

## Patch 0.8.16

### Gameplay - card Strength / abilities changes:

- Changed the rarity of Legendary leaders to Epic. Players receive 600 scraps for any non-starter Leader in their collection (to make up the difference in crafting price).
- Monster faction ability no longer keeps Gold units on the battlefield.
- Unit version of Eredin now Silver and immune to Frost.
- Unit version of Eredin now has the 'Wild Hunt' category.
- Clear Skies now only resets red (weakened) strength values.
- When Weather is removed at the end of a round, only red strength values are reset.
- Philippa no longer affects Gold cards.
- Philippa strength increased from 6 to 12.
- Philippa changed to disloyal only.
- Ice Giant loses 7 strength when Frost is removed, instead of resetting to base strength.
- Reinforced Trebuchet strength increased from 4 to 5.
- Reinforced Trebuchet damage decreased from 2 to 1.
- Reinforced Trebuchets no longer buff each other.
- Tordarroch Shieldsmith strength increased from 3 to 4.
- Tordarroch Shieldsmith buff decreased from 4 to 2.
- Sarah self buff decreased from 4 to 3.
- Nature's Gift no longer copies Gold cards.
- Added a new "Medic" category.
- Priestess of Freya cannot resurrect cards with the "Medic" category.
- Field Medic cannot resurrect cards with the "Medic" category.
- Queensguard now increases Cerys base strength.
- Elven Mercenary no longer draws and plays Gold Special Cards.
- Priscilla now draws 2 revealed cards, player chooses which one to play.
- Regis: Higher Vampire is now Silver.
- Regis: Higher Vampire strength decreased from 10 to 8.
- Dimeritium Bomb now resets Gold unit strength.
- Redanian Elite ability now only takes into account instances on your side.
- Sigdrifa strength increased from 1 to 2.
- Restoration now grants a +2 buff to the base strength of the resurrected unit.
- Draug no longer destroys Gold units.
- Fireball Trap now spawns 1 Neophyte instead of none when target is not destroyed.
- Discarding An Craite Raiders now counts as a "discard" despite their ability being triggered.
- Returning a card to your hand from the battlefield now clears all effects, even countdown.
- Saskia now has the "Dragon" category.
- "Elf" category added to several units.
- Weather now affects Ambush cards after they are revealed.
- Ocvist now returns to player's hand even if there are no units on the opposing side.
- Borkh will not Scorch a second unit if he Scorches himself first.
- Morkvarg is now also resurrected when discarded.

- Hawker Support no longer gets buffed when destroyed by Scorch or Epidemic.
- Hawker Support ability now works correctly with cards such as Lacerate.
- Roach is now played correctly when a card is converted to Gold.
- Geralt: Igni no longer takes into account unrevealed cards.
- Cards immune to Weather display a passive icon now.
- Toruviel now reveals if your opponent's pass ends the game.
- Priscilla no longer blocks the game if she draws cards that require targets on the first turn.

#### **Game fixes:**

- Fixed issue whereby the game would crash on some PCs while opening Card Kegs.
- Fixed issue whereby losing Internet connection while selecting a Rare card from an opened Card Keg would block users from entering the Shop upon reconnection.
- Fixed issue whereby the player would not get a reward after leveling up.
- Fixed some issues involving infinite loading screens.
- Game stability after suffering from connection losses has been improved.
- Fixed minor Russian language issues.
- Fixed several font issues in Brazilian Portuguese.
- Fixed issue whereby your counterpart would lose input when entering Deck Builder after you canceled a Friend Match.
- Fixed issue whereby using a card received as a reward in a deck in multiplayer required a restart in order to save the deck.
- Fixed performance drops when browsing through lots of cards in a graveyard.
- Fixed issue whereby mashing buttons would lead to input loss.
- Fixed several issues in the Tutorials.
- Fixed issue whereby "Mill Spare Cards Failure" pop-up persisted on screen after attempting to mill while disconnected.
- Milling cards using the keyboard is now possible.
- Improved selection highlights.
- Fixed various typos in all languages.
- Fixed issue whereby viewing a graveyard from which a Ghoul is currently consuming a unit would desynchronize the game.
- Fixed issue whereby registering the Keg received after finishing the Tutorial in some users' accounts would result in an error and directions to contact support.

#### **Game polishes:**

- A large number of tooltips have been reworded or corrected across all languages (including Torrential Rain, Warcry, Ice Giant, Thunderbolt, and Nekker Warrior).
- New sound effects for cards (Blue Stripes Commando, Pavetta, Sabrina, Sile, Sarah, Vrihedd Vanguard, Igni, Scoia'tael Leaders).
- New Good Game notification icon.

- Tweaks and improvements to Collection layout.
- Now possible to quit the game from the Sign In screen.
- Decreased downtime between crafting multiple cards.
- The AI has been improved and should provide more of a challenge.
- Card Kegs are now sorted differently in the Shop.
- Improved visibility of Gold borders on the board.