

General

- Imported changes from v2.8 (some were left behind) and v2.9 official patch - most font size changes are dismissed
- Changed camera back to TQIT default with less zoom out range, to reduce bugs and lags
- Improved the readability of augmented skills, with the text in green bold in the skills panel
- Reduced monsters health regeneration modifier to 0% in Epic and Legendary
- Added flat health regen (20/40) to all monsters in Epic and Legendary

=> The boss with most health in the game should have around 1900 HP regen/s in Legendary instead of 7880 HP regen/s with classic SV calculations.

Creatures

- Added more health to act V heroes and bosses (in future versions will boost damage and skills). Should have more effect in Epic/Legendary than Normal.
- Integrated two TQ : AE scorpos heroes with new souls in act II (Errak Bonecarver and Sartt Soulrender)
- Nerfed Xei Wang, Flame of the Hatred (Skeleton boss act 3) Life Leech Damage

Items

- Senusnet Mal Soul : gave a 10s cooldown to the skill summoning the mummies ; added a duration for the mummies (they die after 60s). The mummies are now faster, and considered pets instead of monsters, so they scale like pets. Improved basic attributes in Epic and Legendary.
- Centaur armor in act 5 is now light armor like AE, but with more logical Armor Protection than AE
- Dune Raider MI chest armor is now dexterity-based like AE, but with more logical Armor Protection than AE
- Deathwing Helmet (MI act II) is now dexterity-based like AE, but with more logical Armor Protection than AE

Skills

Defense

- Added Unyielding Phalanx (unchanged from AE for now)

Warfare

- Added a text disambiguation to skills of the dual wield branch, that says these skills only work for a dual wield character with melee weapons

Occult

- Reworked Darklings (now called Shadow Rifts)
 - o summons several suicidal Darklings at selected target, they rush to the enemies, and explode on contact
 - o spawns more Darklings when the skill is leveled up (3-6), with more powerful explosions
- Added a skill modifier (Nether Breach) to Shadow Rifts with a chance to reduce cooldown
- Reworked Shadowstalker and Channel
 - o Shadowstalker now learns its skills when putting points into the base skill instead of Channel, its abilities cost less mana
 - o Shadowstalker learns Shadow Strike at level 5, Shadow Rush at level 10, and Shadow Plague at level 15
 - o Shadowstalker can no longer cast Shadow Sprites (the player cannot get XP from the sprites kills)
 - o Shadow Bolts is learned with a new modifier instead of Channel and has 8 level max/12 ultimate
 - o Channel gives +X to all skills, Life Leech retaliation and improves Stalker Energy sustain
 - o Summon Shadowstalker skill max level is 16 and ultimate level is 20
 - o Added relevant levels to the pet in Epic and Legendary as AE did with other pets

Runes

- Reworked Runic Warrior and Menhir Wall
 - o Runic Warrior is now called Runic Golem and is made of Stone to fit more the theme of the branch
 - o Base textures and effects of the Golem courtesy of Bumbleguppy's Legion of Champions mod
 - o The Golems work differently in Soulvizier : they have a "Catalyst" aura skill that grants an Energy bonus in a small radius around them
 - o The Menhirs get an elemental bolt skill (similar to those of the Guardian Stones but less powerful and different color), but have not enough mana to cast it
 - o The Golem works in conjunction with the Menhir Wall, when the Golem is close to the Wall it allows the Menhirs to release an elemental bolt. So try to place as many Menhirs next to where the Golems will stand and fight.
 - o The player may also benefit from the Catalyst aura of the Golem
 - o The tooltips of these skills are updated so that players are aware of these mechanics
 - o Menhir Wall stones are now considered pets, like Guardian Stones, so they benefit from pet bonuses
 - o Reduced Menhir Wall cooldown and tripled duration
 - o Runic Golem skill requires Menhir Wall skill
- Guardian Stones skill requires Runic Golem skill
- Added a text disambiguation for Runeword : Burn (only works for projectiles)
- Rescaled Mines damage on 12 levels instead of 10
- Rescaled Freezing Mines bonus damage
- Reduced Rune Field bonus damage

Dream

- Moved down Distortion Field and Premonition (1 tier lower)

Spirit

- Added Circle of Power skill, from TQ : AE
- Spirit Lure :
 - o Changed aura color and reduced radius, to be closer to the real effect and different from Circle of Power
 - o Different icon from Circle of Power
 - o Totem size is smaller and no longer grows with level
 - o Will change model and/or texture of the totem later to be different from Circle of Power

Storm

- Added Freezing Blast (closer to AE than SV version)

Bug fixes

- Fixed incorrect level of Menhir Wall stones **[official game bug]**
- Fixed female anouran bracelets using the wrong mesh (non-MI version) **[official game bug]**
- Azorian Ring formula now accepts more types of Pupil's Bands
- Fixed Seidr Bones (artifact) having bonuses to "invalid skill profile"
- Fixed "Annulling" and "Negating" prefixes having an incorrect level requirement
- Fixed the "All pets attack" skill not appearing
- Fixed the "Taunt" skill not appearing
- Fixed Bone Fiend pet (from Spirit) displaying his tag instead of name
- Fixed Fangtooth and Amazigh Knife (throwing weapons Atlantis) invalid skill profile
- Added nargil66 graphical fixes for Bloodwing Helmet and Hecate's Star
- Throwing Knives now correctly needs Tier 2 of Occult
- Sylvan Protection now correctly needs Tier 6 of Nature
- Energy Armor now correctly needs Tier 7 of Runes

- Fixed the loot tables of mage merchants not selling scrolls and arcane formulas
- Fixed Euanthe, Night's Flower (Maenad mercenary archer) missing her shots, adjusted Nature's Nymph in the same way – not tested

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

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

(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) 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. **FIXED in vanilla game patch 2.9**

- 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. **FIXED in vanilla game patch 2.9**

- 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.