

General gameplay and modifiers

- Set the monsters global resistance bonuses midway between classic SV and AE instead of equal to AE.

=> *The monsters have % modifiers to their resistances in Epic and Legendary meaning that monsters with already high resistances will have even bigger resistances (example : 50 base fire resist with +20% modifier means an additional +10 flat (20% of 50) for a total of 60% fire resist)*

=> *Note: Resistances to % Health reduction and % Mana Burned are reduced from AE since the 1.0 version and were not modified in this patch.*

Mana Burn resistance: Bosses now have 60/70/80% (-10% / AE). Heroes have 50/60/70% like AE. Elite monsters have 30/40/50%

% Health resistance: Bosses now have 80/85/90% (-5% / AE). Heroes have 70/75/80% (-5% / AE). Elite monsters have 20/30/40%

- Set the monsters global damage bonuses somewhere between classic SV and AE instead of equal to AE.

- Modifications to Poison, Bleeding, Life/Energy Leech are limited because of the fact that in AE, these scale with Dexterity or level.
- Modifications to Vitality, Bleeding and Vitality Decay are also limited because of the reduced player resistances for these types of damage in AE.
- All Elemental DoTs have the same bonus value instead of increasing more Electrical Burn than Frostburn or Burn like in AE.

- Further increased XP per monster killed (+15%)

- Increased a bit the bonus XP in Epic and Legendary so the player ends A5 in Legendary closer to the new maximum level of 90 (85 in AE)

- Reintroduced a reduction for the player resistances in Normal/Epic/Legendary (further -4/-14/-21% per resist).

=> *Total players resistance modifier is now -4/-54/-121% (AE is 0/-40/-100%, classic SV in the latest version was -10/-80/-160% but for only 5 reduced resistances against 7 reduced in AE. This is about halfway between classic SV and AE when you look at the total of further reduced resistances)*

- Camera parameters (max zoom out distance) restored to the base game values to fix at least some issues - not the official game issues

- Restored the camera origin point of the female player mesh to AE default values

Items

- Added reagents to all formulas in Epic and Legendary. All formulas should now be completed with 3 reagents, report anything that is missing.
- Increased the chances to get a second shard from a Relic Orb by 5% (total 15%) and the chances to get a new minor seal from a Relic Orb by 3% (total 8%)
- Sickle of Kronos is now a blank item in Normal, Epic and Legendary. A new formula to recreate it in Legendary will be added later.
- Reworked Essence of Herakles Might
 - No longer gives -% strength requirement for weapons and shields
 - Increased a bit the added flat Strength (replaces the classic SV boost that gave +% damage to Gigantes – Donar's Hammer in A5 already gives bonus against Giants)

- Created a new relic formula called “Essence of Makistios Herakles’ Might” that can only equip arm armor and gives an additional -8/9/10% strength requirement for weapons (this bonus also works for shields) in N/E/L
- Makistios was an epithet of Herakles, meaning “the tallest, the greatest”.
- Added flavor text description to Essence of the Protection of Sobek and Essence of the Leadership of Jason relics
- The “of Prelacy” suffix no longer boosts the player attack speed
- Added a Maenad staff asset, not in game yet, thanks to nargil66
- Jaguars Claws (Maenad MI throwing weapon) are now called Leopard Claws, because Jaguars live in America (there were leopards in ancient Greece)
- Sword of Katos (act IV recipe) now has 100% chance to deal bonus pierce damage instead of 20%
- Serpentine Sash (act I craftable torso) now has +2 armor, +5 Dexterity, +4% chance to Dodge Attacks, requires a Stonebinder's Sash (MI, normal only) with a prefix only and an Essence of the Aegis of Athena
- Shadebane (Epic act IV craftable helm) can now be enchanted (added to its description)
- Khafra's Ward (act II torso) now requires an Essence of the Protection of Sobek instead of a minor Egyptian Seal, and its requirements have increased
- Mivania Frostshade mercenary contract no longer drops and is now acquired with a formula sold in Epic act I, requires two contracts from Normal act I and a relic from act IV
- Captain's Signet no longer gives double reduced strength requirement for shields
- Tweaked Dexterity requirements for Dexterity-based armor
- Tweaked Intelligence requirements for Intelligence-based armor
- Rescaled soul level requirements equation to account for the players increased XP progression and fix very low level souls requirement (< lvl 4)

QoL

- Relic forge formulas now have a different color for their stash icon to find them easier
- Greatly increased the size of the player inventory and caravan stash with nargil66's mod

=> When you launch v1.2 with a v1.1 or older character, launch 1.2a version first, otherwise you will lose every item in your caravan. Follow the procedure with the installation files

=> When you launch v1.2a or 1.2b with items in your inventory, start to sort your inventory with the autosort buttons, otherwise it will be a mess.

- The Sparta Mystic has now returned thanks to nargil66, no need to wait Delphi (he's a bit away from the portal, not in the same place as classic SV – can be found with the map)

Skills

Runes

- Halved the Runes Energy bonus when putting points in the Mastery above level 40
- Seal of Fate :
 - Fixed the skill having no increase in % health reduction at level 15 and 16
 - % Health reduction reduced
 - Cooldown up to 12s
- Aftershock :
 - Resistance reduction decreased
 - Armor reduction decreased a bit
 - Chance of impaired aim restored with a reduced amount than AE, and changes with the level of the skill

Nature

- Elemental Flurry :
 - o rescaled to reduce damage and chances to go through enemies at lower levels
 - o globally reduced % converted physical damage to elemental but gives more with each level
 - o reduced +% elemental bonus damage by 30%
- Elemental Burst (modifier):
 - o rescaled to reduce damage
 - o radius now starts very low and increases with the level
- Poisonous Quills now has a max level of 8 instead of 12 and ultimate level stays at 12
- Call of the Wild modifiers (3 skills) now have a max level reduced by 4 and their ultimate level is now max level +4
- Overgrowth now has a max level of 8 instead of 12 and ultimate level stays at 12

Earth

- Core Dweller modifiers (3 skills) now have a max level reduced by 4 and their ultimate level is now max level +4

Spirit

- Relentless Evil now has a max level reduced by 4 and his ultimate level is now max level +4
- Death Nova and Wraith Shell now have a max level reduced by 4 and their ultimate level is now max level +4
- Reduced Energy Leech rate of Wither to account for the fact that Energy Leech now scales with player level in AE
- Reduced Life leech and Energy Leech resistance reduction of Insidious Miasma to account for the fact that Life Leech/Energy Leech now scale with player level in AE

Hunting

- Improved Firing Mechanism now has a max level of 8 instead of 12 and ultimate level stays at 12

Storm

- Eye of the Storm now has a max level of 8 instead of 12 and ultimate level stays at 12
- Arctic Shell now gives a cold damage to all pets, similar to Storm Nimbus
- Energy Resonance : reduced Energy Leech resistance bonus progression through the levels

Occult

- Throwing Knives and Flurry of Knives are now the same as the AE version (can be spammed at high level, but less damage, projectile speed, and less chances to go through enemies)
- Tweaked icons positions in the tree so that Throwing Knives is Tier 2 instead of 4

Dream

- Dream Surge now has a max level of 8 instead of 12 and ultimate level stays at 12

Monster skills

- Tweaked many monster and boss skills to reduce their base damage, to account for the new calculations in AE for Physical/Pierce damage (of spells), Poison, Bleeding, Vitality Decay, Life Leech, Energy Leech, and that AE reduced player resistances for Vitality and Bleeding in Epic and Legendary.
- Tweaked the skill level of creatures instead when relevant.

=> In general, reduced the values to AE levels, and tweaked SV exclusive skills as well.

=> This should make some heroes or monsters less deadly/too strong compared to the other.

=> Examples : the Minotaur Lord's Earthfury (stuns and deals physical damage) should do less damage, like any monster using it (Boarmen, etc.) The Soul Carver's Life Drain (Quest Empusa before Hades, AOE life leech) too.

=> /!\ WORK IN PROGRESS /!\ Some skills may still be too powerful, so watch out and report.

Creatures

- Restored Hades Guards (Anapaest) – when they are alive, Hades has a very high health regeneration and resistances, like classic SV.

=> Created a new proxy to add the guards, instead of changing the map. The tweaked area before Hades room will be restored in a future version. For now, I prefer to delay map changes.

- Dactyls are now considered elite (green) to underline their power, but get hero properties like AE
- Added Strength and Intelligence to Hades (all forms)
- Several act IV heroes now only have hero bonuses instead of cumulating hero and boss bonuses (this would give them +15/25/35% melee dodge and +0/25/50% Health in Normal/Epic/Legendary, plus immunities to disruption/trap/freeze, etc.)
- Added AE changes to Gigantes (more resistances)
- Added AE changes to act IV zombies (different resistances, lowered poison and plague damage for blightcasters)
- Added AE changes to Epiales (act IV), and reduced poison damage
- Added Strength to the Minotaur Lord (now like in AE)
- Mercenaries now scale as other pets in Epic and Legendary instead of having more bonuses
- Gave Typhon more speed, health and physical damage – in a future update he may have new skills

Bug fixes

- Fixed Legendary items having no level requirement (missing parenthesis in the equations)
- Fixed missing name tags in Flamescar (Normal A3) and Parasitic Carapace (Epic A4) forge formulas
- MI items are now green instead of olive to prevent green prefixes with olive names
- Fixed the Corrupted Ones (elite mummys act II) lootables giving suffixes as prefixes on swords (items that are already dropped may not get fixed, future drops will be)
- “of Freezing Touch” and “of Freezing Blast” are now rare suffixes
- Fixed Guardian Stones not summoning
- Sickle of Kronos has now the right angle when you wear it (nargil66 fix)
- Mind Breaker icon (Dream) is now correctly positioned on tier 3 of the tree
- Energy Shield description now says it protects only against Cold or Lightning, not all Elements
- Added missing item type tags to various forge formulas (so you know the item type before forging)
- Fixed “-XX% Recharge modifier” text at the bottom of Mercenary Contracts summoning skills (they were previously used to display recharge time which is dynamically written since AE)
- Fixed many inconsistencies with the act II shadowstalkers heroes
- Fixed +2 to “invalid skill profile” on Venom Heart amulet (+2 to Nature's Poisonous Quills)
- Fixed +2 to “invalid skill profile” on Heron's Gear shield (+2 to Hunting's Rapid Construction instead of the Rogue skill)
- Fixed +2 to “invalid skill profile” on Vestment of the Malign Spirits (+2 to Occult's Darklings)
- Fixed Shadow Stalker skill dependancy (Darklings)
- Fixed 131 files in act V and mythic formulas that had no requirements and that couldn't be sold (Studded gear and many others)
- Fixed broken link on Pesta the Vile (act V hero) rat summons AI so they get more aggressive (not tested)

- Psionic Artery now requires Psionic Touch instead of Psionic Burn
- Fixed trap orbs (Childsnatcher, carrion bird hero, and many other heroes drop an orb that is supposed to detonate after their deaths) – not tested
- Fixed several weapon 3D models (Chronomicus, Wrathswing, Brutal Maul, Riftpike, Solar Staff, Molten Blade, Ripulsar, Veilcrom, Doublestrike, Helona, Tiamat) that were invisible in DirectX 11 (thanks to nargil66 for regenerating them in 3DSMAX)

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

(Known since v1.1) Megara mage merchant may sometimes (or never) sell artifact formulas and scrolls

(Known since v1.1) Act V souls have very low level requirement (as of v1.2 all require 14)

(Known since v1.1) Shadow Stalker ultimate skill maximum level (16) is equal to ultimate level (16) for now

(Known since v1.0) 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 v1.0) Health shrines may not trigger their heal past act 1

(Known since v1.0) Some basic Tigermen have a texture issue

(Known before v1.0) 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.

(Known before v1.0) The "all pets attack" skill doesn't appear. Don't know why for now.

(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

- 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. 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.