

General gameplay and modifiers

1/ Resistances, regeneration, Health, DA

- Life regeneration equation is now reduced from 0,5 to 0,35% of the maximum health. This equation is common to the monsters and the player
- Decreased monsters % health regeneration modifier to AE levels
- Deleted (weak) flat health bonus for all monsters in Normal
- Changed monsters health modifiers in Epic/Legendary : now closer to AE with more flat health, less % health. Basic monsters will not get too affected, but heroes and bosses will have less health

=> These changes when combined should approximately halve the regen of heroes and bosses, and reduce by a lesser amount the regen of basic monsters.

Example 1, a boss with a base stat of 5 000 HP (in Normal)

SV AERA v 1.0 : the boss has in reality $5000 + 60 + 10\% = 5566$ HP, a base regen of 27,8 HP/s with an additional 25% => 34,8 HP/s

SV AERA v 1.1 : the boss has in reality $5000 + 10\% = 5500$ HP, a base regen of 19,3 HP/s with no additional % => 19,3 HP/s. This is 45% less

Example 2, a boss with a base stat of 4 000 HP (in Epic)

SV AERA v 1.0 : the boss has in reality $4000 + 260 + 340\% = 18\,744$ HP, a base regen of 93,7 HP/s with an additional 75% => 164 HP/s

SV AERA v 1.1 : the boss has in reality $4000 + 500 + 250\% = 15\,750$ HP, a base regen of 231 HP/s with an additional 100% => 82,7 HP/s. This is 50% less

Example 3, a boss with a base stat of 10 000 HP (in Legendary)

SV AERA v 1.0 : the boss has in reality $10000 + 510 + 670\% = 80\,927$ HP, a base regen of 404,6 HP/s with an additional 125% => 910,4 HP/s

SV AERA v 1.1 : the boss has in reality $10000 + 1000 + 500\% = 66\,000$ HP, a base regen of 231 HP/s with an additional 100% => 462 HP/s. This is 52% less

=> The health of heroes and bosses shouldn't change too much in Normal, but HP regen will. Moreover, in Epic and Legendary, characters with low damage should greatly benefit from the reduced health total and health regeneration. Note : bosses have a hidden HP scaling skill in Epic/Legendary that may change a bit the numbers of the calculations above, but the result should still be there

After playtesting feedback in Epic/Legendary, we will see if further reduced resistances should make a return or not.

- Decreased the defensive ability of monsters (halved the difference between classic SV and AE)

2/ Damage, speed, OA, other

- Decreased the offensive ability of monsters (halved the difference between classic SV and AE)
- Decreased boss total damage modifier (now same as basic monsters)
- Reduced attack speed modifier of monsters by 5% (but most monsters have an increased base AS) and increased casting speed by 5/10/15% (closer to AE)
- Deleted pierce damage modifier of monsters (as in AE, bonus to physical often also benefits pierce damage)

=> These changes when combined with the other above should give a better chance against bosses and an easier start.

It is advised that you reroll a character to see if these changes are noticeable. You may continue with the same character, but you will still be underleveled.

- Added cooldown reduction for bosses (same as AE), only when in multiplayer

3/ Other player changes

- Increased the XP gained per monster killed

=> This change should give you at least the leveling pace of the official game

- Doubled starting gold, less reclamation cost for skills, base mana regen reduced to 1 (like classic SV)

- Slightly buffed the player base attack speed and casting speed

- The player gets an additional 0/3/9 flat health regeneration in normal/epic/legendary (without counting the amount proportional to health, the total base is now : 2/5/11)

=> This is to compensate for the reduced health regeneration of the player.

Items

- Introduced a new system to replace materials from classic SV : recycling formulas, relic orbs, seals (see spoiler below)

- Relics are now act-exclusive (e.g. Greek relics can't drop in Egypt anymore) - same as Shadow Champions mod : this works in conjunction with the new recycling feature.

- Forge recipes have 3 ingredients now (only in normal difficulty excluding Atlantis and the North – other acts still have incomplete recipes, this is a work in progress). Instead of materials, they use either minor/major seals, souls, relics, charms, or potions.

- Some relics and charms that were never ingredients in the base game (like Herakles Might or Shen Nong's Dark Medicine) are now required in some formulas, to increase their usability and balance the overall "demand" on each relic.

- Updated potions description with the corresponding health and energy restored

- Potions and scrolls stack limit is now 100 like classic SV

- Hellion Club (unfinished forged item in classic SV) now correctly drops or appears in merchant's inventories – it got upgraded to act 2 instead of 1 and is now called Hellion Mace with new texture and icon (maybe a FX later)

- Made an experimental change to soul level requirement due to popular demand (classic SV equation was bugged, it used a "totalattackcount" parameter that didn't work right).

=> Bear in mind that souls or some SV-specific items are probably still too powerful and will need a nerf.

Skills

Earth, Storm

- Decreased DoT damage that was boosted in SV (Meteor, Molten Lava, Conflagration, Chain Lightning) to account for the fact that in TQ:AE elemental damage now also boosts DoT elemental damage

- Reduced Molten Lava and Meteor Duration

- Reduced lightning damage of Lightning Bolt by 10 % and Chain Lightning by 25% (still much higher than AE)

- Reduced Ormenos Telekinesis skill damage by 25% (damage base was ~x5 in SV compared to AE) to account for the fact that in TQ:AE Strength also boosts physical damage from spells
- Reduced Ormenos secondary Telekinesis skill damage (drops multiple rocks from the ceiling) by 10% for the same reason
- Note 1 : Dream DoTs already had received some kind of a nerf before 1.0 (they are now somewhere between AE and classic SV)
- Note 2 : some monsters or pet skills with DoTs may be adjusted as well in the future

Proxies and creatures

- Rakanizeus (satyr random boss) now spawns with higher level satyrs instead of starting just before Sparta
- Integrated AE changes to wraiths, including new Ghost race (for heroes, resistances to physical and pierce added to Undead resists and spectral matter drops), I decreased the heroes health to compensate. Elites and basic monsters don't have the increased phys/pierce resists and only get a Ghost race added.
- Increased a bit the chances of apparition of a champion/hero amongst the monsters (everywhere except Tartarus, left untouched for now)
- The Minotaur Lord in the Labyrinth should do less damage : removed in Normal and Epic his Legendary boss properties that notably gave him double pierce damage and increased run speed ; reduced skill levels of Dual Wield and Earthfury (distant AOE physical attack); gave him AE minotaur Onslaught instead of Standard Onslaught, and 1 less level of Hamstring in Normal. Waiting for your feedback
- Base textures and mesh of the player changed, both male and female (male to classic Soulvizier, female to a new model compatible with Allskins mod, thanks to nargil66)

Bug fixes (haven't tested them all, please confirm it works)

- Fixed Typhon so that Zeus speech and the portal to act 4 activate
 - Fixed an "invalid skill profile" bug on Runemaster's and Rune Sage's prefixes, on Gjallarhorn and Gambanteinn (act 5 artifacts), on 2 (dummy) Atlantis artifacts and 8 other unique items from Atlantis - many other Atlantis items will still have an invalid skill profile for now
 - Fixed missing textures and bitmaps for Soulvizier items ; the new link will include the complete mod again and an increased size, please replace all SV files that have the same name and add the new "Items" directory in your "Database" directory, not in "Resources"
- => If you load a v1.0 character, you may find some items icons "out of your stash", because they were taking 1 slot instead of their real size. Nonetheless, you will be able to pick them. If not make room in your stash around the item you wish to get back.*
- Added duneraider dual ranged animations to fix T-pose (the bug may occur with other monsters using throwing weapons)
 - Rune Field now requires level 32 in the mastery instead of 40, as its position in the tree suggested
 - Pets lightning resistance now scales correctly in Epic and Legendary
 - Storm skill tree now uses the same template as other skill trees. SkillTree2.tpl (in the Templates directory) can be deleted and is no longer in the installation files
 - Other bugs will be waiting a future update so that this one is not delayed.

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

(Known since 1.0) Euanthe, Night's Flower (Maenad mercenary archer) may miss her shots due to her vision exceeding her arrow's range - same as an old TQIT/AE bug

(Known since 1.0) Health shrines may not trigger their heal pas act 1

(Known since 1.0) Some basic Tigermen have a texture issue

(Known before 1.0) Runic Warrior (Runes) doesn't work. It used to, but since Atlantis or so, it doesn't move or act. You can summon multiple copies despite a limit of 1 in the database. Will be reworked in a future version.

(Known before 1.0) Childsnatcher's and a maenad priestess hero (and maybe other heroes) drop an orb that is supposed to detonate after their deaths ; this currently doesn't work. It's not a treasure.

(Known before 1.0) The "all pets attack" skill doesn't appear. Don't know why for now.

(Known before 1.0) 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 before 1.0) Sometimes you may see an olive (MI) item with a green affix. I don't know if there is a workaround besides making all MI green again.

Known bugs from the official game

- There is a recipe bug that allows the player to create an artifact/item without having the required ingredients. Clicking the grey "Create" button and confirm is like cheating. Can't do anything about that. This bug was reported months ago but I haven't seen any fixes. **Recipes with 1 or 2 reagents instead of 3 are not finished, therefore you should not try to complete them.** This bug is also in the official game, but it is easier to notice here because SV has a lot more recipes.

- There is a shader bug that makes all frozen creatures (including player) invisible. No solution known, except maybe play in DX9 instead of DX11. This bug is also in the official game, but it is easier to notice especially when playing Storm because the mastery offers more options to freeze monsters, and more monsters can freeze you.

- 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.