

General & UI

- Added a new ingame system to trade unique items against others.
- Upgrading unique items is now possible in all acts an infinite number of times. Each upgrade requires a unique + a soul + a relic.

Notes:

- Check the new NPCs: "Unique Altar" and "Item Upgrader" next to each Enchanter
- The two changes above are especially meant to provide more interesting items and options when playing self-found, and to give more value to uniques, even if you don't have a direct use for them. It should be easier to complete sets.
- The act V dvergr quest is not repeatable and gives the same bonuses as repeatable upgraders.
- It is now possible to dual wield weapons (ranged or melee) with any mastery

Notes:

- 5% base chance to hit with both weapons
- Since SV version 1.5d, shields can also be used for attacking with the same chance by any class.

- Removed Grave Stone when the player dies and rescaled XP penalty on death accordingly

Notes:

- Since TQ Anniversary Edition, the player passively gains +% XP in Epic and Legendary, which reduces the XP death penalty to a point where it barely costs anything.
 - Grave Stone even allows the player to cheat experience (gain net positive XP with each death) when claiming it with +% bonus experience from items/skills.
 - Players who don't want to exploit this design flaw are penalized, they may have to unequip some of their items when claiming a stone.
 - There is still a bug allowing to quickly click the stone and gain XP twice, that wasn't fully fixed in AE.
 - It's not a real challenge to reclaim a Grave Stone.
- => For all these reasons, it is best to remove this dysfunctional "feature".

- Max shield recovery time reduction is now 85% instead of 90% (base time recovery is still 2s instead of vanilla 2.5-3s)
- Added an Enchanter after the Great Wall (village of Zhidan)
- Updated the character window to display a third tab of statistics (requires to install public beta #3 of the main TQ game, v210.20820 or superior)
- Updated templates:
 - o Built last mod version with latest Eternal Embers templates (public beta #3 v210.20820)
 - o 24 animation slots for character animation tables (was 30 but didn't work)
 - o 35 slots for skill trees (was 31)
 - o Fix for retaliation template (parameters_retaliation.tpl)
- Crushing damage (Physical Damage over Time) now scales with Strength instead of Intelligence
- Included dck's Tartarus rework with soul drops and more gold
- Added Eternal Embers modifiers in Tartarus (tweaked):
 - o -25/30/35% Total Speed for pets
 - o -15/21/27% Dodge Attacks/Avoid Projectiles and -8/18/28% Block Chance
- Tweaked proxy pools equations to spawn in average more monsters in multiplayer than vanilla, except Tartarus that is left as vanilla.

- Doubled price for Transmuter's orbs (Atlantis) and reduced the number of items dropped

Player skills - Masteries

- Neidan:
 - o Updated the mastery with latest vanilla changes & fixes (public beta #3 v210.20820)
- Warfare:
 - o Slam now deals some Crushing damage instead of % Health Reduction
 - o Fissure now increases Crushing Damage in %
 - o Updated Lacerate description (also works with maces), gives less absolute bleeding damage and some +% bleeding damage

Note: due to an engine limitation, a skill and all its modifiers need to have the same weapon requirements. Therefore, Lacerate and Finesse need to work with the same weapons as War Dance; same for Marksmanship and its modifiers, Psionic Touch and its modifiers, etc. Psionic Beam works for non-staff weapons, except the fast-firing animation that is tied to using a staff.

- Defense:
 - o Adrenaline now reduces a bit its cooldown with levels and lasts 12s instead of 10s
 - o Increased cooldown reduction on Resilience, no longer increases Adrenaline duration

Note: with ultimate level to Adrenaline and Resilience you can get 75% uptime on the skill (12s duration, about 4s cooldown), if you are often hit.

- Hunting:
 - o Ensnare: Added reduction to enemy dodge abilities (melee/projectiles)
- Occult:
 - o Calculated Strike: reverted back to vanilla (charge levels)
- Nature:
 - o Updated wolf base damage to vanilla level (+33%) + now damage is shown in the UI
- Dream:
 - o Removed connection between Phantasm and Nightmare pets
 - o Rescaled Premonition (starts lower and more difference between levels)
 - o Doubled Trance of Convalescence regeneration
- Runes:
 - o Rescaled Runeword: Feather (starts lower and more difference between levels)
 - o Runeword: Absorb now grants some % Damage Absorption, some +% Shield Block Chance, and less % Shield Recovery Time Reduction
 - o Magical Charge grants less Elemental Retaliation and -1 Elemental damage
 - o Rune of Elements now grants more Elemental Retaliation to pets and also the same amount to the player
- Spirit:
 - o Acid Rain skill has returned
 - o Increased Skeletal Soldier energy cost, especially for high skill level
 - o Skeletons deal less damage when using a shield slam
 - o Reduced Skeleton armor
 - o Increased Skeleton health, particularly at high skill level
 - o Increased Bone Fiend armor and health

- Changed Bone Fiend's Soul Blast into a wave skill (should reduce damage); now visible in the monster tooltip
- Removed connection between Skeletons and Bone Fiend
- Liche King unlocks Arcane Blast when he reaches level 14
- Liche King's Spectral Bolt deals a mixture of elemental and vitality damage like vanilla and uses it more often than before
- Increased Liche King's attack speed to use more often his Cold+Vitality default attack (benefits from flat damage bonuses)
- Liche King's Wraith Shell absorbs less damage
- Storm:
 - Increased Ice Orb energy cost, especially for high skill level
 - Increased Velocity energy cost
 - Electrical Conduit & Ice Song energy cost per second now increases with level
- Earth:
 - Increased Eruption energy cost
 - Increased Molten Lava energy cost
 - Increased Volcanic Orb and its modifiers energy cost, especially for high skill level

Player skills - Other

- Xei Wang Soul skill (Absorb): reduced Life Leech
- Yaoguai Soul skill (Flame Ring): reduced Burn damage and increased Energy cost in Epic and Legendary
- Reduced Qinan Meng (mercenary) damage
- Displayed more skills for the following pets (summoned with a soul):
 - Lyai Leafsong
 - Nu Ying
- Increased Taunt skill effectiveness and reduced cooldown

Items – General

- Affixes are now displayed on all items including uniques, MI, forged and mythic items (like souls)
- Added pierce ratio to Atlantis axes like other axes
- Removed Forge formulas drop (only sold at Weapons merchant)
- Prefixes with +1/2 to Neidan Mastery can now appear in all acts on amulets
 - May add those prefixes to another item type later (staves for instance)
- Reflect in "Radiant"/ "Shining"/ "Lustrous"/ "Dazzling" (Armor prefix) is now a passive skill
 - This is done so that monsters don't have reflect, because they can't use item skills
- Alfheim items (MI, souls) now use Burn and/or Electrical Burn instead of Crushing damage

Items – Uniques (blue & purple) & MI

- Added 170 brand new unique items, across all acts (blue or purple)
- Electrum Sling and Rhodian Sling (unused vanilla uniques) now drop
- Rebalanced or reworked all blue & purple items in the game (1480) to provide more consistent base stats and progression in power throughout the acts
- Added a unique drop sound for unique items (blue/purple)
- Added a description to every unique item to specify the act it comes from, and the item type

- Added lore description to dozens of unique items
- Unique items from Normal Greece to Epic Orient are blue (Epic tier)
- Unique items from Epic Atlantis to the end of Legendary are purple (Legendary tier)
- Each unique item can now exclusively be found in one specific act and difficulty
 - o Exception is Atlantis gambler (left unchanged for now)
 - o Act I, II and III had many generic stuff you could find in each act
 - o Atlantis loot tables had specific uniques mixed with many act IV items
- Reworked all loot tables to provide better repartition of items across all acts
 - o Ex: In several acts, you get many different torso armor pieces but no mage leg armor
 - o Ex: Vanilla has too little diversity of throwing weapons
- Unique loot tables now use fixed weights instead of dynamic weights
- Iris's Scintillating Robes now has an animated texture & icon, different than Archmage's Mantle
- The Shade set:
 - o The set bonus no longer gives penalties, only bonuses
 - o The staff and the shield are no longer part of the set, only the bow and armor are
 - o The set can now be found in Epic Hades instead of the North
 - o The staff is now found in Legendary Egypt
 - o The shield remains in Epic North
- Staff of the Chosen has more chances to spawn spriggings and they are considered as pets
- Added stats to Elite dvergr MI armor
- Added chance to drop unique mage legwear in Normal for: Jackalmen, Mummys, Ratmen in Orient, Skeletons in Egypt and Orient

Items – Common, forged, souls

[Act I] Aetolian Aspis (common shield) now has stats that match act I standards

[Act I] Reduced Energy Regen from Ishtil Nintheye and Xaktil Etherweb Souls

[Act I] Reduced Calybe pet damage from attacks and wave

[Act III] Changed Starkeye (forged ring) icon

[Act III] Reduced Life Leech damage from Ormenos soul and soul skill, rescaled LL/Frostburn over 3s; rewrote skill description

[Atlantis] Updated Atlantis affix tables to include SV affixes

[Atlantis] Made stats scale with difficulty for Triton and Triteia MI armor

[Act IV] Strongbark soul now reduces Fire resistance in absolute instead of % in E/L

[Act IV] Reduced Mind Control chance for Aquardia Soul (Coral Queen), Viluktia Soul (Empusa), Pedaeus the Unwary Soul (Lost Soul), Pretender's prefix

[Act V] Added a manacost to Ray of Light and increased damage (Ljotgard the Bright soul skill)

[Act V] Korundir Soul increases Fire instead of Crushing Damage

[Act V] Added a soul for several heroes and bosses in Ragnarok:

- o Baleus, Mad Elementalist (Celtic Bandit Hero)
- o Gilmor, Hiemal Druid (Nerthus Cultist Hero)
- o Porcus the Ketos (Boss)
- o The Restless King (Quest Boss)

Creatures – fixed bosses

[Act I] Hydra can use Fire Breath attack while on melee

[Act II] Increased Manticore damage, OA, health, regen, speed and armor

[Act III] Yaoguai Flame Ring deals less damage in Legendary (closer to vanilla level)

[Act V] Sciron now has a boss passive instead of a hero passive

- This is done to avoid a bug where Sciron is frozen by the player during the transition between his two phases, and stays that way indefinitely

Creatures – monsters, heroes & random bosses

[General] Empusa Spirit Nova (Life Leech and Energy Leech in an area):

- Halved Energy Leech (same amount as Life Leech)
- Added % Mana Drain to the skill (about 5-10% per second for most monsters)

[General] Ghosts absorb 50% of Physical and Pierce damage instead of 60%

[Act I] Dimanae the Intagliated (Maenad hero):

- reduced physical damage, % Health reduction, Attack Damage converted to Health and Energy on her “Lightning Strike” skill
- reduced Offensive Ability and Dexterity
- increased a bit Strength and fixed her Dodge

[Act I] Reduced size for crow champions and for some crow heroes

[Act I] Calybe (Maenad boss): reduced damage of her wave in Normal

[Act II] Reduced size for vulture champions and for some vulture heroes

[Act III] Reduced speed and damage of Prince Ch'kik't the Horrible and Z'kar Flamespinner (Tropical Arachnos heroes), particularly in Legendary

[Act III] Blood Eyes (Ratman boss): now only uses common spears; reduced special melee attack heal, damage and frequency of use

[Act III] Reduced Akumozon (Spider hero) passive Attack Damage converted to health from 100% chance to 15% chance (225/255/285% heal); increased a bit instant poison & poison damage in Epic and Legendary

[Act III] Reduced Xiao Wang (Tigerman boss) damage and attack speed

[Act III] Reduced a bit Junshan, Warrior-Monk (Tigerman hero) damage, speed and sustain

[Act III] Turned Boulderfoot's roar (Yeti hero) into a wave like Cyclops' roar (no longer hits with multiple projectiles)

[Act III] Reduced Xei Wang (skeleton boss) use of Absorb skill (AoE Life Leech); reduced LL in Normal

[Atlantis] Reduced cockatrices base damage by 25%

[Atlantis] Reduced physical damage and attack speed of unarmed Aegipans

[Act IV] Set standard AE resistances for several Undead creatures (Skeletons, Liches, some pets)

[Act IV] Reduced Life Leech and Energy Leech of The Night Mistress (Quest Empusa Hero) by ~ 60%

[Act V] Halved reflect on Yggdrasil monsters (10% to 5%); increased Elemental retaliation a bit

[Act V] All humans are called “Humankind” since Eternal Embers

[Act V] Reduced Skalli (Warg hero) Mana Drain and dispel frequency

[Act V] Reduced Adamas the Unbreakable (Golem hero) chance to dodge (melee 50->40% / projectiles 75->50%)

[Act V] Reduced Lightning Dash damage for Hildr the Reviver (Valkyrie heroine) from +200% to +50%

[Act V] Alfheim heroes & monsters now use Burn and/or Electrical Burn instead of Crushing damage

Bugfixes / Official game bugs

- Fixed a difference of animation speed between men and women when attacking with a single thrown weapon
- Fixed Hydra breath attacks slowing down the game; they are now waves instead of 15 projectiles
 - o Increased a bit the level of those skills to compensate somehow for the damage loss
 - o The fix also works for the Hydra pet
- Fixed Gigantes not playing death animation
- Taunt and Fear on unique items is now dismissed or replaced by a granted skill (adding it as a direct bonus to an item doesn't work)
- Fixed Spear Dance (Atlantis skill) making enemies attack faster instead of slower
- Fixed Key of Beritos (Atlantis sword) reduced OA not working
- Fixed Epic Aegipan mage armor that could drop in Normal
- Fixed several Greek merchants selling Normal Throwing Weapons in Epic
- Great Hall of Propontis (act IV): removed skeletons from act I and adjusted position of monsters that were spawning in the walls
- Fixed Fu Xi's Shackle requiring only Strength instead of Strength+Dexterity like the rest of the set
- Fixed common amulet loot tables with duplicate or missing items
- Fixed common armband loot tables with missing items in Epic/Legendary
- Fixed King Thrym highest level version not spawning
- Staves in Atlantis now give increased energy regen in Epic and Legendary (1.35/1.45/1.65)
- Fixed Troll King bone pile (for Quest item) not being locked while he's alive
- Fixed Staff of the Deep (monster staff act V) projectile range
- Fixed Jormungandr Guards (unique) skill name
- Fixed Yen-Lo Wang's relic description in French stating it applies to armor instead of weapons
- Ragnarok Tritons may now use broken spears (Redmine Bug #110186)
- Runemaster's prefix (+1 to Runes) is now Rare instead of Magical like other mastery prefixes
- Fixed Daggertooth (Atlantis thrown) granted skill not triggering and added a proper projectile
- Fixed Corrupted Priests of Herakles (Atlantis champions) not using/dropping torso armor
- Fixed some Wolf riders (Trolls) not using/dropping unique spears
- Fixed some Zombie captains in Ragnarok not dropping unique rings
- Fixed Gaian Veil helmet flying around when worn by Hesperides
- Fixed % Health Reduction Retaliation not working when there is a global chance to trigger retaliation (Atlantean Artifice charm, Song of the Siren amulet)

Bugfixes / Others

- Fixed Aetolian Aspis icon missing (shield dropping from Greek guards)
- Fixed Aetolian Aspis loot tables
- Reduced shining textures on Gorgon archer armbands (MI & non-MI)
- Fixed Saber, Heavy Saber and Heavy Scythian Carver icons missing (common swords)
- Fixed drops for unique spears and bows from Atlantis
- Fixed Nkrumah the Enslaved soul giving bonus to "Invalid profile" and fixed Soul vision
- Fixed Epic and Legendary Struana (summoned with Soul) not casting Geyser

- Fixed Keres witches that may not drop white circlets (to forge Pham's Headguard)
- Fixed Sentinel of Ruin Soul increasing physical damage too much
- Fixed Senbi's Clasp granted skill to Toxic Concoction
- Fixed Koründir, Light of the Ljósálfar Soul and Soul Vision (text not displaying) + incorrect bonuses to Dream Mastery and Temporal Rift
- Fixed Rocksting soul skill not working in Epic and Legendary
- Fixed several souls not being enchantable with a relic/charm: Hildisvini / Gilmor, Hiemal Druid / King Goldtooth / Ljotgard the Bright
- Fixed Hazur Soul having a missing description for the illusion Charge skill
- Fixed Ormenos soul skill not triggering
- Fixed Fracture (Core Dweller modifier) having maximum level 12 instead of 8
- Fixed Briar Ward skill not activating correctly (on items: Earthen Barrier, Teutoburg Tunic, Meerkwood Bow, or when used by monsters/pets like Moss Elemental)
- Fixed many souls having manually set requirements instead of equation-calculated
- Fixed Caduceus (unique staff) description
- Fixed Plouton's Wraps (unique greaves) description
- Fixed Strophia (Lamia hero) and Aquardia (Siren hero) that could appear twice in the same place
- Fixed enemies that could be incorrectly labelled as strongest monster killed
- Fixed Lei's Impaler attack speed bonus
- Fixed Alcyoneus' Mask icon and texture in Legendary (green to black)
- Fixed Tartarus not resisting CC skills
- Fixed Necklace of Glauberg granting maximum movement speed
- Fixed Kloz Tree-Crack (Troll hero) missing texture
- Fixed Mortok's Skull mythic recipe not dropping
- Fixed Oceanid monster & MI requirements
- Fixed Hydra's Soul drop (wasn't dropping 2 times out of 3)
- Enchantable souls (can be socketed with relics/charms) are now rare instead of magical, so that "Filter magical items" doesn't filter them
- Fixed Huang Fay the Unclean Soul Vision
- Fixed Mythic formulas:
 - o formulas now display the correct requirements for affixes
 - o formulas accept all affixes for MIs or uniques that come naturally with an affix (Black Pearl Ring, Heliotrope Ring...)
 - o for unique items that don't come naturally with affixes, formulas will require no affix or a "Reforgeable" item (check the "Unique Breaker" NPC in town)