**New Item Sets**

High Isle introduces several new item sets and Mythic Items to acquire:

* Overland
  + Blessing of High Isle – Light
    - 2 – Adds 1096 Maximum Magicka
    - 3 – Adds 129 Magicka Recovery
    - 4 – Adds 1096 Maximum Magicka
    - 5 – When you are healed while in combat, increase your Weapon and Spell Damage by 369 for 5 seconds.
  + Steadfast’s Mettle – Medium
    - 2 – Adds 129 Stamina Recovery
    - 3 – Adds 1096 Maximum Stamina
    - 4 – Adds 1096 Maximum Stamina
    - 5 – While you have a food buff active, reduce the cost of your Core Combat Abilities by 25%
  + Systres’ Scowl – Heavy
    - 2 – 1096 Maximum Stamina
    - 3 – 1206 Maximum Health
    - 4 – 1096 Maximum Stamina
    - 5 – When you Bash an enemy, place Systres’ Scowl on them for 15 seconds. When hit by a Light Attack, a target with Systres’ Scowl takes 1973 Frost Damage, up to once every second.
* Crafted
  + Druid’s Braid
    - 1 – Adds 1540 Maximum Health
    - 2 – Adds 1401 Maximum Magicka
    - 3 – Adds 1401 Maximum Stamina
    - 4 – Adds 1540 Maximum Health
    - 5 – Adds 1401 Maximum Magicka
    - 6 – Adds 1401 Maximum Stamina
    - 7 – Adds 1540 Maximum Health
    - 8 – Adds 1401 Maximum Magicka
    - 9 – Adds 1401 Maximum Stamina
    - 10 – Adds 1540 Maximum Health
    - 11 – Adds 1401 Maximum Magicka
    - 12 – Adds 1401 Maximum Stamina
  + Order’s Wrath
    - 2 – Adds 657 Critical Chance
    - 3 – Adds 657 Critical Chance
    - 4 – Adds 657 Critical Chance
    - 5 – Adds 943 Critical Chance
    - 5 – Increases your Critical Damage and Critical Healing by 8%
    - (changed the line of wpn damage to crit bcs its made no sense to have wpn and spell damage on this set)
  + Serpent’s Disdain
    - 2 – Adds 1096 Maximum Stamina
    - 3 – Adds 1206 Maximum Health
    - 4 – Adds 1096 Maximum Magicka
    - 5 – Increase the duration of Status Effects you apply by 16 seconds.
* Trial
  + Whorl of the Depths – Light
    - 2 – Adds 129 Weapon and Spell Damage
    - 3 – Gain Minor Slayer at all times, increasing your damage done to Dungeon, Trial, and Arena Monsters by 5%
    - 4 – Adds 129 Weapon and Spell Damage
    - 5 – Adds 657 Critical Chance (Perfected only)
    - 5 – When you deal damage with a Light Attack, you apply Whorl of the Depths to the target, dealing Frost Damage over 8 seconds. When this effect ends, a 5 meter whirlpool is created under the target for 6 seconds and deals Frost Damage every 1 second. This effect can occur once every 18 seconds and scales off the higher of your Weapon or Spell Damage.
  + Pillager’s Profit – Light
    - 2 – Adds 4% Healing Done
    - 3 – Gain Minor Aegis at all times, reducing your damage taken from Dungeon, Trial, and Arena Monsters by 5%.
    - 4 – Adds 1096 Maximum Magicka
    - 5 – Adds 129 Magicka Recovery (Perfected only)
    - 5 – Casting an Ultimate ability while in combat grants 28% of the cost as Ultimate to up to 11 group members within 12 meters. Group members can only be affected by this set every 25 seconds.
  + Coral Riptide – Medium
    - 2 – Adds 657 Critical Chance
    - 3 – Gain Minor Slayer at all times, increasing your damage done to Dungeon, Trial, and Arena Monsters by 5%
    - 4 – Adds 1487 Offensive Penetration
    - 5 – Adds 1487 Offensive Penetration (Perfected only)
    - 5 – Increase damage done to non player enemies by up to 12% based on your missing Stamina
    - (changed this to act like bahsai seeing as how 740 wpn damage is an insane value and is very easily kept up in pvp. This is meant to be a pve set so no reason for that kind of insane pvp value)
  + Pearlescent Ward – Heavy
    - 2 – Adds 1206 Maximum Health
    - 3 – Gain Minor Aegis at all times, reducing your damage taken from Dungeon, Trial, and Arena Monsters by 5%.
    - 4 – Adds 4% Healing Taken
    - 5 – Gains 1206 Maximum Health (Perfected only)
    - 5 - Grants you and up to 11 other group members Pearlescent Ward.Pearlescent Ward increases Weapon and Spell Damage by up to 180 based on the number of group members that are alive.Pearlescent Ward increases damage reduction from non-player enemies out of 66% based on the number of group members that are dead.
* Mythic
  + Dov-rha Sabatons
    - 1 – While Sprinting gain a stack of Draconic Scales every 0.5 seconds, granting you 880Armor, up to 10 stacks max. Upon stopping you deal Physical Damage per stack in an 8 meter shockwave, gain a damage shield equal to damage dealt, and retain Draconic Scales for 10 seconds but cannot gain new stacks. At 10stacks, this damage will also stun for 2 seconds. The damage scales off the higher of your Physical or Spell Resistance.
    - (changed this to only go to 10 stacks because 1600 resists is absolutely absurd people already dont die we dont need them to be even tankier)
  + Lefthander’s War Girdle
    - 1 – Roll Dodge no longer evades attack and instead grants a damage shield that absorbs up to 20990 damage over 1 second. This damage shield is unaffected by Battle Spirit.
  + Mora’s Whispers
    - 1 – Gain up to 1528 Critical Chance and 10% increased Inspiration, Alliance Rank, Alliance skill, and monster kill experience based off how many books of Shalidor's Library have been collected.
  + Oakensoul Ring
    - (the newest version of this is fine)  
      Replaced the Major Endurance, Fortitude, and Intellect with their Minor buff counterparts as these are far harder to obtain.This set now also grants Major Brutality, Major Sorcery, Major Berserk, Major Protection, Major Force, and Major Heroism.
  + Sea-Serpent’s Coil
    - 1 – While at full Health, you gain 30% damage reduction. After taking damage while at full Health in combat, you gain Serpent's Rebuke for 5 seconds, snaring yourself by 30% and gaining Major Berserk and minor Courage, increasing your damage done by 10% and Weapon and Spell Damage by 215.The damage reduction does not apply while Serpent's Rebuke is active.
    - (edited the buffs and stats of this to make it more balanced on range builds)

Dragonknight

* Ardent Flame
  + Fiery Breath
    - Engulfing Flames (morph): Reduced the Flame Damage taken bonus on this morph to a maximum of 5%, down from 10%. The total sum of Weapon and Spell Damage needed to reach the cap remains the same.(nerfed this even more as dk damage is the issue in the game currently and it needs to be toned way down)
      * Lava whip
        + Molten whip(morph) reduced the wpn and spell damage gained per stack to 65 down from 75. Reduced the damage gained from each stack to 28% down from 33%
        + (im not sure if this is too much but this ability hits way too hard and is over performing)
      * Searing strike
        + Reduced the damage over time effects of both of these morphs by 10% but increased the direct damage by 10%.
        + (again this skill does way too much damage for what it does and is overperforming in pvp)
        + Burning Embers (morph): Reduced the healing value from this morph to up to 50%, down from up to 100%.(this change isnt needed the healing is fine the damage is the problem)
      * Combustion: This passive now has a cooldown of 3 seconds, up from .5 seconds (amazing change big pat on the back here for real)
* Draconic Power
  + Dark Talons
    - Choking Talons (morph): Reduced the cost of this morph to 3510, down from 4050.
  + Spiked Armor
    - (this change is super random and completely not needed)
      * Coagulating Blood (morph)
        + This morph no longer reduces in cost, but instead increases the healing bonus based on your missing Health to 50%, up from 33%.
        + The healing bonus is now a true value, rather than an additive value.
        + Reduced the base healing of the skill by approximately 3% to fix some calculation errors.
        + (another actually amazing change)
* Earthen Heart
  + Obsidian Shield
    - Fragmented Shield (morph): Increased the duration of Major Mending granted from this morph to 6.667 seconds at base, up from 5 seconds. Don’t worry though, it’ll reach a nice whole number when you have your Eternal Mountain passive maxed out.
      * Corrosive armor (morph):
        + Now only lasts 5 seconds down from 10. It will now apply the ignored resists to your dots as well
        + (im not 100% sure what to do with this but it needs something done this ability is simultaneously the best offense and defensive ultimate in the game for pvp)
      * Obsidian shard morph
        + Id like to see this turned into an aoe hot of some sort maybe magma can swirl around you and heal allies within like 8 meters or something. In its current state its super useless

Necromancer

* Grave Lord
  + Shocking Siphon
    - Make it restore mag and stam rather than just mag
      * Frozen colossus morph
        + Im not sure what id do with this but it needs something as its useless compared to the other morph right now
* Bone Tyrant
  + Bone Armor
    - Beckoning Armor (morph): This morph now attempts to pull valid targets once every 2 seconds, up from once every 3.(not sure why this was changed)
  + Death Scythe
    - Ruinous Scythe (morph):
      * This morph now deals Bleed Damage, rather than Physical.
      * This morph now applies the Hemorrhaging status effect on damage dealt.
      * This morph now sets all enemies Off Balance on hit, rather than every 3rd cast.
      * (only thing i can add here is that i would like to see the damage of both morphs pulled into line with something like whirlwind so that its actually useable)

Deaden pain morph

This morph now gives major sorcery and brutality for 20 seconds after siphoning a corpse

(this morph is completely useless rn compared to the other and necero doesn't have these buffs while all the other classes do this is the place that makes the most sense to put it while keeping the theme of corpse generation)

Ghostly embrace morph

This is useless in both pve and pvp i would like to see this changed into a normal fear as i feel like that would make more sense. You could honestly just copy and paste the nightblade fear here and it would be perfect.

* Living Death
  + Expunge
    - Hexproof (morph):
      * Reduced the cost of this morph to 1670 at its final rank, down from 1880.
      * The morph tooltip now properly states it reduces in cost as the ability ranks up.

Blood sacrifice morph

Something needs to be done with this its useless in its current state and there is no reason to choose it over the other one. Personally i would just make it aoe without the corpse and then if you consume a corpse you can get some mag back. This would make it more viable and possibly used on healers.

* + Restoring Siphon
    - Restoring mag and stam is all it needs

Nightblade

(Nightblade itself is in a good spot but the damage combined with caluurions is a little bit overperforming in bgs and cyro so maybe adjust the damage of that set)

* Assassination
  + Mark Target
    - Piercing Mark (morph):
      * Fixed an issue where the heal from this morph was lower than the base ability.
      * Increased the duration of the effects to 60 seconds at rank IV, up from 30.
  + Teleport Strike
    - Ambush (morph):
      * Increased the duration of Empower granted from this morph to 10 seconds, up from 3.
      * This morph now also grants Minor Berserk for its duration.
      * Relentless focus
        + This morph is super useless now as the mag version does more damage so id like to see something done with this
* Shadow
  + Path of Darkness
    - Refreshing Path (morph): This morph now also grants Minor Endurance and Intellect for 4 seconds each tick.
  + Veiled Strike
    - Surprise Attack (morph): Fixed an issue where this morph had no upgrades as it ranked up. It will now deal 1.1% more damage per rank.
* Siphoning
  + Drain Power: Increased the duration of Major Brutality and Sorcery granted from this ability and its morphs to 30 seconds, up from 20, to make up for the fact that they require a target to gain these effects.
    - Power Extraction (morph): This morph now also grants the caster Minor Courage for 30 seconds upon dealing damage.
  + Soul Shred:
    - Fixed an issue where this ability and its morphs could ignore line of sight in some cases.
    - Fixed numerous issues where the damage or healing from these abilities could use the wrong stats to scale.
      * Funnel health morph
        + Id like to see this swapped to a normal hot instead of one that relies on doing damage as most of the time your gonna take this skill its on a healer and you dont do damage anyway thus making it a useless hot

Sorcerer

* Dark Magic
  + Crystal Shard
    - Crystal Fragments (morph):
      * This morph now activates off any non-Ultimate active ability cast, rather than only Magicka costing abilities.
      * Reduced the proc chance to 33%, down from 35%.
    - Crystal Weapon (morph): This morph now causes your next two Light or Heavy Attacks to deal bonus damage, up from 1. There is a small cooldown on this to avoid the ability to instantly proc both, though!
    - This morph now increases the base cost to 3443, up from 2295, to account for the fact that you are capable of getting off two casts of the ability for the price of one.
    - Increased the duration of the skill to 6 seconds, up from 4, to improve accessibility of the skill's charges for Heavy Attack builds.
    - This ability can no longer proc on the beginning ticks of channeled Heavy Attacks, to prevent the ability to overload a single attack with tremendous burst.
    - (this is a great change again GJ pat on the back)
* Daedric Summoning
  + Summon Storm Atronach
    - Summon Charged Atronach (morph): This morph’s Area of Effect damage now always applies the Concussed status effect.
* Storm Calling
  + Lightning Form
    - Boundless Storm (morph): Fixed an issue where this ability’s visual effects were not in sync with their combat effects.
  + Mages’ Wrath
    - Endless Fury (morph): Reduced the cost of this morph to 2160, down from 2430 to help reinforce the idea that you are able to endlessly cast it.
  + Overload
    - Energy Overload (morph): This morph now restores up to 1200 Magicka and Stamina, rather than up to 1192 Magicka. The restore now happens any time you use the Light or Heavy Attacks, rather than only when they deal damage.
  + Surge: Fixed an issue where the Major Sorcery granted from this ability was not ranking up in duration.
    - * + Im not sure what id do more for sorc but i know alot of stam sorc mains feel this class is underperforming

Templar

* Aedric Spear
  + Sun Shield
    - Blazing Shield (morph):
      * Increased the radius of this morph to 8 meters, up from 6, to better match its visual effects.
      * Fixed an issue where the damage could fail to activate in many cases.
* Dawn’s Wrath
  + Backlash: Increased the cost of this ability and the Purifying Light morph to 2160, up from 2000.
    - Power of the Light (morph): Reduced the cost of this morph to 1337, down from 1700.
  + Eclipse
    - Living Dark (morph): This morph's heal no longer scales with stats and instead heals for a base of 2000 Health when it triggers.  
      (amazing change they needed this as this class is almost unkillable)
    - Increased the duration of this morph to 10 seconds, up from 4.
    - Reduced the cost to 4050, down from 4320.
  + Solar Flare
    - Dark Flare (morph): Reduced the cost of this morph to 2430, down from 2700.
* Restoring Light
  + Rite of Passage
    - Practiced Incantation (morph): This morph now allows you to move at a reduced rate while channeling it, rather than being unable to move at all.
  + Overall notes is that templar needs to be looked at a bit more im not sure what id do with the class as i dont play it so i dont really have a say but its overperforming right now.

Warden

* Animal Companions
  + Feral Guardian
    - Wild Guardian (morph):
      * This morph now deals 10% more damage, up from 5%, to ensure it deals similar damage to Eternal Guardian when you take the Piercing Magic passive.
      * This morph now converts the damage to Bleed Damage instead of Physical, and each attack applies the Hemorrhaging status effect. Wild.
  + Scorch
    - Deep Fissure (morph): This morph now also applies Minor Breach to enemies hit for the duration.
      * Dive and its morphs
        + Personally i would remove the restriction of having to be 7 meters away to proc the off balance this is a pointless restriction and just makes the skill super unviable and hard to use as you have to walk out of shalk range most of the time to set it up
* Green Balance
  + Healing Seed
    - Corrupting Pollen (morph): This morph now also applies Minor Cowardice to enemies in the area, to help it gain some viability in PvE areas.
* Winter’s Embrace
  + Arctic Wind
    - Arctic Blast (morph):
      * This skill doesnt really need a nerf as its wardens only reliable stun if anything it needs to be reworked so that the stun is more reliable and easier to combo off of and set up
    - Developer Comment:
    - Right now, this ability is offering too much offensive nature for the Warden, allowing them to line up their burst perfectly with Scorch to remove counter play. By increasing the stack count required, there should be less of a guarantee with this combination and require more reactive play from the caster, while the increased duration of tracking helps also reduce the ease of counter play by backing off for 1 second from the Warden to completely avoid the stun.
      * (this is just false even with this stun in its current form this class is still wildy underperforming as this stun is super clunky and only really works in duels its very hard to pull off against people who are watching for it)
  + Crystallized Shield
    - Crystallized Slab (morph): This morph now also stuns the target upon dealing damage.

This is fine but its not really need wardens are already so tanky

* + Frost Armor
    - Expansive Frost Cloak (morph): Expanded the radius of this morph to 36 meters, up from 28.
  + Sleet Storm
    - Northern Storm (morph): This morph now grants up to 15% Max Magicka and stamina for 30 seconds. This should help the Ultimate be more impactful across play styles.

No reason to swap this to weapon damage as that really hurts magden giving this stam makes it super viable on stamden as well

* + Overall magden is decent but stamden needs alot of help in pvp.

Weapon

* Two Handed
  + Reverse Slash
    - Reverse Slice (morph): This morph no longer deals damage based on its initial hit and instead deals damage to all targets around the initial.
* One Hand and Shield
  + Defensive Stance
    - Defensive Posture (morph): Fixed an issue where the passive bonuses from this morph could fail to apply in some cases.
  + Power Bash
    - Power Slam (morph): This morph’s passive, Resentment, now reduces the cost of your next Power Slam by up to 50%, rather than increasing its damage by 33%.
    - (i don't think this change is needed. Bash builds are strong but super niche and not often used outside of having fun )
  + Overall for weapons i'd like to see something done with bow passives as most are pretty useless unless your spamming snipe.

Armor

* Heavy Armor
  + Heavy Armor Bonuses: Adjusted the bonus damage to Bash Attacks to grant 30 more damage per piece of Heavy Armor worn, rather than 3% more damage.

Vampire

* Bloody Frenzy:
  + This ability and its morphs now grant up to 5 stacks, rather than 10. The total Weapon and Spell Damage granted is left untouched.
  + The cost now increases by 360 per tick, up from 250, for Blood and Simmering Frenzy, while the cost for Sated Frenzy is now 300, rather than 200. This will result in an approximate 20% cost reduction for each morph.
  + (not sure why ganking always gets nerfed when its a basic part of mmos)
  + Feed: This synergy now heals you to full Health after successfully casting on a target and feasting upon their life essence. Delicious!
  + Vampiric Drain: Fixed an issue where this ability and its morphs could be reflected despite being beams. Stop draining yourself!
* Werewolf
  + Hircine’s Bounty
    - Hircine’s Fortitude (morph): This morph now grants Minor Endurance and Fortitude for 20 seconds after casting, rather than a unique amount of Health and Stamina Recovery based on the healing caused for 6 seconds.
    - Hircine’s Rage (morph):
      * This morph now also reduces the ability cost to 5063, down from 3737.
      * Increased the duration of the Major Berserk and damage taken to 10 seconds, up from 6.

Guild

* Fighters Guild
  + Silver Bolt
    - Silver Shards (morph): Fixed an issue where this morph could sometimes fail to be recognized as a Stamina costing ability for certain proc conditions.
* Mages Guild
  + Equilibrium: Fixed an issue where this ability and its morphs could not be cast if you had less than 6000 Health, even if the cost was less than 6000.
  + Fire Rune: Fixed an issue where the explosion from this ability and its morphs couldn’t be seen by enemies.