Release 250

Heroes of Dracania,

Release 250 comes with many balancing changes for skills & monsters and introduces a new reward mechanic for the Infested Sewers of Kingshill Event!

With the skill and talent balancing we aim to make the Mastery talents viable, allow a more diverse class setup meta and boost the classes regarding their individual strength: Ranger with decent dps but also high agility and speed; Steam Mechanicus with high damage especially when combining skills and good resistance; Spellweaver with good dps, fast attacks and good area of effect; Dragonknight with decent damage output on close range and high armor and resistance values. These changes are all based on your survey answers and your feedback from Discord and Forums. Let us know what you think!

Enjoy the release!

P.S. Improvements that were based on player feedback and wishes are marked with 😊



Changes / New

- Skills & Talents (\circ)
 - o General



Master of Poison

- 5% additional poison resistance per level of Master of Poison
- Duration of poison debuff is reduced by 0.01 seconds per level of Master of Poison



Master of Fire

- 5% additional fire resistance per level of Master of Fire
- Duration of burn debuff is reduced by 0.01 seconds per level of **Master of Fire**



Master of Ice

- 5% additional ice resistance per level of Master of Ice
- Duration of frost debuff is reduced by 0.01 seconds per level of Master of Ice



Master of Lightning

- 5% additional lightning resistance per level of Master of Lightning
- Duration of electrified debuff is reduced by 0.01 seconds per level of **Master of Lightning**



Steam Mechanicus



Quick Shot

- Base damage has been increased from 100% to 115%
- Unlock with skill level 1:
 - Each successful hit now grants a 2% attack speed buff that lasts for 5 seconds and can stack up to 5 times



Flamethrower

skill range has been increased



Steam Conductor

- basic health points regeneration has been increased to 2%
- health points regeneration bonus per skill level has been increased to 0.5% to 1%
- Health points regeneration duration increased by 0.5 seconds for each skill level
- resource costs have been increased to 50 steam
- cooldown has been increased to 6 seconds



Heavy Shot

• Reduced steam costs by 10 as long as an active **Dwarf-in-the-Box** is nearby



Bomb

- cooldown has been reduced to 0.5 seconds
- Time until the explosion triggers has been reduced



Mechanical Turret

- Attack speed has been increased
- Base skill damage has been increased from 100% to 120%



C14 Micro-Rocket

- Armor break has been increased to 20%
- Armor break bonus of 2% per skill level has been added



Mine

- Trigger radius has been increased to work on stationary bosses now as well
- Movement speed reduction has been removed
- Bleeding effect has been increased Mine now inflicts 5x bleed
- Base damage has been increased from 100% to 150%
- Armor reduction per skill level has been increased to 5%



Tactical Turret

 Base damage information of the turret has been removed from the tooltip



Dwarf-in-the-Box

• Damage type has been changed to physical



Iron Dwarf

- **Iron Pounce** skill damage bonus per level has been increased from 20% to 25%
- Iron Fist skill damage bonus per level has been increased from 10% to 15%



Master of Fire

Damage of Flamethrower () is increased by 2% per level of the
 Master of Fire talent



Increases the fire resistance buff of Tactical Turret (

per level of **Master of Fire**



Turns the explosion of Dwarf-in-the-Box (into a fire explosion

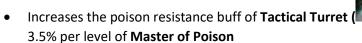
• Unlock with level 2: Adds 2% fire resistance reduction per hit for



Machine Gun Turret (



Master of Poison





- Turns the explosion of Dwarf-in-the-Box (explosion
- Unlock with level 2: Adds 2% poison resistance reduction per hit for



Machine Gun Turret (



Master of Ice

 Increases the ice resistance buff of Tactical Turret (per level of Master of Ice



by 3.5%



Player moves 20% faster when crossing Oil Slick



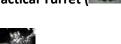
Unlock with level 2: Adds 2% ice resistance reduction per hit for





Master of Lightning

Increases the lightning resistance buff of Tactical Turret 3.5% per level of Master of Lightning



Turns the explosion of Dwarf-in-the-Box (explosion



- Oil Slick (inflicts 1x electrified per second
- Unlock with level 2: Adds 2% lightning resistance reduction per hit

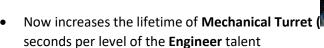


for Machine Gun Turret (



Engineer Talent

Now increases the health points regeneration of Steam Conductor (





Now removes the steam costs of Mine



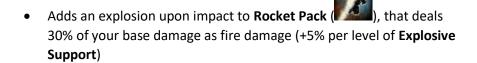
Now increases the lifetime of Tactical Turret (per level of the **Engineer** talent



- Now increases the lifetime of Tesla Turret (level of the Engineer talent
- Placing a turret inside an Oil Slick (puddle increases the damage of the turret by 2% per level of the Engineer talent

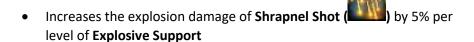










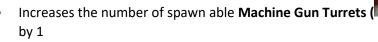


and Iron Pounce (have a chance to trigger) Iron Fist (an explosion dealing 50% of the players base damage as fire damage (+5% per level of **Explosive Support**)

Iron Drone

- Base damage of Iron Drone has been increased from 100% to 150%
- Movement Speed of Iron Drone has been increased
- Lifetime of Iron Drone has been reduced

Double Action



Ranger

Death Sweep

- Base damage has been increased from 145% to 150%
- Skill damage bonus per level has been increased from 1.5% to 2%

Blade Dance

- Base damage has been increased from 100% to 120%
- Duration of **Death Sweep** (damage buff has been increased from 3 to 6 seconds

Adrenaline

Cooldown has been reduced from 25 to 20 seconds

 Adrenaline now also increases the attack speed by 20% (+2% per skill level) per second (can stack up to 5 times)



Precise Shot

- Base damage has been increased from 125% to 175%
- Damage bonus per skill level has been increased from 1.5% to 2%
- Concentrations costs have been reduced from 35 to 20



Hornet Cloud

- Damage of Hornet Cloud has been increased from 25% to 75%
- Duration has been reduced from 15 to 10 seconds



Thicket of Thorns

Now reduces the armor of hit enemies by 20% (+2% per skill level)



Scatter Shot

- Base damage has been reduced from 150% to 130%
- Cooldown has been increased to 0.5 seconds
- Essence costs have been increased from 3 to 5
- Concentration costs have been increased from 33 to 40



Tree of Life

• Health points regeneration has been increased from 1% to 5%



Hunting Trap

• The trigger radius has been increased to now work on stationary bosses as well



Bird of Prey

 Duration of the damage reduction debuff has been increased from 5 to 10 seconds



Explosive Arrow

- Armor break has been removed
- Cooldown has been reduced from 10 to 5 seconds



Deadly Blow

- Base damage has been increased from 500% to 550%
- Damage bonus per skill level has been increased from 3.5% to 5%



Wild Pack

- Amount increase of summoned wolves has been removed
- Base skill damage of wolves has been increased from 100% to 150%
- Base damage bonus per skill level has been increased from 2% to 5%
- Health points regeneration has been reduced to 5%



Master of Fire

 Adds 5% fire resistance break to Blade Dance (of Master of Fire



) for each leve

 Adds 5% fire resistance break to Net (of Fire



) for each level of **Master**



Master of Poison

 Adds 5% fire resistance break to Blade Dance (of Master of Poison



for each level

 Adds 5% poison resistance break to Net for each level of Master of Poison



Master of Lightning

 Adds 5% fire resistance break to Blade Dance (of Master of Lightning



for each level

Adds 5% lightning resistance break to Net () for each level of Master of Lightning



Master of Ice

of Master of Ice

Adds 5% fire resistance break to Blade Dance (



for each leve

• Adds 5% ice resistance break to **Net**



) for each level of **Master**



Power of Nature Talent

Increases the health point regeneration of Tree of Life (
 per level of Power of Nature



) by 1%

Increases the damage reduction debuff of Bird of Prey (
 3% per level of Power of Nature



Bond of Friends

- wild pack will summon a larger wolf
- wolf base damage is increased by 200%
- wolf base hp is increased by 400%
- wild pack only summons 1 wolf

- wolf increases you base damage by 25% as long as you're nearby
- wolf howls and marks all enemies around him



Rising Concentration

• Each level of **Rising Concentration** increases the concentration given after defeating enemies by 1



Dragon Knight



Rageful Swing

- Unlock with skill level 1
 - o Damage of hit enemies reduced by 5% (+2% per skill level)



Rage Jump

• Rage costs will drop to 0 if your health points drop below 33%



Charge

Rage costs have been reduced from 50 to 40



Smash

• Base damage has been increased from 200% to 250%



Bloody Wild Swing

- Base damage has been increased from 125% to 175%
- Range of Bloody Wild Swing has been increased



Mighty Wild Swing

- Base damage has been increased from 100% to 150%
- Damage bonus per skill level has been increased from 2% to 5%
- Execution speed of **Mighty Wild Swing** has been increased
- Cooldown has been reduced from 2 to 0.5 seconds
- Rage costs have been reduced from 50 to 40



Furious Battle Cry

 Damage buff has been added that increases your damage by 30% (+2% per skill level)



Outburst

- Armor break has been removed
- Elemental resistance break has been added that reduces the elemental resistances of enemies nearby by 20%
- Attack Speed reduction has been added that reduces the attack speed of enemies nearby by 10%



Dragon Hide

- Duration of **Dragon Hide** has been increased from 5 to 10 seconds
- Health Points regeneration has been increased from 10% to 20%



Iron Brow

- Armor reduction has been increased from 30% to 50%
- Iron brow area of effect has been increased and can hit more than one enemy now



Fury of the Dragon

- Shockwave base damage has been increased from 100% to 200%
- Cooldown reduction per skill level has been reduced from 2 to 1 second



Banner of War

Movement speed reduction has been increased from 20% to 40%



Master of Fire

Adds 2% fire resistance reduction to Outburst (of Master of Fire



Adds 2% fire resistance increase to **Dragon Hide** (level of Master of Fire





Master of Poison

Adds 2% poison resistance reduction to Outburst (level of Master of Poison



Adds 2% poison resistance increase to Dragon Hide (level of Master of Poison





Master of Lightning

Adds 2% lightning resistance reduction to Outburst (level of Master of Lightning



Adds 2% lightning resistance increase to Dragon Hide (each level of Master of Lightning



Master of Ice



Adds 2% ice resistance reduction to Outburst (
 of Master of Ice



Adds 2% ice resistance increase to Dragon Hide (
 level of Master of Ice



) for each



Immovable Wall

Increases the armor buff of Rage Jump (by Immovable Wall



) by 5% per level of

 Adds an armor buff to Charge () that increases your armor per hit enemy by 2% per level of Immovable Wall for 3 seconds

- Adds a health points regeneration to Mighty Wild Swing (that heals 1% (+1% per level of Immovable Wall) health points per hit enemy
- Armor bonus of **Immovable Wall** has been increased from 25% to 50% (+5% per level of **Immovable Wall**)



Quick Striker

Increases the damage buff of Rage Jump () by 5% p
 Quick Striker



• Adds an critical value buff to Furious Battle Cry (that increases your crit value by 1% per level of Quick Striker

Increases the armor reduction of Ground Breaker (by 5% per level of Quick Striker

- Attack Speed bonus of Quick Striker has been increased from 25% to 30%
- Rage buildup bonus is increased by 1 per level of Quick Striker

Unleashed Dragon

 Will now cause eruptive particles to fall from the sky for 8 seconds that deal 200% of your base damage per second in a radius of 8 meters



Spellweaver



Frost Charge

- Health points regeneration has been increased from 5% to 10%
- Armor buff has been added that increases your armor by 2% (+2% per level of Frost Charge) for each enemy that is hit by Frost Charge



Lightning Strike

- Base damage has been increased from 135% to 150%
- Cooldown has been reduced from 10 to 5 seconds



Frozen Sphere

Cooldown has been reduced from 5 to 2.5 seconds



Ball Lightning

- Base damage has been increased from 115% to 125%
- Damage of lightning field has been increased from 50% to 100%
- Cooldown has been reduced from 5 to 3 seconds
- Hitting an enemy with Ball Lightning reduces the active cooldown of



Lightning Strike (by 0.5 seconds



Guardian

Skill damage has been increases from 60% to 100%



Guardian of Flames

- Skill damage has been increased from 100% to 130%
- Lifetime has been increased from 10 to 25 seconds



Destruction

- Base damage has been increased from 500% to 550%
- Skill execution speed has been increased



Frost Nova

Synergy effect from Frozen Sphere (10% to 2% increase per skill level



has been reduced from



Fire Blast

Synergy: Guardian of Flames (



) increases damage of Fire Blast



by 5% per skill level of Guardian of Flames (

- Burn stack has been increased from 5 to 10
- Skill execution speed has been increased



- Increases the damage of Meteor () by 5% per level of Master of Fire
- Increases the skill damage of Guardian of Flames (by 10% per level of Master of Fire
- Increases the damage of Fire Blast () by 10% per level of Master of Fire

Master of Ice

- Ice Missile will pierce 3 enemies
- Increases the Frost Charge () explosion damage by 20% per level of Master of Ice
- Reduces the cooldown of Frozen Sphere () by 0.2 seconds per level of Master of Ice
- Increases the stack of frost inflicted by Frost Wind (by 10
- Increases the damage of Frost Nova () by 5% per level of Master of Ice

Master of Lightning

- Increases the radius of **Lightning Strike** () from 2.2 to 4 meters
- Increases the base damage of Lightning Strike () by 5% per level of Master of Lightning
- Increases the damage of Ball Lightning () by 5% per level of Master of Lightning

■ Bloodmage

- Damage of Guardian () is reduced by 50%
- Adds a health points regeneration to Guardian () that heals 1% of your health per level of Bloodmage as long as Guardian () is active
- Bleeding debuff when using skills has been removed

- Bloodmage now turns the resource costs of skills into dealt self damage
- Increases the damage buff by 5% per level of **Bloodmage**
- Reduced the duration of *bleeding* debuffs by 0.1 second per level of Bloodmage



Arcane Concentration

Increases the duration of Singularity () by 2 seconds per loof Arcane Concentration



 Reduced the cooldown of Destruction () by 2 seconds per leve of Arcane Concentration



Elemental Surprise

Increases the damage of **Destruction** (by 50%

Cooldown of Destruction () is reduced by 2 seconds for every enemy that dies from Destruction ()



Magma

- Burn stack has been increased from 1 to 5
- Increases the Fire Blast () damage by 100%



Piercing Nova

Frost stack has been increased from 1 to 5

- Equipment / Items
 - o Speechless Terror has been added
 - Merciless Terror has been added
 - o Terrible Tribunal has been added
 - Great Terror has been added
 - o Reign of Terror has been added
 - Deadly Terror has been added
 - Executor has been added
 - Terrible Fear has been added
 - The pricing of Runes has been reworked
- Workbench
 - The prices for crafting Gems, Runes and Jewels will now scale with the level of the character
- Loot

 The drop chance of the different item types has been changed to increase the drop chance of weapon adornments

C

- Collectors Bag
 - Decorative Effects
 - The Poisonous Odor trail has been added
- NPC
 - o Grima has been added to the fairground area of Kingshill
- New Shop
 - Grima's shop has been added to the fairground area of Kingshill
- Offers
 - General and event specific offers have been added to Grima's shop (more info in the detailed section below)
- Events
 - Infested Sewers of Kingshill has a new reward mechanic (more info in the detailed section below)
 - Vargulf is now a boss ©
- Attires
 - The price for the Infested Sewers Event Attire has been changed (more info in the detailed section below)
- Achievements
 - The Achievements window has been updated changed (more info in the detailed section below)
 - Some Parallel World achievements have been adjusted in the points they grant, to make them consistent
- Customization
 - The gold prices for applying skins or removing skins, do now scale with the level of the player
 - Skins of event attires will now be available in the customization window and can be applied to cloaks/banners
 - They will be unlocked by buying the respective event attire
- Monster 😊
 - The homing skill of the boss in the Chamber of Panoltiaco has been removed
 - The monster progression has been reworked:
 - Monsters have a lower dmg progression now (especially on lower levels)
 - Monsters have a lower health progression now (especially on lower level)
 - Monsters above level 128 can have slightly more health points now, based on the rank and the difficulty
 - The XP gain penalty for groups with a bigger level gap than 45 levels to the level of the monsters, has been removed

Bug fixes

- Equipment / Items
 - An issue where the Amulet of the Kraken was shown as possible reward when entering the Parallel World Desecrated Sanctum on Merciless difficulty, has been fixed
 - An issue where it could happen that an icon for the Gloomy Harpy in the Collectors
 Bag was missing, has been fixed

- Monster

- An issue where the adds summoned by the Mounted Frogman in the Secret Lairs did drop loot, has been fixed
- An issue where summoned monsters in Parallel World Liar's Lair, did drop loot, has been fixed
- An issue where the Sentinel in the Chamber of Panoltiaco had a wrong minimap icon, has been fixed
- o An issue where the adds of Sigrismarr did not attack, has been fixed
- An issue where the Skeledragon was not immune to damage during is spawn animation, has been fixed
- An issue where you could attack the Skeledragon bone pile even though it was immune to damage, has been fixed

Quests

- An issue where the exit to the Chamber of Panoltiaco did not appear for players below level 55, has been fixed
- An issue where some quests of the Sargon Event had missing text when using the quest guidance, has been fixed
- An issue where the drop rate of thunder beech wood during the Machine Maintenance 4/4 quest was too low, has been fixed
- An issue where some monsters during the Shadows of the Past quests had a wrong level on higher difficulties, has been fixed

- Workbench

- o An issue where it was impossible to craft Sigrismarr's Eternal Wand, has been fixed
- Hero Booster Package
 - An issue where the Closed Chamber stayed locked when buying the Hero Booster Package, has been fixed

Events

- o An issue where the Stillwater Bay at night had a wrong chat region, has been fixed
- o An issue where Vargulf did not drop werewolf tooth, has been fixed

Shops / Offers

An issue where Grizmek in Cardhun didn't offer the Teleport Cage for gold, has been fixed

- Dungeons

- An issue where the map restart travelstones inside of the following dungeons did not work properly has been fixed:
 - Crypt of Kings
 - Liar's Lair,
 - Tegan's Sanctuary
 - Dragon Caverns
 - The Hidden Sanctum
 - Atlantis Above Water
 - Treasure Cave
- An issue where monsters did already attack when entering a dungeon, has been fixed for the following dungeons:
 - Hagastove Grotto
 - Crypt of Kings
 - Eternal Grove
 - Rootrock Cavern
 - Fortress Teganswall

- Dragon Caverns
- The Hidden Sanctum
- Hailstone Mountains
- Mount Suvius
- Frog River Delta
- Oceanus's Opal Shrine
- Fjalnir's Cradle of Frost
- Evergreen Oasis
- Spiky Valley
- Fyeborough
- Tywyll Dail
- Worldmap
 - o An issue where the Observatory stayed greyed out, has been fixed
 - o An issue where Tegan's Ceremonial Hall was shown as a dungeon, has been fixed
 - o An issue where Werian's Sanctuary was shown as a dungeon, has been fixed

Detailed Section

Unique items from Sargon's castle:

Speechless Terror

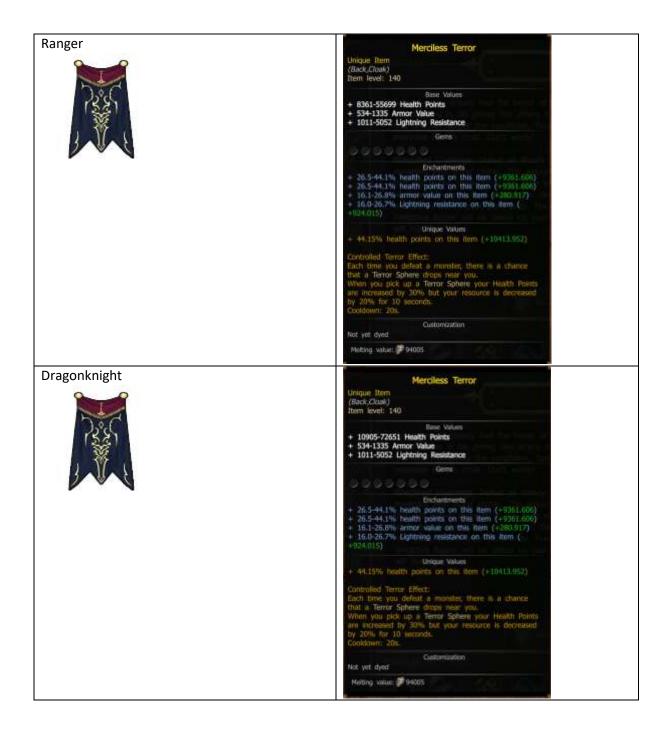






Merciless Terror



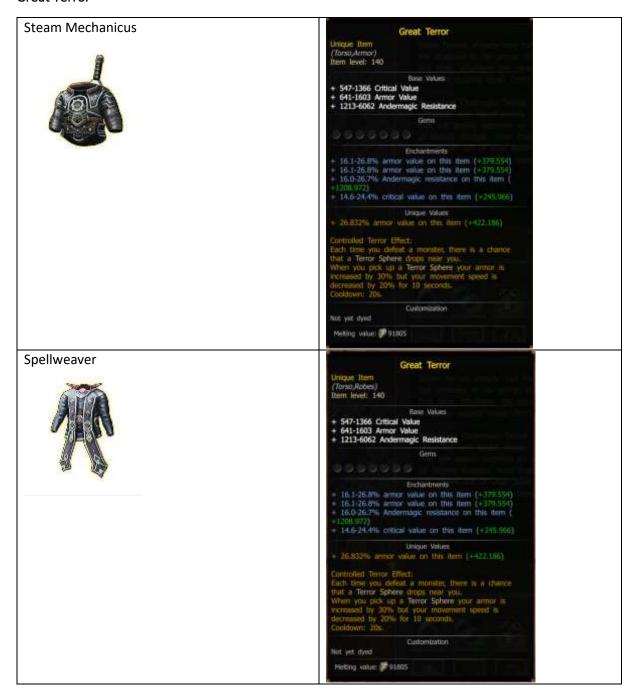


Terrible Tribunal





Great Terror





Reign of Terror





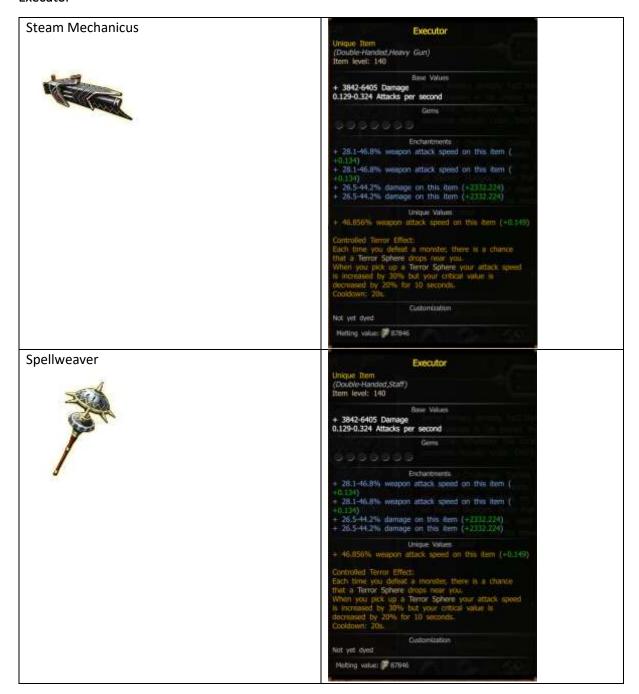
Deadly Terror

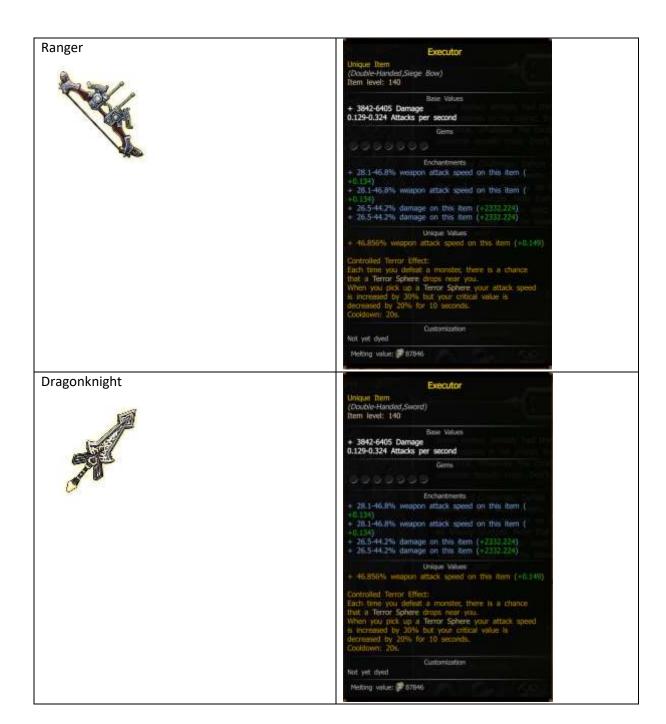




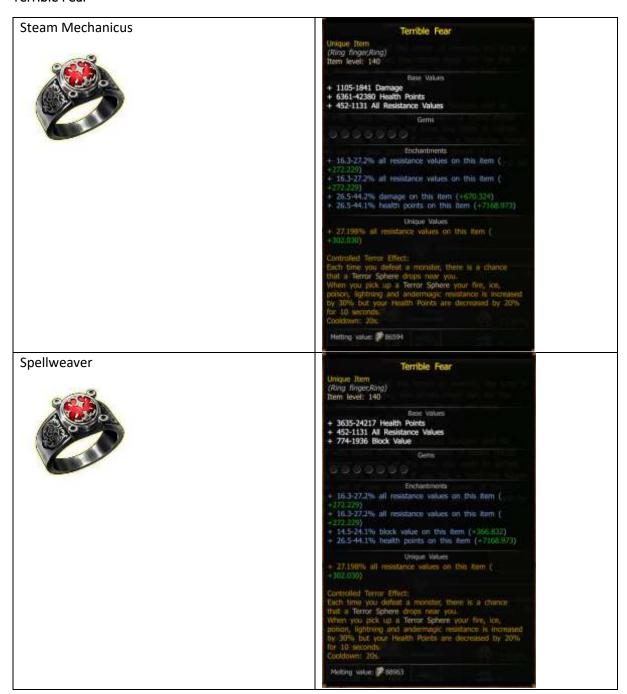
Melting value: 94952

Executor





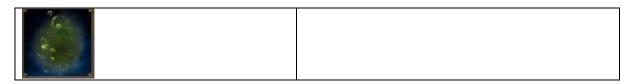
Terrible Fear





New Trail

Poisonous Odor



Infested Sewers of Kingshill/New Reward bar mechanic:

Reward bars and Draken

While you will find some specific items every here and there, the reward bars will almost purely be filled with **Draken**:



Grima

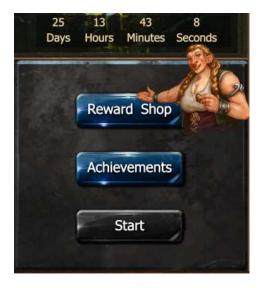
Grima was positioned in the fairground area of Kingshill:



She offers items you could get from the reward bars from the previous Infested Sewers of Kingshill Event for Draken. While on the one hand, not every single event specific item is offered, one the other hand some items will be offered that you were only able to get via drop before. The amount of times you can buy an offer varies and the event specific offers are only available while the individual event is running.

Event window:

For convenience, a new Button was added to the Event window, meaning you can access Grima's Shop from everywhere you like by just opening the Event window an clicking on the button:



Why was this changed?

- The goal is to establish **Draken** as the "one for all" event currency.
- Players will be able to "skip" rewards they do not want or need any more unlike to the previous reward bar system and can purely focus on the items they seek.
- This way they save time and can simply choose what to buy for their **Draken**.
- In addition to this, players can get their **Draken** from any event and save them to spend them on any other event offer they like, because there is only one currency for all

Additional information

- Items that you already have, for example a certain mount, will not be displayed as offer at all while others will be greyed out (like inventory expansion in case you already have your inventory maxed out).
- Grima will offer general items and items that are unique to her shop as well besides the event specific ones and more offers will come in later releases

Event attire price change

The price for the **Infested Sewers Event Attire** was reduced while all boni where kept (the prices can differ in other currencies):



Achievements window update

The Achievements window can now display multiple rewards you get for unlocking an achievement:



Dracanian Supporter Bundle



This bundle will be available for purchase shortly after the release. You can obtain if from the cash shop and it will give you a new unique Alchemy Circle, a unique customization skin for cloaks/banners, 3000 Andermant and a unique title (Dracanian Supporter).



What's next? **Grima** has plans to become a special breeder:



New Jewels

One of the next releases will bring a few new jewels.



Summer Solstice Festival



The heat is on so its time for a new Summer Solstice Festival. Stay tunes for new Quests, new Rewards, more enemies and some more tweaks to the Minigames.



New Event



A while ago we announced that there will be a completely new event. Be prepared to set the sails to a whole new Adventure in the world of Dracania because the Pirate Event is coming!











Enjoy the release!