**Patch Notes**

**Introducing Skill Assist**

If you are partied with a character and have the relevant skill, you may now *assist* him when making skill checks.

When assisting, you roll a d12:

1     -- You are a hindrance and the skill check takes a -1 penalty. You get no experience for the assist.

2-4  -- You neither aid or hinder your mentor. You get 1/2 check in the skill.

5-10 -- You assist your mentor, giving him a +1 to his check. You get 1/2 check in the skill.

11  -- You are very helpful, giving your mentor a +1 to his skill check, and a reroll for the check. You get 1/2 check in the skill, and an additional 1/2 check if the skill check is ultimately successful.

12   -- You are very helpful, giving your mentor a +2 to his skill check, and a reroll for the check. You get 1/2 check in the skill, and an additional 1/2 check if the skill check is ultimately successful.

Note: If your skill level is more than 5 less than your mentor's or more than 5 less than the DL of the skill check in question, you take a -1 to the roll.

**Pet Summon Fixes**

We recently received reports of certain players having trouble summoning their animal companions. We have resolved an issue where the animal companion code was incorrectly reading players' remaining inspiration as being zero.

Animal companion summoning should be working now.

**Creature AI Fixes**

The AI for several creature types, including kobolds and spiders, was not correctly activating special abilities. Creatures should be activating abilities normally now.

**Experience Rebalance**

Experience has been rebalanced slightly. Every level, the game now tracks how many times each tagged skill has increased. In any given level, once a skill has given you 2 XP, you can no longer put free checks into that skill. You can still raise the skill through use, but you can no longer "rush" that skill using your free checks.

We hope this will curb the practice of players piling checks into their combat and magic skills, and thus having inflated skill levels for their overall level.

The devs at VisionEerie Enterprises hopes you have a great time in the World of Spheria!

**Forum Posts for Week 3**

***Leonardo writes:***

**CMV: White Knight in Underpowered**

A Pilgrim with the correct background outperforms White Knight any day.

***Paladina replies:***

Tanking?

***Leonardo replies:***

Like we need tanks in this game. Everyone just pushes their combat skills/dodge and you don’t need tanks. White Knight is trash.

***WhiteKnightRider replies:***

I get Taunt, extra hit points, access to the best weapons and armor in the game, and an unkeyed heal when I attack? You’re nuts! I’d like to see your Pilgrim tank any difficult content.

***Leonardo replies:***

Like we need tanks in this game. Everyone just pushes their combat skills/dodge and you don’t need tanks. White Knight is trash.

***Jacko writes:***

**Using Essence to Learn New Potion Recipes**

Most people know that you can use essence to create magic weapons, armor and jewelry. However, did you know you can also use essence to learn new potion recipes?

Many new alchemists are confused about how to learn new potion recipes. You get a handful of low-tier recipes at the beginning of the game, and you can buy a few more recipes as you find NPCs and stores around the world. However, there is a whole library of recipes that you cannot learn from NPCs. The only way to learn these special recipes is to use essence.

The process is simple. You start with a Base Potion of the correct tier. You then add the essence and succeed at an alchemy skill test. If you succeed, you now have an identified potion. Each essence has a number of unlockable recipes – usually around 4 or so. The potion you get is randomly chosen from the possible potions that can be unlocked by the essence.

If you want, you can “lock” a specific potion recipe to a specific essence by using a scribe’s recipe book. Every book stores the set of ingredients you used and then locks it to a particular result. Later, if you make a potion using a “locked” essence, you are guaranteed to get the same result.

For instance, one of the earliest essences you will find are Kobold Scales. These things are pretty common on Starter Island, and a beginning alchemist might find himself with several after a few adventures. Scales have .. possible results when used to create a potion:

* Minor Fire Resist
* Minor Poison Resist
* Flame Spittle
* AV +1
* Reflex +2
* Wit +2

If you put a scale into a base potion, you will get one of these possibilities. Let' say we get Flame Spittle. We can either create another potion, getting a new random result, or if we want the ability to reliably create Flame Spittle potions in the future, we can lock the recipe in a recipe book. If I do that, every time I use a base potion and a kobold scale, I will get a Flame Spittle potion.

But… each recipe stores a single set of ingredients and locks it to a single result, and each essence has many possible results. So, does that mean you can only ever craft one possibility from each essence? Sort of… The recipe book records a specific set of ingredients and maps it to a specific potion. Our Flame Spittle potion is created when we use a Tier 1 Base Potion and a Kobold Scale. If we use a Tier 2 Base Potion and a Kobold Scale, we get another randomized result – at the cost of a more difficult and expensive potion to make.

Once a new alchemy recipe is copied into a book, the essence ingredient is replaced by a number of chem resources related to the effect and the tier of the new potion. This is 1d3 for tier 1, 2d3 for tier 2, etc. However, even though an essence is not required anymore for the newly copied potion, that tier potion for that particular essence is locked – you will never learn another result from that specific combination.

Also, there is an unconfirmed rumor that some potions results are super-rare and only show up a fraction of the time. Another rumor tells of unique potions that are only creatable by the first alchemist to discover and lock them in a recipe book.

***Paladina writes:***

How do I start a guild?

***Domin8 replies:***

You need 4 people and 1000G to start a guild. You cannot start a guild on the Starter Island. You must wait until you are on the main landmass. Any town will have a Guild Registrar that you can use to get started.

***Leonardo replies:***

There are dozens of guilds in the game already. Don’t start your own. They are expensive to maintain, especially if you want any of the guild amenities/boosts.

***Loresee writes:***

Why the heck are there giant spiders in this game!!!?!!?@