

The materials (new stuff in the original Soulvizier : wood, steel, platinum, etc.) disappeared in this edition of Soulvizier because they had a lot of disadvantages, like :

- You couldn't stack these (they behave like a relic in the inventory). They were cluttering the inventory, and Titan Quest has a really bad design for people who like to collect and manage stuff (despite the recent QoL improvements).
- There were too many different materials (at least 19 for each difficulty), increasing the cluttering. Plus I would need to create at least 8 more for the two new acts.
- Merchants could sell about 60% of the materials, reducing the point of looting and collecting (the cost wasn't so high). But some materials were not buyable, and it wasn't immediately clear for players if the material was buyable or if they had to hoard it for later.
- If the materials were not in a forging recipe that you were looking for, they had no use (they held no power themselves and couldn't be recycled except with gold).

I've been working on a new concept to replace materials, that doesn't have these drawbacks :

- New items called "Seals" (relic-like items) are created ; they won't be sold by merchants, only obtainable by drop or formulas. They will be added to the relics list to avoid modifying all monsters loot tables.
- Currently between 5 and 8 % of your relic shard drops will be Minor Seals, depending on the act.
- There is one Minor and one Major Seal for each act, and for one difficulty, leading to names like "Minor Greek Seal", "Epic Minor Egyptian Seal", "Legendary Minor Hadean Seal", etc. (total : 3x6 including A5 and Atlantis = 36 across the whole game for 6 acts, against ~56 materials for only 4 acts in original Soulvizier). You should get less clutter than in classic Soulvizier, and they can be recycled - see below.
- The Seals behave like relics with only one shard, meaning that they will be complete when you get them, pretty much like materials in classic SV.
- The Seals hold no power, but can be recycled with new formulas sold by the same merchants that sell forge formulas :

Formula	Formula act	Reagent 1		Reagent 2		Reagent 3		Result	Use
#1	Act n	Minor Seal act n	+	Minor Seal act n	+	Energy potion	=	Major Seal act n	Forging recipes (only way to get the Major Seals)
#2	Act n	Minor Seal act n-1	+	Relic (act n-1)	+	Energy potion	=	Relic orb act n	Recycle unused relics and Seals from a previous act Currently in act 4, you need act 3 relics and Seals, and you can't recycle your Atlantis relics this way. Will be improved later.
#3	Act n	Relic act n	+	Charm act n	+	Energy potion	=	Minor Seal act n	Quick Seal for forging recipes instead of farming it
#4	Act n	Minor Seal act n	+	Energy potion	+	Energy potion	=	Relic orb act n	Get your shard back from a Seal (when you dropped a Seal, it was in place of a relic shard)
#5	Act n	Charm act n	+	Charm act n	+	Energy potion	=	Relic orb act n	Recycle unused charms (doesn't use Seals)
#6	Act n	Minor Seal act n	+	Energy potion	+	Energy potion	=	Relic orb act n-1	Get a shard of the previous act from a Seal of the current act, to help completing the unfinished stuff.

- The formulas are very cheap (10 gold ; can't make it 0 otherwise there are bugs), to encourage the use. Will see if it needs a scaling gold cost.
- Relic orbs are received from formulas #2, #4 and #5. These new items have a one-time use exactly like scrolls, then they drop at least a relic shard on the ground. Nevermind their health and lifetime.
- When using a Relic orb, you have an extra 10% chance to get a second random relic shard (it can be different from the first one). You also have a 5% chance to get another Minor Seal and keep the ball rolling with formula #4. A little casino touch for those who played Atlantis.
- Some forging recipes require either a Minor or a Major Seal; it will act as a "filler" ingredient, harder to find than potions, but easier than completed relics or souls.
- Some forging recipes use a new form of ingredient "Any completed relic from act X" or "Any completed charm from act X". This is an alternative to Seals and easier to find than a particular relic or charm.
- Multi-acts charms (Demon's Blood, Venom Sac...) are assigned a specific act for the purpose of formulas #3 and #5. They are updated with a sub-text.
- With this system, forging recipes can have easier to find ingredients that are not so easy to find or buyable at merchants (for that, I can use potions). And you can recycle your useless relics and charms to try to find other relics. Your inventory won't get too cluttered because you can recycle your Seals too, in particular at the end of each act (formula #2).
- This system has potential to be improved later, to help untwinked characters :
  - o forge other types of items such as random uniques (recycle your unused uniques to get other uniques)
  - o with Major Seals, forge Greater Seals that will be essentially new relics or special currency
  - o with souls, forge Soul Seals which can act as another special currency to forge MIs with better affixes (for instance, to forge the MI of a Tigerman, you would need among other things a Tigerman Soul Seal forged with three Tigermen souls). Souls drop rate may increase in a future version (as of v1.1, it is the same as classic SV)