

September change list

Event

Event

New event with 8 images!

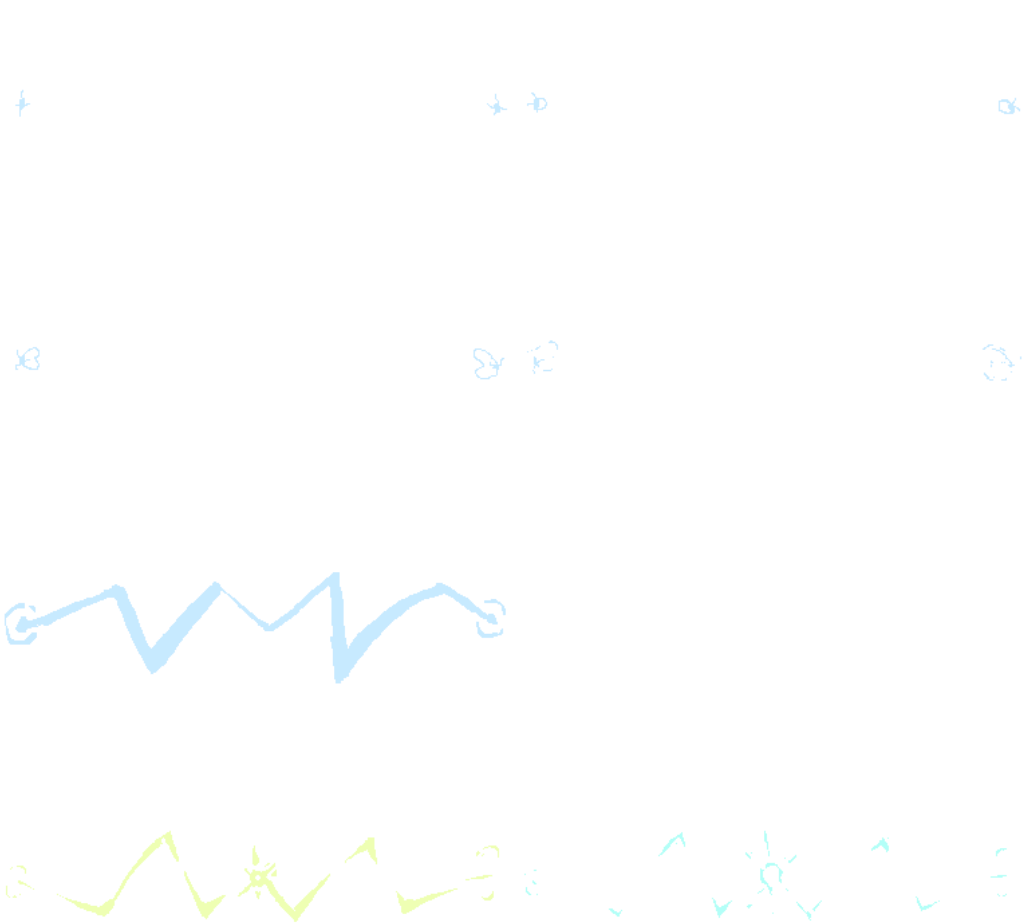
Art

Animation

Animation for Wulfrick’s Taunt



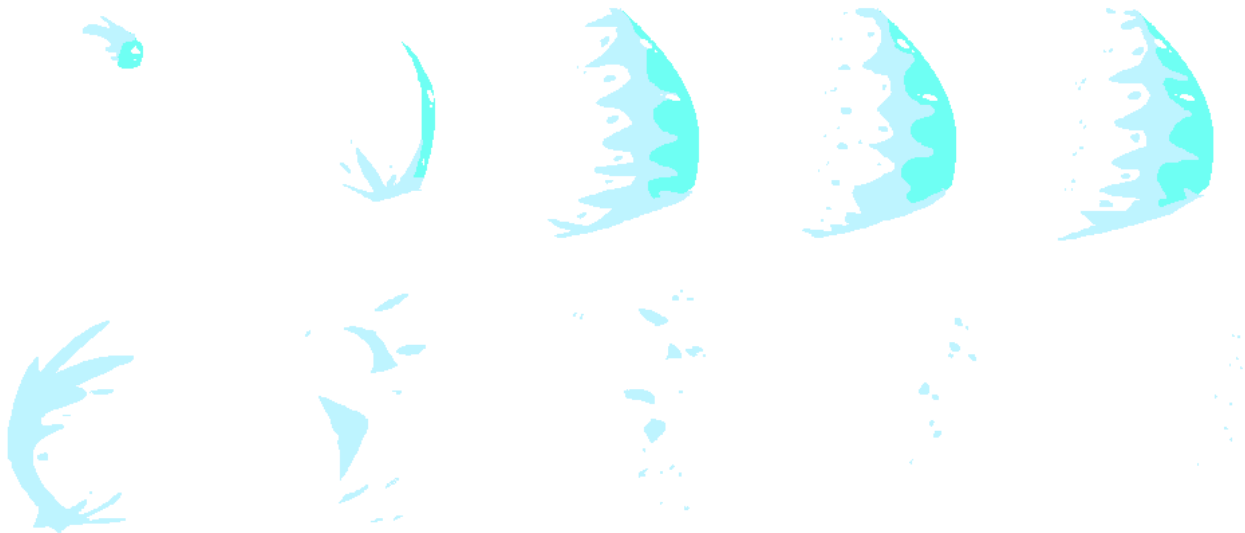
Thundershock



Lavafall



Waterblade

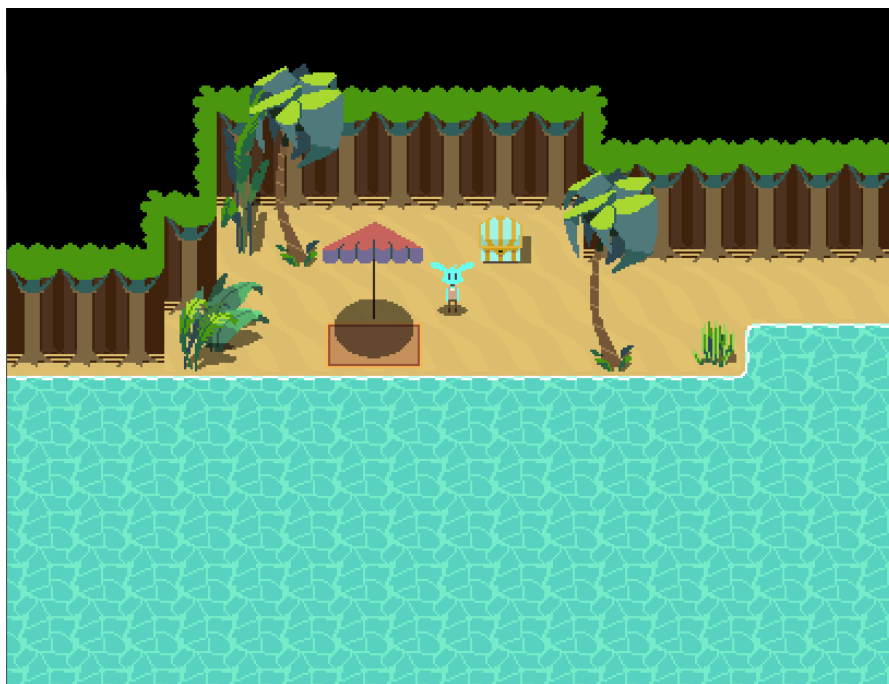


Props

Recolors of beach rocks and the façade of the cave



The back beach

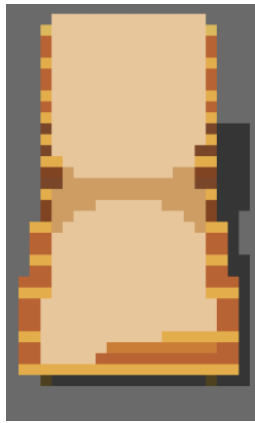


Lots of new plants

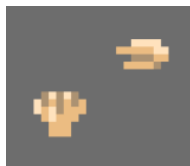




Suntanning chair



Shells



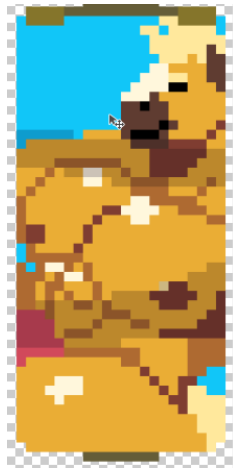
Save statue



New chest sprites

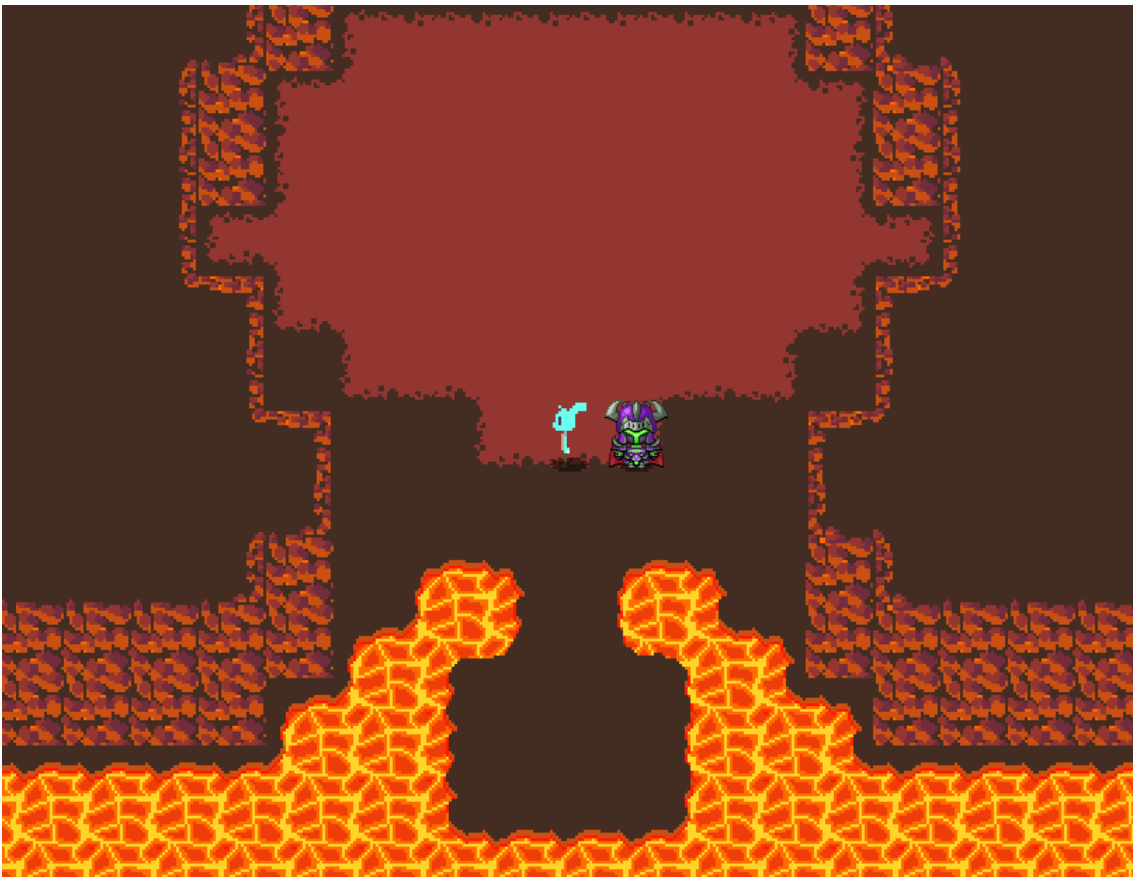


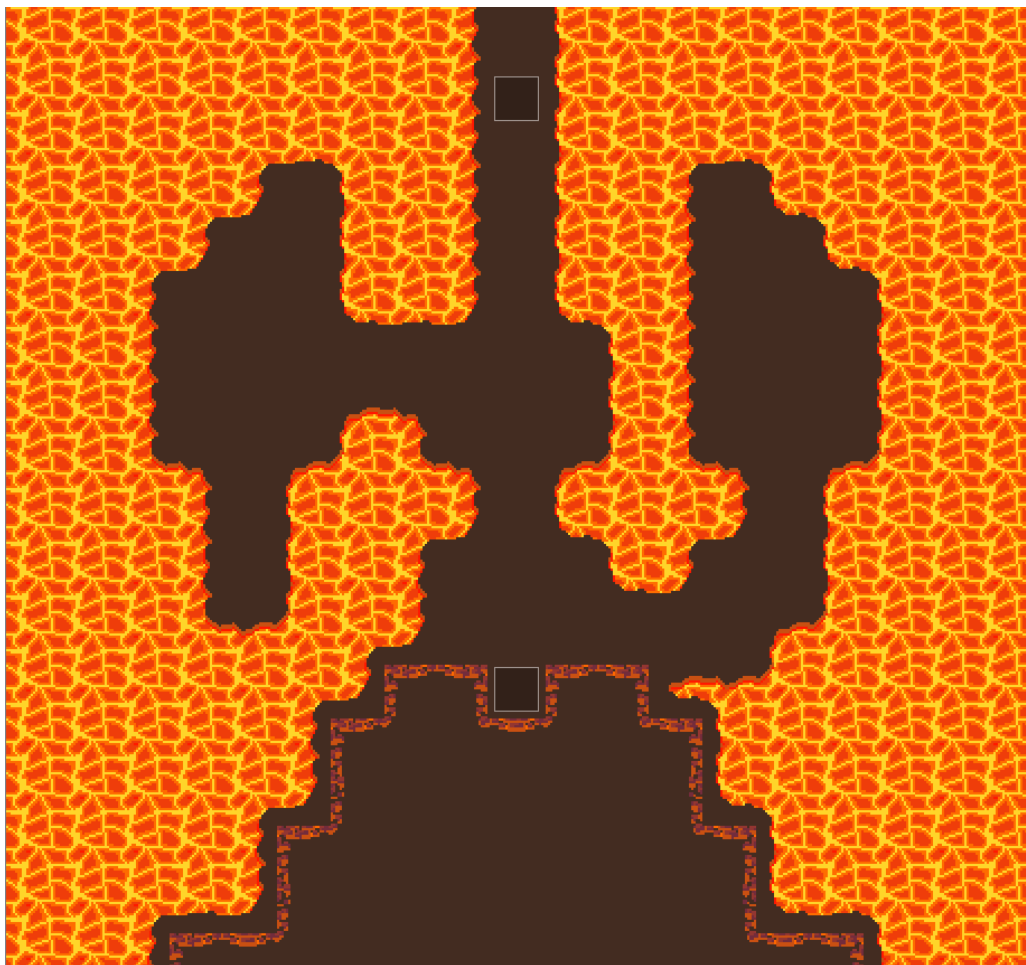
Poster for horse event

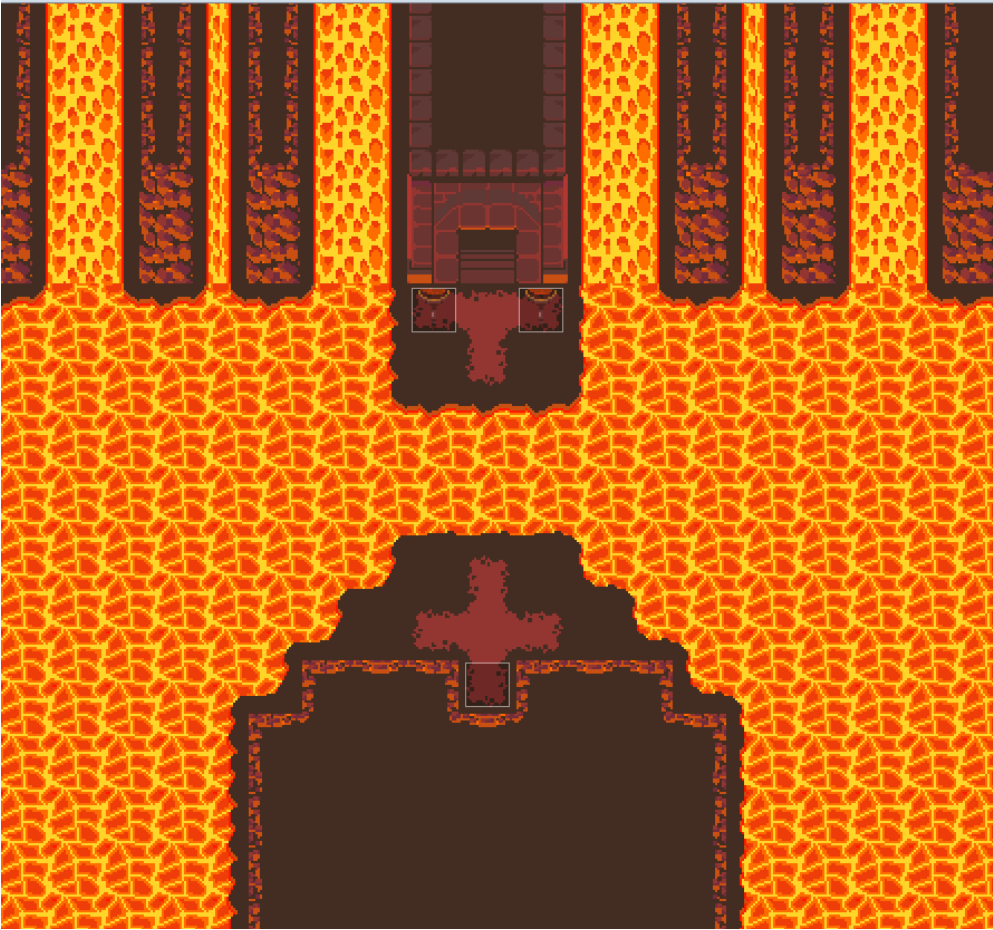


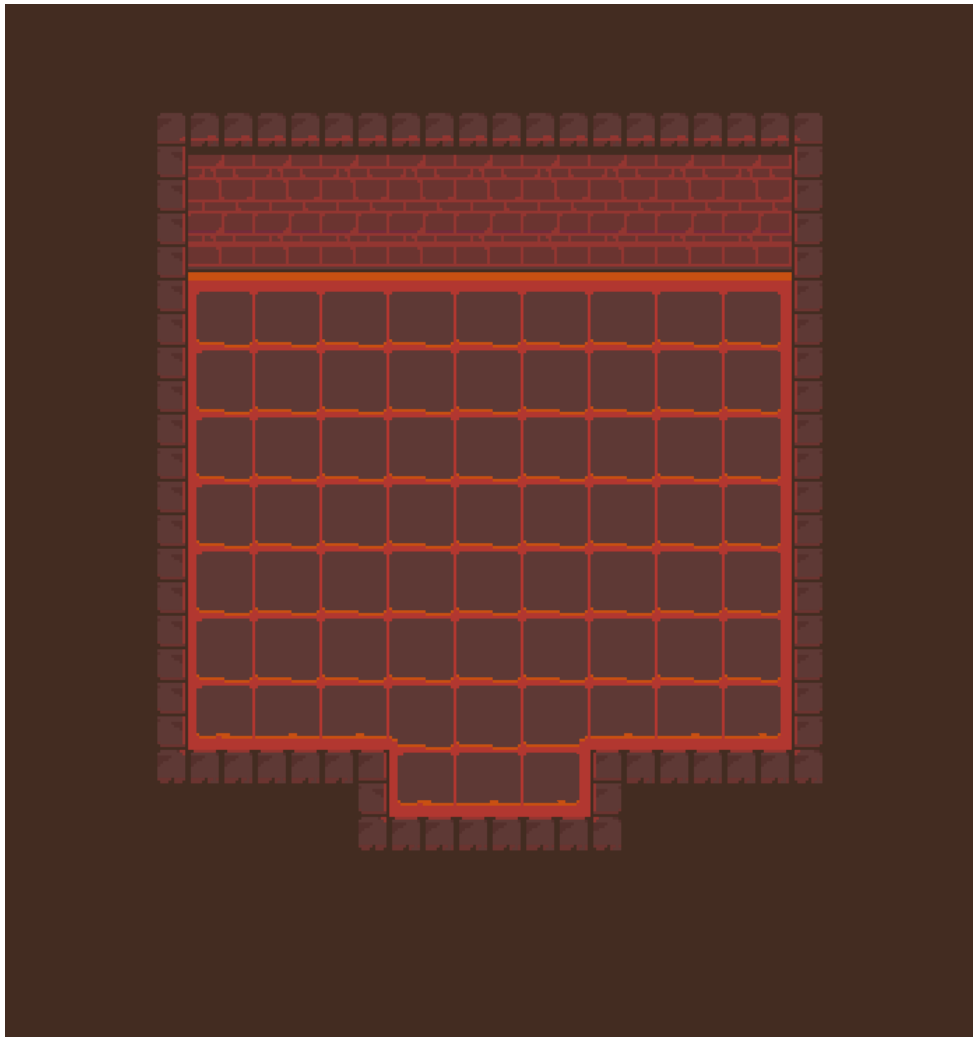
Fire dungeon stuff











Fire dungeon outer place



Faces

Fapper



Parrot



Bear guy



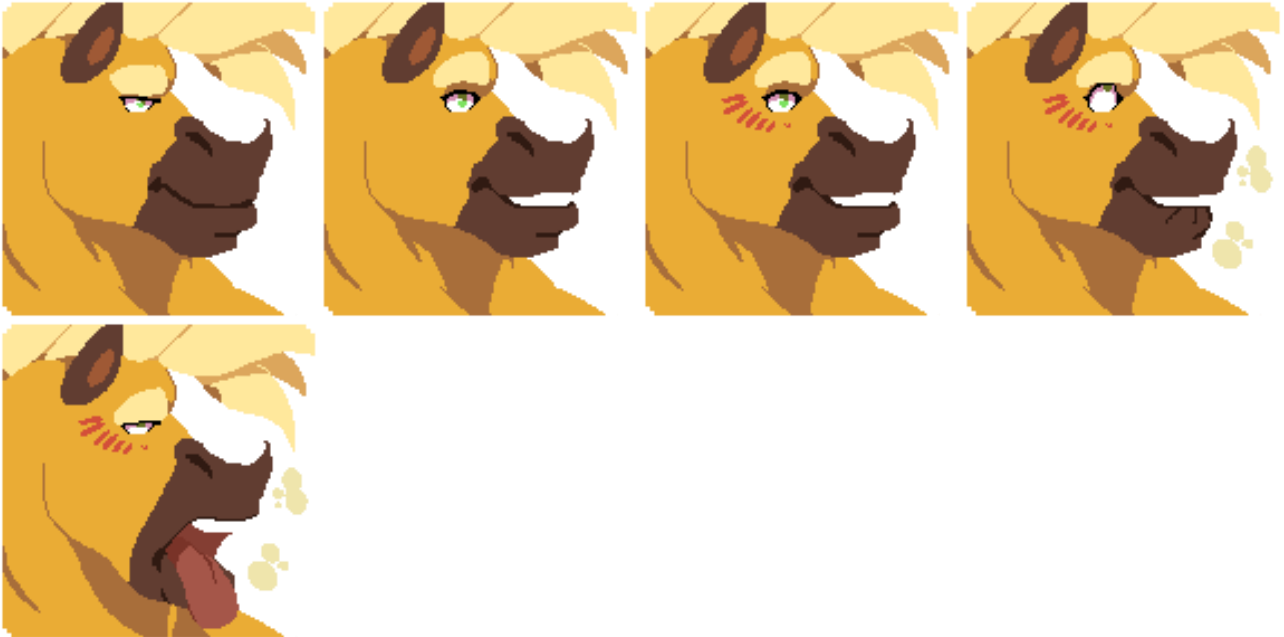
Shiptown bar guy face



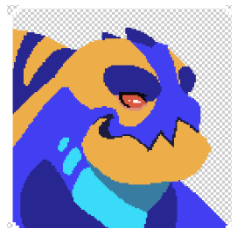
Thunder Mage



Horse

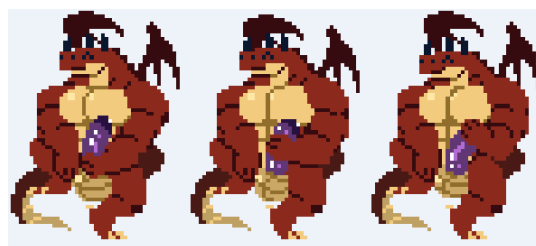


Underwater Fish



Sprites

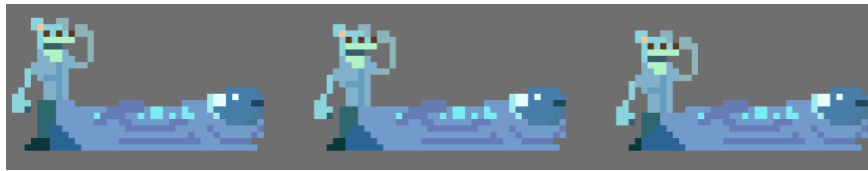
Fapper



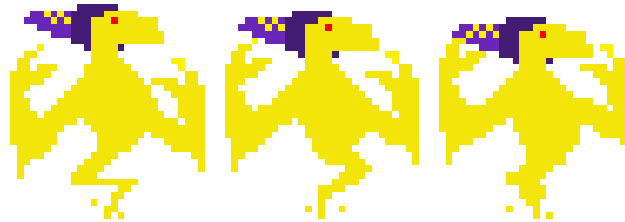
Parrot



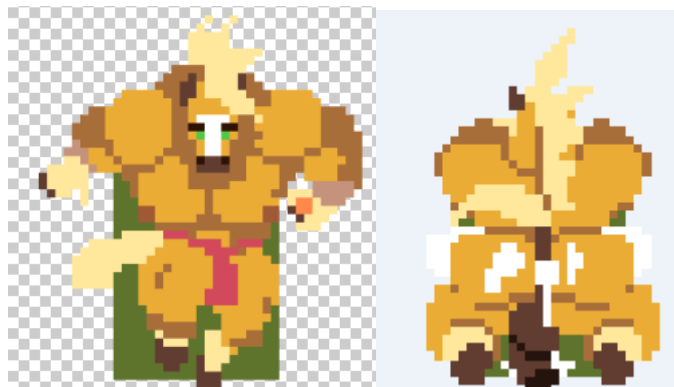
Biggus Dickkus



Thunder mage

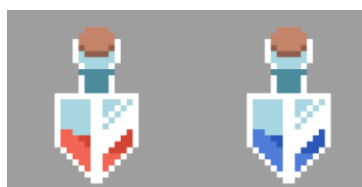


Horse



Icons

Health and Mana Elixir



Audio

NPC voices

Lava SFX

Beach Cave Song

Beach Cave Pirate Battle Song

Log Forest Song

Lace Theme (Humble version)

Battler

Paparrot



Lava Golem



Gameplay

Gameplay

The rock puzzle in the gloomy forest has been replaced with a joke. It could hard-stuck players so I decided to remove the puzzle. I tried to find a way to make it impossible to trap players, but I didn't find a way...

Save Statue inside the beach cave.

Save Statue inside the fire dungeon.

New alchemy recipes (health potion++ and mana potion++)

Battle changes

New battler Pirate Parrot!

New battler Lava Golem!

Layout

New layout changes inside the beach cave, the underwater and the beach.

Fire Dungeon WIP!

Story

New story in Crossroads and the Shiptown entrance.

New story inside the Beach cave.

New Story at the Gloomy Forest Entrance.

New story and rewriting in Gloomy Forest. Especially after you get Wulfrick.

When you first go underwater there's a small scene with a fish guy.

Skills

A new thunder ability Thundershock which will use 30% your mana to deal the same amount of damage to the target.

A new water ability Waterblade that ignores the target's M.DEF

Items

Lightning Ring +Gives you a new thunder ability!

Water Ring +Gives you a new water ability!

Health Potion+ renamed to Health Brew

Health Potion++ renamed to Health Elixir

Mana Potion+ renamed to Mana Brew

Mana Potion++ renamed to Mana Elixir

Bugfixes

Fixed some sound effects in the Logtown night event that don't fit anymore because the rooms don't have doors.

A bug with item optimization has been fixed.

Map now changes any screen tints back to normal.

The orc & fox event is now gone after Morca's event.

Healing Wind bug fixed.