

# Darkest Night, Brightest Dawn 2.0

## A Mod For Darkest Dungeon



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# Introduction

Hello and thank you for taking the time to look into my mod for Darkest Dungeon. I'm very excited to release this to the public as it is the most ambitious mod project I've ever gotten this far with. The following changes I implemented are intended to enhance my own enjoyment of the game, and I share them with the rest of the world because I figure some other people might also like them. Details regarding what is changed are provided in the other sections of this document.

## Download HERE:

<https://github.com/Lohengramm512/DNBDMod/archive/master.zip>

## To Install:

1. Extract the .zip file anywhere
1. Copy the contents of folder DNBDMod-master into your Darkest Dungeon install directory (C:\Steam\SteamApps\common\DarkestDungeon)
1. Say "yes" to overwriting all files & directories (replace your "heroes" folder w/ the new one, etc...)

## To Uninstall:

Right click on Darkest Dungeon in Steam -> Properties -> Local Files -> **Verify Integrity of Game Cache**

That's it. Steam will notice the modified files and replace them, returning you to vanilla. It only takes 3~ minutes or so at most since Darkest Dungeon is not a huge game.

## To View Full Project Code:

<https://github.com/Lohengramm512/DNBDMod/tree/master>

## License:

MIT - Do what you want with this as long as you attribute the work I did back to my GitHub ID. A link back to my project would be nice too. Darkest Dungeon is of course the property of Red Hook Studios and I do not make any claim of ownership on any of these files. I am not responsible for any damage to your save files or PC. Use at your own risk. Please feel free to use this mod as a basis for your own mod, since I'm identifying for you all the files you need to undo anything I've done or make even greater changes.

## WARNING:

**Modding Darkest Dungeon right now means replacing your actual game files. This can potentially disrupt existing saves, so I don't recommend loading vanilla saves with any mods installed. Pick an empty save or one you don't mind deleting. For example, while creating this mod I destroyed all my trinkets in a vanilla Week 30 save file by loading it. My mod -probably- won't do that to you at this point, but I can't make any promises. Uninstalling mods via Steam repairing your installation does NOT delete your old saves. I've done this myself 10+ times while creating the mod and my saves themselves were not erased.**

# Combat Skills

The goal of Darkest Night, Brightest Dawn is primarily a re-balance attempt to make the game not necessarily easier, but easier to build effective parties within. A lot of underperforming skills have received minor or major boosts, some were made slightly worse in some ways to maintain balance. Positional requirements and self-moving skills were often targeted as ways to increase the number of viable party builds.

I attempted to use a light touch when possible, and many skills were not changed at all. I tried to stick to the themes already established by Red Hook. For example, before the recent patch that fixed Command not adding +crit to your party, that was actually the exact change I had dived into the data files to add. That I had come to the same conclusion on how to make an unappealing skill more competitive makes me believe the general feel of my mod will not stray very far from the base game.

The largest general combat change I introduce in the mod is extending the durations of Marks given by players to monsters to 5 turns. Bonus damage to Marked targets was reduced accordingly. The final tally ends up being roughly the same, you do +600% dmg to a Marked target over 5 turns instead of +400% over 3. This applies to attacks on Arbalest, Bounty Hunter, and Houndmaster. Occultist's Mark from Vulnerability Hex was also extended to 5 turns. Debuffs associated with Marks were not extended, they still drop after 3 turns. I consider this a fairly neutral change, less bursty damage, but you also don't need to apply Marks as often in longer fights. It specifically makes Marks more useful in certain boss scenarios.

The largest set of changes to a specific class went to Hellion. Specifically, she is a lot more mobile now, and her Exhaustion debuff is much less harsh. I attempted to balance the strength of her skills in other ways, as I feel the Exhaustion debuff is punishing beyond the point of being fun to play around. The most interesting change to her, though, is to If It Bleeds. For those who have never seen the movie Predator (**GO WATCH IT**), the rest of that line is "we can kill it." I thought that implied something different than an attack that makes something bleed, so now the skill allows her to hunt prey in any rank and receive a large bonus to her damage when attempting to finish off Bleeding opponents. It synergizes well with her revised Bleed Out and I think you'll have a lot of fun with it :D

## Abomination

Any potential changes to this class will come in a later release. I've played with them a little bit, but am not yet ready to decide on any changes. The changes to AoE stress healing introduced in the initial release of the mod should make including one in your party a lot easier, though.

## Arbalest

The overall goal with these changes is to make Arbalest more consistent. Besides that, I wanted her skills to be more compatible with non-Mark parties, and for 3rd rank builds to exist that play differently from Sniper Shot builds. Rallying Flare also needed to become more generally useful if you were going to rely on her as a support more than a focused damage dealer. Bola being AoE was diluting how useful it could be at knocking even 1 nasty front liner away, so now it provides more damage and a more powerful / reliable form of control against a single target. It is just weird how Bandage only worked on every position except the 4th (she can heal herself if she is in the 3rd, so it isn't just "not on yourself"). Now it heals any position.

- Sniper Shot - 4th position only, dmg bonus vs. Marked reduced to 30/35/40/45/50
- Suppressing Fire - Now affects entire enemy party (was rear 3)
- Sniper's Mark - Can target any enemy (was rear 3) from anywhere, Mark (not debuff) lasts 5 rounds
- Bola - Front only, Knockback 2, damage -25%
- Blindfire - Accuracy 85 (was 80), 0% dmg mod (was -10%), crit mod 8% (was 0%), Speed buff 3/3/4/4/5 (was 5/6/7/8/9)
- Battlefield Bandage - Can target any rank (was front 3)
- Rallying Flare - Also heals 2 / 2 / 3 / 3 / 4 Stress, no longer buffs Status resist
- Move - Can now move forward 1 if she wants to :P

## Bounty Hunter

I wanted to make the Bounty Hunter's emphasis on controlling the back row stronger, rather than being able to kill it with Finish Him spam. Come Hither has been turned into a high risk / reward action that has lower accuracy, but an amazing payoff if you land it and follow up with Collect Bounty without having to rely on another Mark skill first. Finish Him is honestly a lot harder to get the bonus damage out of than you would think due to the random nature of turn orders and how the game doesn't tell you what order they're going to be in even once it has been determined. Now it exists as a high kill-power alternative to Collect Bounty for more Stun oriented / Markless parties.

- Collect Bounty - +70% dmg vs. Marked (was +90%), +10 Accuracy vs. Marked (was +0%)
- Mark for Death - Mark (not debuff) lasts 5 rounds
- Come Hither - Dmg -33%, was -67%, +10% Pull success chance, use from front 2 positions only (was all)
- Finish Him - 30/40/50/60/70% (was +25 to +60%) bonus dmg
- Hook and Slice - Dmg -66% (was -80%) Can target rear 3 ranks, Pull 1 (was 0), works from front 3 ranks (was rear 2)

## Crusader

The largest issue facing Crusader was self-Marking from Bulwark. It was too unreliable as a means of protecting your party, while exposing him to extra-powerful enemy attacks when it did work. I've reworked Bulwark as a result, and given him a little more utility with Zealous Accusation and Battle Heal. Stunning Blow was already more limited compared to stuns like Blackjack, Flashbang, or YAWP! so a raw power increase seemed in order. Inspiring Cry may get a visit in the future, not sure yet what exactly needs to happen with it. For now it is still a good stress heal if you don't have a Jester available. With 2 additional "any position" abilities it is now easier to mix a Crusader into more high mobility parties.

- Zealous Accusation - Also debuffs -5/6/7/8/10 Accuracy & -3/3/4/4/5% Crit for 3 turns
- Stunning Blow - Stun 125% base, Dmg mod -66%
- Bulwark of Faith - Usable from any position, no longer Marks self, grants +10/12/14/17/20% Prot to party for 3 turns
- Battle Heal - Usable from any position, on any position, heals 2-3 / 3-4 / 4-5 / 5-6 / 6-7, can crit now, +2% crit at rank 5

## Grave Robber

Grave Robber is in a great position, so there wasn't a lot I wanted to tweak. She is extremely selfish, though, which is something I'm moving every character away from in little ways when I can. One way is by letting Shadow Fade return her to her original position after a Lunge faster, returning other party members back to their original positions more quickly. Flashing Daggers was hard to use well, usually the stuff you want to bleed is in the front two positions, not the middle two.

- Flashing Daggers - Hits front 3, dmg -50% (was -33%)
- Shadow Fade - Back 2 (was 1)

## Hellion

The major push was to get rid of her weird self damage debuff / buff mechanic, while keeping a debuff attached to her more dangerous actions. She is a front line character with Dodge as her primary defense (lower max HP than others like her), so losing 10 Dodge is still a huge deal in terms of her survivability. Besides that, I was really excited to see you can attach special effects to moves against Bleeding or Blighted enemies in addition to Stunned or Marked. If It Bleeds got a total overhaul as a result! Now it makes a great follow up to the revised Bleed Out. Also it is a very unique skill to her now, being the only in the entire game that interacts with Bleeds directly. Self only Blight / Bleed cleanses are too situational, so Adrenaline Rush gets modified out of that and into a thematically sensible (and always useful) Speed boost and nearly doubled heal amount. I enhanced the theme of Bleed Out while also making it harder to spam against a single target by adding the knockback / push. You attack with such force it blows both of you back :)

- Wicked Hack - Now moves Forward 1
- Iron Swan - Can hit either rear 2 ranks
- Barbaric YAWP! - No longer debuffs damage, Dodge debuff reduced to -10 for 2 rounds
- If it Bleeds - 2nd or 3rd rank use only, Target any, no longer causes Bleed, -66% damage mod. If target is Bleeding - damage mod +66%, crit mod +8%
- Breakthrough - No longer debuffs damage, Dodge debuff reduced to -10 for 2 rounds, Forward 3 (was 1), damage mod -66% (was -55%), not usable from front.
- Adrenaline Rush - No longer buffs damage, increases Speed by 3/3/4/4/5, no longer cures Blight / Bleed, Heals 4 / 5 / 6 / 8 / 10, Acc +10 at rank 5 (was +9)
- Bleed Out - No longer debuffs damage, Dodge debuff reduced to -10 for 2 rounds, Back 1, Knockback 1
- Move - Is now allowed to move back 1

## Highwayman

In general, the Highwayman was a VERY selfish class that did not offer anything outside of raw damage to a team. While I think there should certainly be large differences between classes, this is a team based game and offering little to no team utility is missing an opportunity to make it more fun. For example, Tracking Shot was very difficult to justify using, even accepting the selfish nature of the skill. I have repositioned it as a sort of "Mark" for non-Mark classes, making the target easier to kill and less likely to get a chance to act before the rest of your team can finish it off. Duelist's Advance was tweaked slightly to make it even better at setting you up for Point Blank Shot by allowing you to use PBS earlier in the turn order in the next round. With Grapeshot

Blast, I can see why it has been nerfed, but I think that disabling crits almost entirely makes the ability less ~fun~ to use.

- Wicked Slice - also debuffs Prot 10/12/14/17/20% for 3 turns
- Pistol Shot - Now -20% dmg (was -25%)
- Open Vein - Also debuffs Bleed resist 20/23/26/30/33% for 3 turns
- Tracking Shot - No longer buffs, Acc 100, debuff target Speed -3/3/4/4/5 and Dodge -10/11/12/13/15 for 3 rounds, -50% damage (was -80%)
- Duelist's Advance - Acc 90 (was 85), Speed +2, for 1 turns
- Grapeshot Blast - Dmg -66% (was -60%), no crit mod (was -7%)

## Houndmaster

Hound's Rush just didn't feel threatening enough on its own, so it got extra compensation for having its damage bonus cut down a bit in the form of the Bleed being more noticable. Hound's Harry just didn't seem that useful due to how weak the Bleed effect was, combined with how rarely being able to hit 4 opponents for a tiny amount of damage is actually your best possible move compared to stuff like Rush killing a healthier enemy in any position, or a Trinketed Blackjack stunning some big jerk a 2nd time through their +40% bonus resist anyway. Cry Havoc was not a bad skill, but I prefer to leave risky moves to enemy interaction. At some point in the past this game had other unreliable beneficial abilities (Plague Doctor's cleanse, at least), but I think the devs were right to move away from that. Rallying Flare was already doing too many things, while somehow remaining incredibly niche, so in exchange for gaining Stress Heal the Status Resist property was moved over to Cry Havoc. I had mentioned above in the Hellion notes that a self Bleed / Blight cure is too situational to carry weight when picking skills. Well, that changes when you are capable of guaranteeing lots of extra attacks come your way via Guard. I think Houndmaster getting that combination of the Guard mechanic + self cleanse is a great way of making their Guard a more appealing skill (since they are sorta middle of the road in terms of toughness), and Lick Wounds at the same time. These skills were always intended to be used together, so now there is even more incentive / synergy between them. I did tone down the healing part, though, because the self cleanse will end up saving you a LOT of potentially lost HP.

- Hound's Rush - Acc 90 (was 85), bonus vs. Marked 30/35/40/45/50%, Bleed value upgraded to 2/2/3/3/4 (was 1/2/2/2/3)
- Hound's Harry - Also debuffs target Speed by 2/2/2/3/3 for 2 turns
- Whistle - Mark (not debuff) lasts 5 rounds
- Cry Havoc - Stress Heal 2 / 2 / 3 / 3 / 4 (not random success), buffs Status resist
- Lick Wounds - Heals 2 / 4 / 6 / 8 / 10, Also Removes Bleed / Blight, works from any position, +2% crit at rank 5

## Jester

Jester is a cool class that was difficult to use well due to his positioning and targeting restrictions. Harvest suffered the same issue as Flashing Daggers, being a Bleed oriented move that didn't target the front rank. The Jester is tied for lowest base damage in the entire game with a few other classes, so vanilla Finale is a lot less impressive than it looks like on the surface. The self debuff afterwards is terrible, and I don't understand why it gave such a severe Dodge punishment on someone who is tied for the lowest max HP in the game. The Accuracy debuff was removed to allow follow up with the revised Harvest since I'm pretty sure Bleed damage

isn't affected by the -40% damage debuff on Finale that I left in place. Slice Off is very useful as a means of hurting 3rd rank enemies badly, but also hard to integrate with the rest of Jester's more mobile moves due to its allowed use slots. I'm bouncing those back 1 each to better differentiate the move from Harvest.

- Harvest - Now targets front 3, dmg -33% (was 50%), is only usable from front 2 ranks
- Finale - No longer debuffs Dodge (was -30) or Acc (was -10)
- Slice Off - Now works from rear 2 ranks (was middle 2), can target rear 3 (was middle 2)

## Leper

A common complaint about Leper is their inability to recover their position if they get knocked out of the front rank, so that is the first thing I addressed. Hew wasn't very useful, so it is a great opportunity to attach Forward 1 to the skill and let him use it from the front 3 ranks without making it too good. Purge has good utility for the team, but It would make the skill a lot more appealing if the damage penalty wasn't so severe. Revenge is interesting because it essentially functions as an inverse-Mark, enabling his attacks in exchange for losing a turn and lowering his defenses. However, because raw HP and Prot are the Leper's best defenses, it exposes him to taking a LOT of damage in exchange for essentially just the ability to actually hit things with his 2 basic melee skills. So, I decided to try an approach that does still expose him to a lot of extra damage, but without removing whatever Prot he had from buffs or trinkets. I think it just makes more sense thematically this way, and might even help your other team members.

- Hew - Can be used from front 3 positions, Forward 1
- Purge - Damage mod -50% (was -90%)
- Revenge - No longer debuffs Prot, Mark self 3 turns
- Move - Can now move backwards 1 if desired

## Man-at-Arms

I love this class. It just does everything anyone needs a control focused front liner to do, and excels beyond those expectations by being able to target the 3rd enemy rank with ALL of his moves. I might revisit Riposte in the future, but for now I'll let sleeping dogs lie since a lot of people already love that skill and I don't really use it yet.

- Bolster - Final rank +10 Dodge (was +9)

## Occultist

Occultists are famous for their potentially gigantic heal (but in reality only average at best...), and the woe it can cause when it actually ends up killing your own party member instead of saving them from near-death. Wyrd Reconstruction now heals for a minimum amount, getting someone off Death's Door at least before the Bleed damage potentially puts them back on it. Hands From the Abyss has the unfortunate restriction of only being usable from the front 2 ranks on a character tied with Jester for lowest max HP, so now his 3rd rank builds have more potential variety.

- Sacrificial Stab - Acc 85 (was 80)
- Wyrd Reconstruction - Heals target 1-12 / 1-14 / 2-16 / 2-18 / 3-20, Bleed always 1 dmg / tick (down from 3 at rank 5)

- Vulnerability Hex - Mark (not Debuff) lasts 5 rounds
- Hands From the Abyss - Now also works from rank 3 (was 1-2)

## Plague Doctor

While they do have the strongest Blight effects in the entire game, corpse clearing, and probably the best Stun in the game (Blinding Gas), I still feel like they are limited by how much better some of their skills are than others. Improvements in the targeting and strength of certain skills can open her up to let risky players throw her in the 2nd slot. Incision is a cool idea, thematically, but a very weak skill, so the bleed value has been upgraded. Battlefield Medicine's heal was also too weak to feel significant, so it has been upgraded slightly. Emboldening Vapors was too limited to be useful as compared to stacking mad Blight on targets or throwing Stuns. Now it acts as a powerful team buff. Disorienting Blast not being allowed to target the front rank was just annoying. Besides the corpse clear, which was not usually necessary with all the Blight she has available, it was just an inferior version of Blinding Gas for the most part. Plague Grenade gets reworked because you don't have time to wait for a damage over time skill to kill the rearmost enemies in most situations, and Noxious Blast can target them now in the edge cases where you do actually want to stack a DoT (Prophet, Necromancer).

- Noxious Blast - Can target any rank, Blight chance +10% at all ranks
- Plague Grenade - Blight damage reduced to 1/1/2/2/3, now targets full enemy party, debuffs Dmg 10/12/14/17/20% & Accuracy 1/2/3/4/5
- Incision - Upgraded Bleed value to 2/2/3/3/4 from 1/2/2/2/3
- Battlefield Medicine - Heals 2-3 / 3-3 / 3-4 / 4-4 / 4-5, works from any position
- Emboldening Vapours - Buffs entire team for +2/2/3/3/4 Speed, +10/12/14/17/20% damage for 3 rounds
- Disorienting Blast - Can target any rank

## Vestal

I really like Vestal, but to bring her in line with all the other changes introduced in the mod, she needs attention too. Since her heals are purely that, they should be unquestionably strong. These values may need tweaking, but the way I see it, making it less necessary to spam heals repeatedly is another way of attacking the "drag fights out until everyone is healed" problem. People who play safely are going to end fights in good shape unless Red Hook makes healing completely unviable as an in-combat strategy, that is just how it goes. At first I had added Back 1 to her Mace Bash, but I think that is doing this battle cleric a disservice. I think she should be comfortable in the 2nd slot rather than using her only melee attack to escape from it. Illumination was unusable because monsters with high enough Dodge to need this debuff wouldn't be hit by this attack. Hand of Light not working in the 3rd & 4th rank made it difficult to work into builds and worse than that, 4th slot Vestal only had 4 abilities period, limiting it to a single build. Now Vestals in all ranks except the 1st have a good variety of skills to choose from, within a theme of her more damaging skills being reserved for the front of the formation. With the introduction of Prot debuff on Mace Bash I have created a build decision point by making it and Illumination (Dodge debuff) mutually exclusive via position requirements. She can debuff one or the other, not both :)

- Mace Bash - also debuffs target Prot by 20/22/24/27/30% for 3 turns
- Judgement - Usable from ranks 2&3 only (was 3&4), now heals 3/4/5/6/7 (was 3/3/4/4/5)
- Dazzling Light - Usable from ranks 2-4 (was 3&4)



- Divine Grace - Heals 4-6 / 5-7 / 6-9 / 8-11 / 10-13 (+3 / +4 at rank 5), use from rear 3 ranks (was 2)
- Divine Comfort - Heals 2-3 / 3-3 / 3-4 / 4-4 / 4-5 (+1 / +1 at rank 5)
- Illumination - Accuracy 100 - Usable from rear 2 ranks (was front 3 only)
- Hand of Light - Usable from all ranks (was front 2 only)

## Trinkets

To begin with... Very Common Trinkets are being removed from all drop tables. They're just a waste of inventory space and new players don't realize they're only worth 750g when sold, which is a /bad deal/ when considering dropping other loot from your inventory in order to pick one up in most situations. Besides this, the game has plenty of Common, Uncommon, Rare, Very Rare, Ancestral, and Trophy trinkets anyway, and I'm going to be improving some of those ones eventually. This means Very Commons would be even more worthless than they already tend to be in vanilla. Improving them as the new starting point by which all other trinkets are compared would be pointless power creep. Common and Uncommon trinkets will take over the drop table position Very Common used to fill for the most part. I'm also slightly increasing the odds of Rare / Very Rare / Ancestral trinket drops by a small amount just because they were so low it is possible you were unlikely to ever actually see them drop in-dungeon before you finish the game. For example, a 2% chance of a Very Rare in Veteran Dungeons and a 3% chance of Ancestral in Champion Dungeons (both of these are now 5%). If you're curious what the drop tables look like, refer to:

D:\Steam\SteamApps\common\DarkestDungeon\loot\loot.json

The basis for all other Common, Uncommon, Rare, and Very Rare trinket changes are that negative effects have been removed from all Trinkets (some may be reinstated if it makes sense thematically, like the Reckless Charm, Double-Edged Pendant). I'm not done there, this is just my jumping off point into a more in-depth look at the Trinket system. The goal right now is just to have at least 2 ideal class-specific trinkets for each class so that when you get to a certain point in the game you will have a hard decision to make about which 1 you keep with you in the Darkest Dungeon. This should make Trinket hunting and buying more exciting. Removing most of the negative effects associated with most Trinkets, as well as removing Very Commons from the drop tables will make finding Trinkets feel more rewarding and fun.

Special thanks to **Oks** for doing that in their own mod first:

<http://www.nexusmods.com/darkestdungeon/mods/76/?>

I'm not just going to bundle their mod into mine, though. Many trinkets won't be changed, but I'm going down the list 1 by 1 and making sure I like them all. Any changes beyond just the negatives being removed will be listed in my notes here. For the sake of clarity I'm putting all Trinket related information into a spreadsheet since it is much easier to organize large quantities of data that way. Future versions of this mod will have more extensive Trinket changes.

[https://docs.google.com/spreadsheets/d/1KW2\\_cLiRyjhhABSqDFUyJxIOUxEVeX4QxcpsukE9YkA/](https://docs.google.com/spreadsheets/d/1KW2_cLiRyjhhABSqDFUyJxIOUxEVeX4QxcpsukE9YkA/)

# Camping Skills

Camping skills are awesome in general, but some offered subpar value for what they did relative to others.

## [Abomination](#)

Anger Management - Time Cost 2 (was 3)

Psych Up - Time Cost 3 (was 4)

Eldritch Blood - Time Cost 2 (was 3)

## [Bounty Hunter](#)

Planned Takedown - Time Cost 3 (was 4)

Scout Ahead - +40% Scout Chance (was +35%)

## [Crusader](#)

Stand Tall - Time Cost 3 (was 4)

Zealous Vigil - Time Cost 3 (was 4)

## [Hellion](#)

Battle Trance - No longer debuffs outside position 1

## [Highwayman](#)

Unparalleled Finesse - Time Cost 3 (was 4)

Clean Guns - Time Cost 3 (was 4)

## [Man-at-Arms](#)

Maintain Equipment - Time Cost 3 (was 4)

Instruction - Time Cost 2 (was 3)

## [Occultist](#)

Dark Ritual - Time Cost 3 (was 4)

Unspeakable Commune - Time Cost 2 (was 3)

## [Plague Doctor](#)

Experimental Vapors - Time Cost 3 (was 4)

## [Vestal](#)

Bless - Time Cost 2 (was 3)

## Town / Loot

Well then. I was going to save this part of the mod until later, but I realized it is possible to unlock all town buildings IMMEDIATELY on reaching the Hamlet. So, that is a part of the mod now! You can also enable this shortcut in vanilla games by using the command line option -skiptutorial when launching the game. You can also use -disablevideo and you won't need to skip past the intro video when starting up the game each time.

### General

Resolve XP is a contentious issue on the forums and Reddit right now. The general consensus is that Gold grind is actually worse than XP, and I'm inclined to agree based on my own experiences. Since the game forces your characters out of lower level dungeons once they are 2 levels above them is difficult to balance progressing people with defeating bosses early on. If you have no deaths for the first 30 weeks it is especially annoying to plan for how you will make sure no boss goes unkilld at each difficulty level (it takes 16 level restricted dungeon worth a Long in XP just to unlock the Champion versions of each boss!). In the interest of making sure those bosses die without punishing players who are really good at not losing people, I'm extending the duration heroes spend at the final Resolve level before being disqualified from their current setting by a bit. This should also serve to allow each team to gain a little more Gold before needing their final gear set and skill ranks.

Often new characters spawn in the Stage Coach with a pair of awful quirks you can't ignore. I frequently take on a new person and immediately send them to the Sanitarium for treatment if they only have 1 awful quirk, but expecting players to do that twice before a Hero becomes playable is just frustrating. To that end, I'm forcing all heroes to only spawn with a maximum of 1 positive and negative quirk, and a minimum of 0. The way I see it, you should get a chance to get attached to your characters before the game loads them down with bad quirks and makes you decide if the person is worth treating or just getting rid of.

- All buildings are now available immediately upon completing the introduction
- XP to Level Changed for L3 to 16 (was 14), for L5 to 40 (was 36), for L6 to 52 (was 48)
- All Heroes now generate with 0-1 positive and negative quirk at the Stage Coach (was 1-2)

### Loot & Inventory

I'm going to boost the value of Jade & Citrine as currently carrying a max stack of either is only worth 1000g (500g less than carrying a stack of Gold directly). I'm making carrying restrictions less severe in general by allowing up to 2 Firewood or 3 Quest items in one stack, which should allow players to carry more loot out each trip rather than have to give a lot of it up. Keep in mind I'm not generating any extra treasure for you, just letting you carry more of what you already earned back out with you. Dare you let your greed get the better of you, and extend your visits in the dungeons? This is just a positive change no matter how I look at it because it moves the decision point from "Do I drop Herbs or Jade?" to "Do I keep going?", which is a much more interesting decision with potentially much greater consequences.

- Sale value of Jade 300g (was 250g)
- Sale value of Citrine 400g (was 250g)

- Max stack size of all regular gems increased to 5, Puzzling Trapezohedron to 2
- Max stack size of Crests increased to 16 (was 12)
- Max stack size of Deeds increased to 8 (was 6)
- Max stack size of Busts increased to 8 (was 6)
- Max stack size of Portraits increased to 4 (was 3)
- Firewood now stacks to 2 (was 1)
- All Quest related items now stack to 3 (was 1)
- Doggie Treats now stack to 6 (WOOF!)

## Building Upgrade Prices

Another strong way to approach the Gold grind issue is to lower Heirloom upgrade requirements. This is a double pronged attack. First, it makes buying the Gold discount upgrades easier, saving you money directly sooner than you would have previously. Second, the sooner you no longer need to carry heirlooms out of dungeons, the sooner you can start ignoring them in favor of Trinkets, Gems, and actual stacks of Gold. Due to the inventory changes above that might be less of an issue, but I'm sure Long dungeons with multiple Trinket drops can still load a party down easily.

Some thematic tweaks were also introduced, such as associating the cost curve closer with the nature of the actual upgrade being provided in the Abbey, Tavern, and Sanitarium. The Stage Coach has the same total cost, but more of it was pushed into the Hero Barracks to help provide more recruitment choices earlier in the game.

- Stage Coach
  - Stage Coach Network - Reduced costs to 3 / 6 / 9 / 12 / 15 (45, was 60)
  - Hero Barracks - Costs changed to 5 / 10 / 15 / 20 / 25 (75, was 60)
  - **Total - 120 Deeds + 120 Crests, same as original, just tweaked for flow**
- Guild
  - Instructor Mastery - 6 + 12 / 12 + 24 / 18 + 36 / 24 + 48 (60 + 120, was 78 + 156)
  - Training Regimen - 3 + 9 / 6 + 12 / 9 + 18 / 12 + 24 / 15 + 30 (45 + 90, was 40 + 92)
  - **Total - 105 Portraits + 210 Crests, was 118 + 248**
- Blacksmith
  - Weaponsmithing - 5 + 8 / 10 + 16 / 15 + 24 / 20 + 32 (50 + 80, was 136 + 90)
  - Armorsmithing - 5 + 8 / 10 + 16 / 15 + 24 / 20 + 32 (same as Weaponsmithing)
  - Furnace - 10 + 10 / 15 + 15 / 20 + 20 / 25 + 25 / 30 + 30 (100 + 100, was 90 + 60)
  - **Total - 200 Deeds + 260 Crests, was 362 + 240**
- Abbey
  - Cloister - 3 + 3 / 6 + 6 / 9 + 9 / 6 + 6 / 12 + 12 / 18 + 18 (54, was 80)
  - Transept - Same as Cloister
  - Penance Hall - Same as Cloister
  - **Total - 162 Busts + 162 Crests, was 240 + 240**
- Tavern
  - Bar - 2 + 2 / 4 + 4 / 6 + 6 / 4 + 4 / 8 + 8 / 12 + 12 (36, was 41 + 80)
  - Gambling - Same as Bar
  - Brothel - Same as Bar
  - **Total - 108 Portraits + 108 Crests, was 123 + 240**
- Sanitarium

- Treatment Library -  $3 + 3 / 6 + 6 / 9 + 9 / 12 + 12 / 15 + 15$  (45 + 45 was 57 + 30)
- Medical Devices -  $3 + 3 / 6 + 6 / 9 + 9 / 12 + 12 / 15 + 15$  (45 + 45, was 57 + 30)
- Patient Cells -  $15 + 15 / 15 + 15 / 30 + 30 / 30 + 30$  (90 + 90, was 120 + 60)
- **Total - 180 Busts + 180 Crests, was 234 + 120**
- Nomad Wagon
  - Wagon Size -  $15 / 30 / 45 / 60$  (150, was 240)
  - Merchant Network -  $10 / 15 / 20 / 25 / 30$  (100, was 240)
  - **Total - 250 Crests , was 480**
- Survivalist
  - Bonfire -  $30 / 35 / 40 / 45 / 50$  (200, was 480)
  - **Total - 200 Crests, was 480**
- **GRAND TOTALS**
  - Crests - 1490, was 2168
  - Busts - 342, was 405
  - Deeds - 320, was 422
  - Portraits - 213, was 241

## Wish List / To-Do

Make Trophy trinkets and Ancestor trinkets better. Right now they.. exist.  
Come up with a minimum of 2 Rare and Very Rare trinkets for each class.  
Possibly revamp all tiers of trinkets once the class specific ones are done  
Sly Eyepatch redo  
Pep Talk  
Sanctuary  
Emerald value?  
Virtuous Chalice  
Diseased Herb