alchemy (Z):** Reworked.
- Cooldown increased. (5 -> 6)
 - **Fire Embodiment:** Switches to Ice Embodiment. If MP is 0, resets the cooldown of Destruction.
 - **Ice Embodiment:** Switches to Fire Embodiment and restores 1000 MP. If MP is 9000 or more, resets the cooldown of Destruction.
 - **Null Embodiment:** Restores 1600 MP and heals the caster for 400.

Paladin

Divine Shield (D): Cooldown increased. (60 -> 65)

Sentinel

(*Ranger treatment. Damage reduction is offset by increased flexibility.*)

Dervish Dance (Q): Mana recovery halved.

Wind Step (W): Mana recovery halved.

Dragonlance (R): Cooldown increased. (0 -> 2)

Dragonlance (R): Mana cost halved. (10000 -> 5000)

Dragonlance (R): Damage reduced. (2500 -> 2250)

Litany of the Spear (F): Mana recovery halved.

Meditate (Z): Mana recovery halved.

Slayer

(*The Slayer should be relatively weak in the burst window, but have good item synergies and deal higher DPS overall than “supportive” tanks that aren’t actively incurring self-sacrificial costs to their DPS. If this fails to remain the case, more changes will be made to address that issue.*)

Miscellaneous: Basic attack damage reduced. (**150 -> 125**)

Secret of Survival (D): Cooldown increased. (**60 -> 65**)

- (*Offsets additional pure “invincibility” gained with new dodge ability added in V35.*)

Shieldmaiden

Last Stand (D): Cooldown increased. (60 -> 65)

Spellblade

Miscellaneous: Attack damage reduced. (100 -> 75)

Miscellaneous: Charged attack bonus damage increased. (**250 -> 300**)

Ray Thrust (Q): Adjusted.

- Cooldown increased. (8 -> 9)
- Damage increased. (**600 -> 650**)

Mana Edge (E): Adjusted.

- Damage reduced. (600 -> 450)
- **New effect:** Non-charged attacks reduce the current cooldown by 3.5s.

Sorcery’s Deadly Sin: Back to 1 damage per 5 MP (instead of 4, for 2000 at 10000 instead of 2500).

ITEMS (RELICS)

Key to the Earth: Mana refund reduced. (1200 -> 850)

- (*o7*)

ITEMS (BOSS LOOT)

Keywords: A new keyword, **Predator**, has been added. More information is available at the Master of Combat.

Miscellaneous: Added more than 20 new boss loot items. Refactored some existing items to use the new keyword, and improved other existing items.

BOSSES (GENERAL)

Progression: Altered.

- **Enumeration 9** is now a Special Target.
 - Defeat to unlock Enumeration 420.
- **Royal Duo** is now a Special Target.
 - Defeat to unlock Money Talks (if Reaver has been defeated).
- **Special Targets Commander Kemp** and **Murakumo** are no longer available for battle.

- (*Exclusive items now populate the general loot pool.*)
- **Omnimage** has been overhauled and is now the **Omnimage Incarnate**.
 - The **Ancient Omnimage** (the original version of the boss encounter) is now available as a Special Target.
- **Gatekeeper** has been removed from progression and is now a **Special Target**.
 - (*Monteois is not done with you yet and may one day return.*)
- The **Imperious Prefect**, a new boss, has been added. Face her in **Beginner Trial: Lightbringer**.
- **Tier 1: Aard, Reaver**, or the **Devil Checker** must be defeated to unlock Tier 2 trials.
- **Tier 2: Omnimage Incarnate**, the **Imperious Prefect**, or **Spider Lord** must be defeated to unlock **Sylvius**.
- **Sylvius** must be defeated to unlock Legendary Trials.
- **Legendary 1: Archivist** or **Gloomstalker** must be defeated to unlock **Legendary 2**.
- **Legendary 2: Aretuza** or **Ifrane** must be defeated to unlock **Legendary 3**.
- **Legendary 3: The Old One**, **The Geometer**, or **Prince Cressaegrim** must be defeated to unlock **Adjudicator**.
- **Adjudicator**: Must be defeated to unlock **Sevarrys**.
- A standard playthrough now includes 8 bosses, and all available boss encounters have been added to **Arcade Mode**.

BOSSES (BEGINNER TRIALS)

(*A number of new trials have been added. You may wish to experience them on Normal difficulty if you have not played them before, as they represent an increase in the game’s overall difficulty level.*)

- **Lightbringer**, or **Imperious Prefect** has been added.
 - Behavior is unique on **Hard** and higher difficulty levels.
- **Omnimage** has been overhauled and is now the **Omnimage Incarnate**.
 - Includes a new arena and new behavior and abilities.
 - Behavior is unique on **Hard** and higher difficulty levels.
 - The **Ancient Omnimage** (the original version of the boss encounter) is now available as a Special Target.
- **Spider Lord**: Behavior overhauled.
 - Behavior is unique on **Hard** and higher difficulty levels.

BOSSES (LEGENDARY TRIALS)

- **Gloomstalker**: Bug fixes.
- **Old One**: Returns with new behavior.
- **Adjudicator**: Behavior overhauled.
 - Behavior is unique on **Hard** and higher difficulty levels.

Legendary Trials V40B2

(*AAAAAAAAAAAAARGH Edition*)

HEROES

Far Seer

- **Miscellaneous**: Attack damage increased. (150 -> 175)
- **Lava Burst**: Bonus damage per totem increased. (100 -> 150)

BOSSES (BEGINNER TRIALS)

- **Lightbringer:** Bug fixes.
- **Omnimage Incarnate:** Bug fixes.

Legendary Trials V40B3

HEROES

Astromancer

- **Beneficus** (Q): Minimum healing reduced. (400-2000 -> 200-2000)
 - *(Understandably, results in a reduction in average healing power. Unless you’re lucky. You did divine the future, didn’t you?)*

Dancer

- **Elegant Dance** (D): Now confers Defense Up (5%) for the duration.
- **Saber Step** (F): Damage increased. (500 -> 600)

Druid

- **Swipe** (E): Damage increased. (175 -> 250)

Far Seer

- **Attack** (A): Speed increased.
- **Spirit Link** (F): Cooldown reduced. (90 -> 60)

Gunslinger

- **Get Lucky** (F): Now a point-target ability.
 - *(Coins deflect from the target point. If the coin is launched outside the arena, deflects to a random point in the arena. If the initial target is outside the arena, targets the user.)*

Heretic

- Bug fixes.

Omnimage

- Bug fixes.

Ranger

- **Black Arrow** (R): Does the correct amount of damage to restore parity with tooltip.
 - *(Results in a small reduction in damage.).*

Sentinel

- **Dragonlance** (R): Does the correct amount of damage to restore parity with tooltip.
 - *(Results in a small reduction in damage.).*

Songstress

- **Infusion (Q):** Now creates floating text **[+]** above the caster if a critical heal is applied.
- **Crescendo (E):** Now creates floating text **[+]** above the caster if a critical heal is applied.

Spellblade

- **Unlimited Power (Z):** Casting time improved. (2.5 -> 1.8)

ITEMS (BOSS LOOT)

Keywords: Predator

- Now behaves.

BOSSES (BEGINNER TRIALS)

- **Omnimage Incarnate**
 - A certain pattern has been adjusted.
- **Spider Lord**
 - Base health greatly increased. (147500 -> 170000)
 - (*Applied before difficulty and player count modifiers.*)
- **Sylvius**
 - Visuals adjusted.

BOSSES (LEGENDARY TRIALS)

- **Adjudicator**
 - Base health lowered. (280000 -> 269420)
 - (*Applied before difficulty and player count modifiers.*)

BOSSES (SPECIAL TARGETS)

- **All-Out Aard**
 - Bug fixes related to variable initialization.
- **Arjuna**
 - Bug fixes related to variable initialization.

GAMEPLAY (MISCELLANEOUS)

Ready Check

- **Player 1** (or the operating player if applicable) may initiate a ready check by typing **-rc** or **-readycheck**.
 - Type **-r** to declare ready.

Persistence

- Hopefully some save issues have been fixed (though you may wish to back up your local files).

- Items on the ground can no longer be “traded”.
- Repicking a Hero now properly empties the Stash.
 - *(I’m not gonna code-wipe. There’s plenty of ways to scoop up items that transcend the breadth of what’s intended. If you want, you can just load up V40B2 and trade this way as well.)]*

Fight Logs

- **-log** now displays **DPS**.
- New commands can be used:
- **-d/dmg**: Show damage only, including by Illithuvia.
- **-h**: Show healing and HPS.
- **-m**: Show damage mitigated or dodged by all effects.
- **-i**: Show successful interrupts.
- **-c**: Clear the screen.

GAMEPLAY (DIFFICULTY)

Explorer Mode

- The hero now possesses a strong healing-over-time effect.