

## General

- Changed main menu buttons : “Play Soulvizier” instead of “Play Titan Quest” and “Start SV” instead of “Start”.

=> *These changes will let you know if the game has updated (official patch).*

*If you notice that the buttons have reverted to the standard text (Play Titan Quest / Start), it's because the main game has updated and overwritten the Soulvizier database. It means you shouldn't load the game with your SV characters and you have to reinstall Soulvizier first.*

- Added optional loading icons on bottom right of the screen : SV logo or Immortal Throne logo (Wall of the Damned shield), instead of vanilla shield/Pegasus.

=> *Just copy/paste one “Database” directory in your Titan Quest – Anniversary Edition main folder. You can delete it afterwards if you want, or let it even without playing Soulvizier.*

- Increased the spawn probability of champions and heroes.

## Items

- Added level requirements to all souls in act V.
- Added attributes requirements to all souls in act V (will do the same for other acts in future updates).
- Reduced soul drop rates for fixed bosses and quest monsters in act V (around 2-4%) – closer to other acts
- Reduced soul drop rates from 10% to 8% on random act V heroes – closer to other acts
- Tweaked Surtr and Mimer souls.
- Added a new formula to every act except Normal Greece, it can create a relic orb from a previous act with a minor seal of the current act. Only the gold price is higher than other formulas.

=> *You can't drop relics from a previous act since v1.1, but you can still try to farm for them with the seals instead of letting the RNG decide for you. For the time being, Atlantis or Hades seals both give you Orient relics.*

- Added the first forge formula in act V (thanks to nargil66 for graphical stuff). It's found in Epic
- Added flavor/lore text for many unique items based on nargil66's Enhanced Gameplay mod (with more items covered, and some fixes)

=> *Items with no description will have a blank line under their name, until a description is added.*

- Stonebinder's Cuffs: now gives +1/2/3 all skills like AE, with 10/13/15% Elemental resistances, but with increased DEX requirements

## Skills

- “Throwing Mastery” renamed to “Ranged One Hand Mastery” (includes wands which are not thrown)
- **All masteries** : rescaled mastery bar to 60 max instead of 72. The bonuses are redistributed over 20 levels instead of 32 levels.

=> *Investing above 40 in a mastery bar is now more profitable.*

## Spirit

- Removed Mayhem (Mind Control doesn't give XP to the player)
- Added back Life Drain, Cascade, and Soul Drain

=> *If you had points in Relentless Evil (Skeletons modifier) or in Mortal Conduit (Bone Spire modifier), they will be moved to Life Drain or Cascade. Use the Mystic to retrieve your points.*

## Creatures

- Added a Wolverine hero to act V (+ soul).
- Added the first elite group of act V (Druids of Cernunnos).

=> *Will add Monster Infrequent items later.*

- Wood Colossuses (act V) now use their stomp attack, have more HP & HP regen, less lightning vulnerability, boosted projectile speed and total speed.
- Halved Clytius (Cyclops in Olympus) poison bombs duration.
- Nerfed Serafemos the Vile (Shadow demon A4) ranged attack poison damage and double boss/hero resistances.
- Nerfed Lenyxia, Blind Siren of the Styx (Empusa act 4) poison damage.

## Bugfixes

- Spellbreaker's Boots : fixed item name tag
- Fixed Arachne's Shame (boss) invisibility, and missing chest + unique charm
- Fixed Guardian Stones not summoning (worked in 1.2, bugged again in 1.3)
- Fixed many "invalid skill profile" bugs in Atlantis items (all should work now)
- Fixed some quest monsters having boss resistances on top of hero resistances
- Added Endymion's mod bugfixes that weren't already included :
  - o Added different levels to Storm Wisp in N/E/L
  - o Added Staff requirement to Psionic Beam
  - o Scaled lightning resistance bonus for Persephone's Tears in E/L
  - o Philip's Reach bow is now part of the set
  - o Fixed First Disciple's summon's resistances
  - o Einherjar Hammers now drop from Einherjar warriors (+hero) wielding throwing weapons (previously unobtainable)
  - o Missing thrown weapon Hati added to loot tables
  - o Adjusted size of Dvergr Runestones and Blood Blossoms, and their projectiles
  - o Added description to Horus' Will granted skill
  - o Remade Crescent Blade bitmap so it looks like the actual item
  - o Bone Bow received proper bitmap
  - o Fixed Monster Lure having attack animation, which allowed it to try and hit enemies in melee

## Known bugs from SV mod (to be fixed in a future version)

- (*Known since v1.4*) Ulfgan, Scarred Predator (new hero in act 5) has a texture glitch.
- (*Known since v1.0*) Health shrines may not trigger their heal past act 1 - **can someone confirm this is still a bug in v1.4 ?**
- (*Known since v1.0*) Some basic Tigermen have a texture issue – **can someone confirm this is still a bug in v1.4 ?**
- (*Known before v1.0*) When a skill modifier gives - recharge to the base skill, it displays on the base skill even if you have 0 point in the modifier (this may actually be a bug in the official game).

## Known bugs from the official game

- Having a shrine buff and taking a shrine of the same buff doesn't refresh the buff anymore. I don't have a solution currently for this official game bug.