

Known bugs :

See changelog

Incomplete stuff :

- Recipes of forged items with missing reagents (Epic/Legendary)
- Vitality staves not buyable at the shops or that don't drop as much as other items
- Wands may not appear in the game yet
- Allskins mod
- A lot of "Soulvizier stuff" for act 5 or Atlantis, like new heroes, elites, monster modifications, new items (relics/charms, forged items, uniques, mercenary contracts...), special monster skills, more souls...
- Balance, goes without saying
- Loottables and loot in general : too much throwing weapons, like in the base game
- Some creatures are not "integrated" in AE, meaning that they are exactly like in Soulvizier (last version 0.98i) and don't benefit from changes in AE. But they should spawn and act normally, so you may not even notice.
- The taunt skill doesn't appear. I don't really care about that one so not listed as a bug. Maybe I'll add it after if I find room for it.

WIP things in masteries :

- Menhir Wall : may be changed to get an electric bolt attack (like a weaker guardian stones).
- The whole pet branch in runes may change.
- Warfare Lineal Chains may return to a passive (Onslaught-Hamstring) because of the number of active skills : Slam + Lineal chains + War Horn, this may seem redundant.
- Occult Darklings: will maybe change to spawn more weaker demons.
- Blade Barrier : need to improve the FX.
- Lightning Dash is exactly as in the base game, for now. I'm thinking of turning it into a charge skill like Psionic Touch or Onslaught. Maybe with only 1 charge. That way it should be possible to give you an increase in movement speed for a duration, even after a hit, and passive skills like shield procs should occur. The downside is that if I do that, you can't start with a dash. You have to get "charged" before (isn't it fitting for Storm mastery ?) Otherwise there are technical limitations to what I can do.

Some things that need testing/feedback :

- Mayhem skill in Spirit (cause it's new). Note : the skill may feel clunky to use, actually this is due to "technical limitations" - ahem-

- Frost Nova skill in Storm (cause it's new). Maybe the radius should increase with levels, I don't know.
- Buffs to the whole Runic Mines tree : too much, not enough ? There should be less mines but with a better repartition and bigger damage.
- Elemental Flurry in Nature Tree : back in the day, I made a Nature+Dream build that used it and it worked well. Now it may find new uses with Runes. Wouldn't it be too strong if enabled for R1H ?
- Nature's Blessing skill (merged with its modifier)
- Club Slam has been buffed, with more physical damage and stun duration. However if it is still too weak or at least not very useful I may turn it into a weapon skill, meaning that weapon damage will count in the damage calculation. This version of the skill is in the "outdated" files of the base game.
- Finesse (Hunting) is not included. Its remains are only a flat offensive ability (max +100) bonus in Call of the Hunt now. It shouldn't be so strong, not sure if I should put more points into Call of the Hunt (10 points instead of 8) to compensate. Maybe give increased projectile speed for ranged as well ?
- Ravages of Time (Spirit) : can someone confirm that it works ? I haven't changed it from original Soulvizier 0.98i, but I'm not sure it works.