



Resurgence of the Storm

Release Notes - 1/1/2024

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Introduction to Resurgence of the Storm

Important links:

- [Official LFG & installation Discord server](#)
Regular link: <https://discord.gg/QDG5Gn4KKC>
- [Release Trailer](#)
- [Reddit Post](#)

What is Resurgence of the Storm?

Resurgence of the Storm (RotS) is a recreation of Heroes of the Storm, in the form of a playable mod for Starcraft 2. It has been in development for over 4 years, and is finally being released to the public!

How do I play Resurgence of the Storm?

Resurgence is played through the Starcraft 2 client and can be found in the Arcade section. Before playing the mod a set of files is needed, which can be installed through the Resurgence of the Storm patcher which can be found on the official [Discord](#).

Follow the step-by-step guide on how to install, which will download the 13~ gigabytes of assets (models/textures/sounds) needed for the mod.

After installing RotS for the first time, the patcher can be used again whenever there is an update to RotS, to quickly and easily install the newly updated files - these will not require large downloads.

What's new in Resurgence of the Storm?

Currently there are [15 heroes](#), of which nearly all have balance changes or new talents compared to HotS. Arthas has a full rework, and Selendis and Talandar are newly created heroes. More heroes are also currently in development.

How do I find people to play with?

There is no matchmaking system. To play RotS, go to the [#looking-for-game](#) channel in the [Discord](#) server to find lobbies to play in. Lobbies will need to be hosted by players.

You can also make these lobbies public and join them through the SC2 lobby browser. Only players who have files installed can join.

What limits does RotS have, compared to HotS?

As a custom mod, there are some limitations that cannot be bypassed due to key engine differences. The main ones are:

- Ability Casting settings cannot be changed. Every player has the "On Release" setting.
- Body blocking around heroes and associated pathing is different.
- UI update rate is locked to 16hz, rather than monitor framerate.
- Some models can not be ported, such as XP globe models; XP globes use a different model in RotS.

Closing words

We have poured immense amounts of time and passion into RotS. If you want to support us, you can do so at [Patreon](#) or [Boosty](#). We hope you enjoy the game, and have fun.

It's time for HotS to respawn - with [Resurgence of the Storm](#).



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New Hero: Talandar



Talandar is a sturdy high damage bruiser, able to stand his ground against- or topple over most foes. His praetor form gives him a unique Purifier twist to the protoss way of combat, powering up his abilities with Solarite to overwhelm unprepared foes.

Basic Abilities

Solarite Core [D]

Abilities gain additional effects for each point of **Solarite Energy** Talandar has and consume 1 **Energy** when cast.

Talandar has a maximum of 3 **Solarite Energy** and regenerates 1 **Energy** every 2 seconds.

Recharge [1]

Channel for 1.5 seconds to restore 3 Energy. Gain 30 Armor while channeling.



Thunderous Charge [Q]

Move toward an area, knocking aside enemies and dealing light damage. If at least one Hero is hit, reduce the cooldown.

Solarite Energy: Gain 20 Armor, increased by 10 per each **Energy** for 3 seconds.



Whirlwind [W]

Deal medium damage to nearby enemies. Deals 100% increased damage to all enemies if exactly one Hero is hit. Each enemy hit heals Talandar, increased for all Heroes.

Solarite Energy: Increase healing by 60% per each **Energy**.

Up to 2 charges.



Solar Blast [E]

Deal a blast in a direction. After 1.5 seconds, deal heavy damage to all enemies in a cone.

Solarite Energy: Increase the damage against Heroes by 50% per each **Energy**.



Heroics

Shield Overcharge [R]

Large Shield which grows every second. Lasts for 6 seconds or until the shield is broken.

Attacks against Heroes increase the duration by 0.75 seconds.



Purification [R]

For 4 seconds, become untargetable and summon a controllable beam for 4 seconds which deals heavy damage.

Enemies affected have their Spell Armor reduced by 24 per second for 1.5 seconds, up to 45.

When the beam expires Talandar drops in at the beam's location, dealing heavy damage and knocking enemies back.



Battle Arena [R]

For 2.25 seconds, create an energy ring around Talandar that pulls enemy units towards him.

When active, Talandar gains Attack Speed and nearby Heroes are Slowed. The effect lasts for 4 seconds.

Talandar cannot cast abilities during Battle Arena.



[Click here for more in-depth information about](#)

[Talandar's abilities and talents](#)

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New Hero: Selendis



Selendis is a mobile and precise melee assassin that slices and dices through her opponents. Armed with psi-blades and the protoss fleet at her disposal, she makes quick work of both single and multiple targets alike, but struggles in extended one-on-one combat.

Basic Abilities

Executor's Guard [D]

After casting an Ability, your next Basic Attack gains 160% increased range and 35 Armor for 1.25 seconds.



Solar Lance [Q]

Two crossing beams at the target location, dealing medium damage with team.



Zealous Rush [W]

Charge through a target Hero, dealing heavy damage to them. Gain a Shield for 3 seconds.

Cooldown has a cooldown per enemy Hero.



Decisive Blow [E]

Deal medium damage and Slow a non-Structure enemy by 80% decaying over 3 seconds.

Damage is increased by up to 200% the more Health the target is missing.



Heroics

Golden Armada [R]

Summon a Mothership to follow you for 5 seconds and fire up to 6 orbital strikes on the nearest enemy Hero.

The strikes take 0.5 seconds to land and deal medium damage in a small



Psionic Surge [R]

become Unstoppable and channel for 1 second, then unleash a shockwave that pushes away enemies around Selendis and deals heavy damage.

Enemies hit are Slowed by 60% for 1.5 seconds.



[Click here for more in-depth information about Selendis's abilities and talents](#)

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Hero Rework: Arthas



Arthas has received a full rework, freshening up his talent tree and strengthening his identity as a tough and immovable raid boss.

After all. . .

there must always be a Lich King.

Base

- Health increased from 2860 to 3060.
- Basic Attack damage reduced from 95 to 88.

Trait

- **Frostmourne Hungers [D]**
 - Removed.
- **Frozen Tempest**
 - Moved from [E] to Trait.

- Damage reduced from 40 to 26. No longer reduces Attack Speed of enemies inside.
 - No longer costs Mana, and is now permanently active when not mounted.
- **Death Coil [Q]**
 - Can no longer be self-cast to heal. Now returns to heal Arthas when cast on an enemy Hero or if the target dies within 1.5 seconds of being hit by Death Coil.
 - Damage reduced from 164 to 142.
 - Healing reduced from 262 to 242.
 - Cooldown reduced from 9 to 8 seconds.
- **(New) Icebound Fortitude [E]**
 - Gain 25 Armor and reduce the duration of Stuns, Slows, and Roots against Arthas by 50% for 2.5 seconds.
 - 40 Mana | Cooldown: 20 seconds.
- **Army of the Dead [R1]**
 - Removed.
- **(New) Remorseless Winter [R1]**
 - Increase the damage and range of Frozen Tempest by 100% for 8 seconds. During this, Frozen Tempest heals Arthas for 150% of the damage dealt to Heroes.
 - **Passive:** Heroes hit by Frozen Tempest reduce the cooldown of Remorseless Winter by 0.25 seconds.
 - 80 Mana | Cooldown: 90 seconds.
- **Summon Sindragosa [R2]**
 - Initial delay reduced from 0.75 to 0.5 seconds.
 - Damage increased from 230 to 290.

Talents

- **Level 1**

- **(New) Chilling Coil [Q]**
 - Death Coil Slows enemies hit by 30% for 2 seconds.
- **Eternal Hunger [D]**
 - Removed.
- **Rime [D]**
 - Adjusted functionality: Now grants Arthas 10 Physical Armor, up to 40, for each enemy Hero inside Frozen Tempest.

- **Level 4**

- **Frozen Wastes [E]**
 - Removed.
- **Icy Talons [E]**
 - Removed.
- **(New) Frozen Over [E]**
 - Increase Icebound Fortitude's Armor from 25 to 40 and its Stun, Root and Slow reduction from 50% to 75%.
- **(New) Cold Heart [E/D]**
 - Heroes hit by Frozen Tempest reduce the cooldown of Icebound Fortitude by 0.25 seconds.
- **Death's Advance [D]**
 - Moved from level 20
 - New functionality: While an enemy Hero remains in Frozen Tempest, gain 12%

movement speed.

- **Level 7**

- **Immortal Coil [Q]**

- Removed.

- **Deathlord [Q]**

- Moved from level 4 to 7.
- New functionality: If Death Coil's target dies within 1.5 seconds of being hit, reduce its cooldown by 50%.
- **Passive:** Increase the range of Death Coil by 30% and its Healing by 25%.

- **(New) Frostmourne Hungers [Active]**

- Active: Activate to make Arthas's next Basic Attack strike immediately and Slow by 30% for 2 seconds. Against Heroes, this attack deals bonus damage equal to 4% of their maximum Health and heals Arthas for 150% of the damage dealt.
- Takedowns reset the cooldown of Frostmourne Hungers.
- Cooldown: 30 seconds

- **Rune Tap [Passive]**

- Healing increased from 5% to 6% of Arthas's max Health.
- Additional functionality: Now increases Attack Speed by 10%.

- **Icebound Fortitude [Active]**

- Removed.

- **Level 13**

- **(New) Blinding Sleet [W]**
 - Enemies hit by Howling Blast are Blinded for 3 seconds.
- **(New) Asphyxiate [W]**
 - Hitting an enemy with Howling Blast inside Frozen Tempest Stuns for 0.75 seconds and increases the Root duration to 1.5 seconds.
- **Biting Cold [E]**
 - Removed.
- **Frost Strike [D]**
 - Removed.
- **Level 16**
 - **Embrace Death [Q]**
 - Removed.
 - **(New) Unholy Endurance [Q]**
 - If Death Coil's target dies within 1.5 seconds of being hit, Arthas gains a Shield equal to 5% of his maximum Health, up to 20%. (This Shield does not expire)
 - **Passive:** Reduce Death Coil's cooldown by 2 seconds and its mana cost by 20.
 - **(New) Chill of Death [W]**
 - Howling Blast deals 250% more damage and Slows enemies hit by 40% for 2 seconds after the Root expires.
 - **Passive:** Each enemy Hero hit reduces Howling Blast's cooldown by 1 second.
 - **(New) Pestilence [E]**

- Heroes hit by Arthas's Basic Attacks have their Healing received reduced by 35% for 3.5 seconds, increased to 75% during Icebound Fortitude.
 - **Remorseless Winter [E]**
 - Removed.
 - **Frostmourne Feeds [D]**
 - Removed.
 - **(New) Obliterate [Active Upgrade]**
 - Increase Frostmourne Hungers's maximum Health damage from 4% to 7%, but reduce its healing to 100% of damage dealt.
 - **🔔 Quest:** Hitting a Hero with Frostmourne Hungers increases its maximum Health damage by an additional 0.75%.
 - Requires Frostmourne Hungers (level 7) to be picked.
- **Level 20**
 - **Legion of Northrend [R1 Upgrade]**
 - Removed.
 - **(New) Snap Freeze [R1 Upgrade]**
 - When Remorseless Winter is cast and when it expires, cast Howling Blast towards all Heroes currently within Frozen Tempest.
 - **(New) Endless Winter [D]**
 - Increase Frozen Tempest Slow from 10% to 15% per second and its maximum Slow from 40% to 60%. Heroes fully Slowed by Frozen Tempest

take bonus damage equal to 2.5% of their maximum Health per second.

- **Anti-Magic Shell [Active]**
 - Now grants Arthas Unstoppable for the duration.
 - Healing increased from 25% to 50% of Spell Damage absorbed.
 - Cooldown reduced from 60 to 40 seconds.
 - Duration reduced from 4 to 3 seconds.

[Click here for more in-depth information about Arthas's abilities and talents](#)

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Heroes

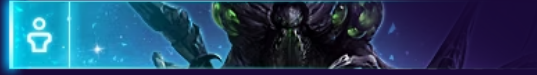
Alongside new Heroes and Hero reworks, most of the Heroes ported to Resurgence of the Storm have received balance changes, new talents and a few mini-reworks to spice up their gameplay.

Heroes currently in Resurgence of the Storm:

TANK	BRUISER	HEALER	MELEE	RANGED	SUPPORT
<u>Arthas</u>	<u>Artanis</u>	<u>Anduin</u>	<u>Kerrigan</u>	<u>Falstad</u>	<u>Abathur</u>
<u>Diablo</u>	<u>Ragnaros</u>	<u>Auriel</u>	<u>Selendis</u>	<u>Jaina</u>	
<u>ETC</u>	<u>Talandar</u>	<u>Malfurion</u>		<u>Tychus</u>	

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Abathur



Base

- **Trait**
 - **Locust Strain [D]**
 - Cooldown reduced from 15 to 10 seconds.
 - Duration reduced from 16 to 12 seconds.
 - Locust health reduced from 350 to 220.
 - Locust damage increased from 46 to 64.
 - No longer deals additional damage against Structures.
 - **Symbiote [Q]**
 - Delay before Abathur can act after stopping Symbiote reduced from 1 to 0.75 seconds.
 - **Carapace [Q:E]**
 - Healing per second increased from 22 to 44.
 - Cooldown increased from 6 to 8.
 - **Toxic Nest [W]**
 - Cooldown increased from 10 to 20.
 - Trigger radius increased by 67%.
 - Damage radius increased by 75%.
 - Toxic Nest size and radius increased by 75%.
 - Damage increased from 153 to 232.
 - Arming time reduced from 5 to 2.5 seconds.
 - Duration reduced from 90 to 45 seconds.

- **Evolve Monstrosity [R2]**
 - Cooldown reduced from 90 to 70 seconds.
 - Base health reduced from 1350 to 1080.
 - Base damage increased from 85 to 102.

Talents

- **Level 1**
 - **Survival Instincts [D]**
 - Locust health bonus removed.
 - Damage bonus reduced from 60% to 40%.
 - Additional functionality: While channeling Symbiote on a Heroic target, Locust Strain's cooldown refreshes 50% faster.
- **Level 4**
 - **Prolific Dispersal [W]**
 - Duration bonus reduced from 45 to 15 seconds.
 - Cooldown reduction increased from 2 to 4 seconds.
- **Level 7**
 - **Calldown: MULE [Active]**
 - Cooldown increased from 60 to 120 seconds.
 - Duration increased from 40 to 80 seconds.
- **Level 13**
 - **Bombard Strain [D]**
 - Duration increase reduced from 75% to 50%.
- **Level 16**
 - **Volatile Mutation [Passive]**
 - Delay between pulses reduced from 3 to 2 seconds.

- **Locust Brood [Active]**
 - Cooldown increased from 45 to 60 seconds.
- **Level 20**
 - **Locust Nest [Active]**
 - Cooldown increased from 45 to 60 seconds.
 - Nest Health reduced from 319 to 219.
 - **(New) Bolt of the Swarm [Active]**
 - Active: Activate to teleport to a nearby location. This can be used from a symbioted Monstrosity or Ultimate Evolution clone.
 - Cooldown: 70 seconds.

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Anduin



Anduin is currently unchanged from HotS.

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Artanis



Base

- **Blade Dash [Q]**
 - Initial dash damage increased from 63 to 93.
- **Suppression Pulse [R1]**
 - Impact delay reduced from 1.25 to 1 second.
- **Purifier Beam [R2]**

- Cooldown reduced from 70 to 60 seconds.
- Impact delay reduced from 2 to 1.5 seconds.

Talents

- **Level 1**

- **(New) Prismatic Alignment [E]**

- **🔗 Quest:** Swap Heroes with Phase Prism.
- **🔗 Reward:** After 8 swaps, Phase Prism Slows Heroes hit by 30% for 4 seconds.
- **🔗 Reward:** After 16 swaps, Phase Prism pulls and damages an additional enemy Hero near the first.

- **Reactive Parry [W]**

- Physical Armor increased from 50 to 60.

- **Level 4**

- **Psionic Synergy [E]**

- Armor increased from 30 to 40.
- Duration reduced from 5 to 4 seconds.

- **Level 7**

- **Solarite Reaper [Q]**

- Damage bonus reduced from 175% to 90%.
- With the base change, this increases the damage dealt from 173 to 177.

- **Graviton Vortex [E]**

- Moved from level 13 to 7.
- New functionality: Phase Prism deals 200% increased damage. Failing to hit a Hero sets Phase Prism's cooldown to 4 seconds.

- **Level 13**

- **Templar's Zeal [Q]**
 - Cooldown reduction increased to 8 seconds while under 25% Health.
- **Triple Strike [W]**
 - Now only increases Twin Blades's base cooldown while above 25% health.
- **Level 16**
 - **Titan Killer [W]**
 - Damage increased from 0.5%/1.5% to 1%/2% of the target's max Health.
 - **Blades of a Templar [Passive]**
 - Bonus Attack Speed increased to 40% while under 25% Health.
 - **Plasma Burn [D]**
 - Moved from level 20 to 16.
 - Damage reduced from 70 to 60.
 - Radius increased by 15%.
 - Additional functionality: If Shield Overload's shields break through damage, nearby enemies immediately take 120 damage.
- **Level 20**
 - **Chrono Surge [E]**
 - Moved from level 7 to 20.
 - New functionality: Swapping with Phase Prism reduces all of Artanis's cooldowns by 3 seconds and heals him for 10% of his maximum Health.
 - **(New) Strength in Unity [D]**

- Shield Overload grants nearby allied Heroes 274 Shields.

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Auriel



Base

- **Resurrect [R1]**
 - Range reduced by 40%.
 - Cooldown reduced from 100 to 80.
 - Channel time reduced from 1 to 0.75 seconds.

Talents

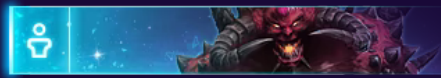
- **Level 1**
 - **Increasing Clarity [Q]**
 - Damage per Hero hit increased from 2 to 4, up to 100.
 - Total damage upon quest completion remains the same.
 - **(New) Inner Peace [W]**
 - Auriel receives 40% increased healing from Ray of Heaven.
- **Level 4**
 - **(New) Radiant Angel [W]**
 - Healing 3 or more allied Heroes with Ray of Heaven grants Auriel 30% Movement Speed for 2 seconds.
- **Level 16**

- **Reservoir of Hope [W]**
 - Bonus Energy per stack reduced from 75 to 60.
- **Will of Heaven [D]**
 - Now grants the ally 15% Spell Power in addition to 20% Attack Speed.
 - No longer grants Auriel Basic Attack damage.
- **Wrath of Heaven [D]**
 - No longer grants the ally Spell Power.
 - Now reduces Armor instead of just Spell Armor.
 - Armor reduction increased from 10 to 15.
 - Armor reduction duration reduced from 3 to 2 seconds.
 - Now also grants Auriel 20% Basic Attack damage.
- **Level 20**
 - **Light Speed [R1 Upgrade]**
 - Movement Speed increased from 200% to 250%.
 - Movement speed duration increased from 4 to 5 seconds.
 - **(New) Bursting Light [W]**
 - Ray of Heaven's cooldown is reduced by 1 second.
 - Casting Ray of Heaven with max Energy sets its cooldown to 1 second.
 - **Angelic Flight [Active]**
 - Range reduced by 67%.
 - Cast time reduced from 2 to 1 second.
 - Additional functionality: Enemy Heroes hit by the center area of Sacred Sweep or the terrain

collision of Detainment Strike reduce Angelic Flight's cooldown by 10 seconds.

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Diablo



Base

- **Trait**
 - **Black Soulstone [D]**
 - Level 10 Quest removed.
 - Souls lost from reviving reduced from 100 to 75
 - **Fire Stomp [W]**
 - Healing increased from 130% to 150% of damage dealt

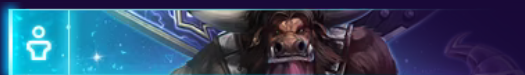
Talents

- **Level 4**
 - **Souls to the Flame [W]**
 - Healing increase per soul reduced from 1.3% to 1.1%.
 - **(New) Soul Devourer [D]**
 - Minions and Heroes that die within 3 seconds of being damaged by Diablo grant 200% increased Souls and heal Diablo for 1.5% of his maximum health, increased to 15% against Heroes. While at 100 Souls, increase this healing by 50%.
- **Level 7**
 - **Eternal Flames [W]**

- No longer reduces the cooldown of Fire Stomp by 1 second.
- **Level 13**
 - **Devastating Charge [Q]**
 - Quest requirement reduced from 5 to 3 Stuns.
 - **Hellfire [W]**
 - Spell Power reduced from 3% to 2.5% per stack, up to 25%.
 - Damage aura increased from 33 to 50.
- **Level 16**
 - **(New) Tantrum [Active]**
 - Activate to make your next Overpower cast three times. **Passive:** Overpower deals 73 damage around the target when slamming.
 - Cooldown: 30 seconds.
- **Level 20**
 - **Dying Breath [R1 Upgrade]**
 - Removed.
 - **(New) Terrify [R1 Upgrade]**
 - Casting Apocalypse Fears enemy Heroes near Diablo for 1.25 seconds.

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ETC



Talents

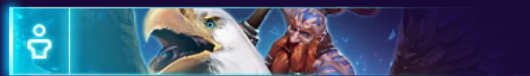
- **Level 4**

- **Crowd Surfer [Q]**
 - Now reduces Powerslide's cooldown by 2 seconds.
 - Cooldown reduction when no enemy is hit reduced from 7 to 5 seconds.
- **Speed Metal [D]**
 - Duration increased from 2.5 to 3 seconds.
- **Level 7**
 - **Pinball Wizard [W]**
 - Grace period for bonus Face Melt damage after being hit by Powerslide increased from 2 to 3 seconds.
 - **Hammer-on [E]**
 - Additional functionality: While Guitar Solo is active, ETC's Basic Attacks against Heroes reduce their Physical Armor by -5, up to -15 for 2 seconds.
 - **Echo Pedal [D]**
 - Damage increased from 18 to 22.
 - Damage bonus reduced from 200% to 150%.
(This increases the damage from 54 to 55)
- **Level 16**
 - **Show Stopper [Q]**
 - Armor bonus increased from 35 to 40.
 - Armor duration reduced from 4 to 3.5 seconds.
 - **Aggressive Shredding [E]**
 - Additional functionality: Casting Guitar Solo now instantly Heals ETC for 120.

- **Imposing Presence [Active]**
 - Cooldown increased from 20 to 25 seconds.
 - Active effect's Movement Speed Slow increased from 20% to 30%.
 - Duration increased from 2.5 to 3 seconds

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Falstad



Base

- **Hinterland Blast [R2]**
 - Damage scaling reduced from 4.75% to 4%.
 - Damage increased from 475 to 510.
 - This keeps the damage roughly the same at level 10 as before these changes.
 - Cooldown reduced from 120 to 100 seconds.
 - Cooldown reduction per hit reduced from 30 to 25 per hero hit.

Talents

- **Level 1**
 - **Dishonorable Discharge [W]**
 - Takedowns quest reward is now granted at 50 strikes.
 - Now grants stacks after 2 Lightning Rod strikes, rather than 3.

- Damage per stack reduced from 1% to 0.75%.
Maximum remains 75% and quest stacks required unchanged.
 - **(New) Sonic Boom [E]**
 - Barrel Roll deals 326 damage to enemies near its apex.
- **Level 4**
 - **Hammer Gains [Passive]**
 - Lifesteal is increased to 25% while Tailwind is active.
- **Level 7**
 - **Secret Weapon [Q]**
 - Range bonus increased from 30% to 40%.
 - **BOOMerang [Q]**
 - Damage bonus reduced from 100% to 75%.
 - Spell Armor reduction increased from 15 to 20.
 - **(New) Around the World [Z]**
 - Passive: Reduce Barrel Roll's cooldown by 4 seconds and its mana cost by 30.
 - **🔥 Quest:** Participate in capturing Mercenary Camps.
 - **🔥 Reward:** After capturing 3 Mercenary Camps, gain a second charge of Barrel Roll, with 2 seconds between uses.
 - **🔥 Reward:** After capturing 9 Mercenary Camps, gain a second charge of Flight, with 6 seconds between uses.
- **Level 13**

- **Flow Rider [D]**
 - Additional functionality: While Tailwind is active, regenerate an additional 3 Mana per second.
(Does not scale with level)
 - Cooldown reduction reduced from 100% to 75%.
- **Level 20**
 - **Wind Tunnel [R1 Upgrade]**
 - Duration reduced from 4 to 3 seconds.
 - **Call of the Wildhammer [R2 Upgrade]**
 - New functionality: Reduce the cooldown of Hinterland Blast to 35 seconds, but its cooldown is only reduced by 15 seconds per hero hit.
Additionally, Hinterland Blast reaches across the entire map.
 - **Nexus Frenzy [Passive]**
 - Renamed to Swiftwing's Frenzy.
 - New functionality: Increases Attack Range by 1.1.
Tailwind's bonuses now last for 5 seconds after taking damage.
 - **New talent: [Q] BOOM BOOM BOOM**
 - Hammerang explodes up to 2 additional times, with 0.5 seconds between explosions.

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Jaina



Base

- **Frostbolt [Q]**
 - Jaina's Frostbolt has been improved mechanically to be more in line with other projectiles:
 - Projectile hitbox no longer lingers at the end of Frostbolt's path.
 - Frostbolt's projectile now accurately spawns from Jaina, instead of in front of her.

Talents

- **Level 4**
 - **(New) Perfect Ice Block [Active]**
 - Improved Ice Block's cooldown is reduced by 15 seconds and restores 30% of Jaina's Health and 20% of her Mana over its duration. This does not unlock Improved Ice Block.
- **Level 13**
 - **Storm Front [W]**
 - Bonus cast range increased from 75% to 100%.
 - Bonus radius increased from 30% to 40%.
 - **Ice Barrier [D]**
 - Shields increased from 25% to 30% of damage dealt.
 - **Icy Veins [Active]**
 - Cooldown reduction reduced from 200% to 175%.
- **Level 16**
 - **(New) Frigid Bolt [Q]**
 - Frostbolt deals an additional 75% more damage against Chilled targets after traveling at least 60% of its base range.
 - **Snowstorm [W]**
 - Additional functionality: The first wave of Blizzard Slows enemies by 60% for 1 second.
 - Damage bonus reduced from 50%/100% to 30%/60%.
- **Level 20**

- **Wintermute [R2 Upgrade]**
 - Mimicked Basic Ability damage reduced from 50% to 40% of Jaina's damage.
- **Ice Blink [Active]**
 - Range increased from 4 to 5.

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Kerrigan



Base

- **Maelstrom [R1]**
 - Cooldown reduced from 90 to 80 seconds.
- **Summon Ultralisk [R2]**
 - Cooldown increased from 80 to 90 seconds.

Talents

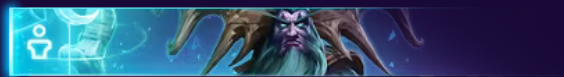
- **Level 1**
 - **Siphoning Impact [Q]**
 - Now also grants 55 shields when hitting non-Heroes.
 - Shields for hitting Heroes increased from 100 to 110.
 - **Assimilation Mastery [D]**
 - Health and mana regeneration bonus increased from 150% to 250%.
 - **Fury of the Swarm [Passive]**
 - Splash damage reduced from 100% to 80% of Kerrigan's normal Basic Attack damage.
- **Level 4**

- **Sharpened Blades [Q]**
 - Maximum stacks increased from 75 to 90.
 - Reward moved from 75 to 90 stacks.
 - Reward's bonus damage reduced from 50 to 25.
- **Kinetic Fulmination [W]**
 - Maximum damage bonus increased from 100% to 120%.
 - Damage per stack remains at 10%.
- **Level 7**
 - **Queen of Blades [Q]**
 - Damage bonus increased from 100% to 125%.
Now increases Ravage's damage against all non-Heroes.
 - **Boundless Fury [Q]**
 - Per-Hero cooldown increased from 10 to 12 seconds.
 - **Bladed Momentum [Passive]**
 - Cooldown reduction from Basic Attacks reduced from 0.6 to 0.5 seconds per hit.
 - Now works against non-Heroes. No longer affected by Fury of the Swarm.
 - Additional functionality: Increases Attack Speed by 20%.
- **Level 13**
 - **Psionic Barrier [E]**
 - Duration increased from 4 seconds to 4.5 seconds.

- Maximum movement speed bonus increased from 20% to 25%.
- **Level 16**
 - **Mounting Potency [Q]**
 - Spell Power per stack increased from 5% to 8%. Maximum remains at 40%.
 - Duration increased from 5 to 6 seconds.
 - **Painful Spikes [W]**
 - Bonus damage reduced from 70 to 65.
 - **Unbridled Energy [Passive]**
 - New functionality: Using a Heroic Ability increases Kerrigan's damage by 20% for 6 seconds and reduces her Basic Ability cooldowns by 6 seconds.
- **Level 20**
 - **Omegastorm [R1 Upgrade]**
 - Also increases Maelstrom's radius by 10% for every hero near Kerrigan when first cast (6 range), up to 50%

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Malfurion



Base

- **Trait**
 - **Innervate [D]**
 - Cooldown increased from 25 to 30 seconds.

- Now grants its mana over 2.5 seconds.
 - Now recharges cooldowns 100% faster for 2.5 seconds.
- **Regrowth [Q]**
 - Duration reduced from 20 to 16 seconds.
 - Mana cost increased from 35 to 40.
 - Now heals for 144 when applied.
 - Heal over time reduced from 380 to 288.
- **Moonfire [W]**
 - Cooldown increased from 3 to 4.
 - Damage increased from 90 to 120.
- **Entangling Roots [E]**
 - Damage increased from 117 to 152.

Talents

- **Level 1**
 - **Deep Roots [E]**
 - Bonus maximum Mana per Hero hit reduced from 14 to 7.
 - Additional functionality: Each Hero hit now also grants 10 bonus maximum Health.
 - **Emerald Dreams [E]**
 - Adjusted functionality: Now puts Heroes to Sleep at the start of the Root duration, instead of after.
 - Sleep duration increased from 2 to 3 seconds.
 - **(New) Moon Beam [E]**

- If Moonfire hits a hero rooted by Entangling Roots, Moonfire casts a second time in the same location after 0.5 seconds.
- **Level 4**
 - **Rejuvenation [Q]**
 - Now also grants Malfurion half of Regrowth's initial heal.
- **Level 7**
 - **Wild Growth [Q/W]**
 - Extra duration per Hero hit increased from 1 to 1.5 seconds.
- **Level 13**
 - **(New) Wildshape: Hare [Active]**
 - Activate to consume Regrowth from target ally to grant 75% movement speed for 1.5 seconds.
 - Cooldown: 30 seconds.
 - **Revitalize [D]**
 - Now recharges cooldowns 100% faster for 2.5 seconds.
- **Level 16**
 - **Ysera's Gift [Q]**
 - Bonus healing increased from 75% to 100%.
 - Additional functionality: Now increases Regrowth's duration by 5 seconds.
 - **Nature's Balance [W]**
 - Bonus area increased from 25% to 30%.
 - No longer increases Regrowth's duration.

- Additional functionality: Now increases Moonfire's heal by 20% per ally affected by Regrowth.
- **Moonlit Harmony [W]**
 - Removed.
- **(New) Restful Glade [E]**
 - Allied Heroes that touch Entangling Roots are healed for 312 Health.
- **Level 20**
 - **Lunar Shower [W]**
 - Buff duration increased from 6 to 8 seconds.
 - Cooldown reduction increased from 1 to 1.5 seconds.
 - **Lifebloom [Q]**
 - Now heals for 12% of the target's maximum Health, rather than 10% of missing Health.

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Ragnaros



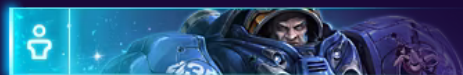
Talents

- **Level 1**
 - **(New) Raid Time [D]**
 - Minion kills reduce Molten Core's cooldown by 1.5 seconds. Molten Core's Abilities have 25% increased range.
- **Level 4**

- **(New) Heat Wave [Q/E]**
 - If Empower Sulfuras hits a Hero, reduce Blast Wave's cooldown by 5 seconds.
- **Level 13**
 - **(New) Molten Reprieve [D]**
 - Entering Molten Core restores 30% of Ragnaros's maximum Health and Mana. Molten Core gains 900 Shields.
- **Level 20**
 - **Flames of Sulfuron [R1 Upgrade]**
 - Additional functionality: Takedowns reduce the cooldown of Sulfuras Smash to 5 seconds.
 - **Submerge [Active]**
 - Additional functionality: Now passively grants 20% maximum Health.
 - **(New) Firelord's Fury [Passive]**
 - Each time Ragnaros damages a Hero with three ability casts within 3.5 seconds, create an Explosive Rune under them.
 - The rune explodes after 1.5 seconds, dealing 285 damage to non-Structure enemies. Damage increased by 25% versus Minions and Mercenaries.

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Tychus



Base

- **[W] Frag Grenade**
 - Range increased from 8 to 9.

Talents

- **Level 1**
 - **(New) Concussion Grenade [W]**
 - Increase Frag Grenade's radius by 25% and its knockback by 100%.
 - **Quarterback [W]**
 - Bonus range reduced from 50% to 33%.
- **Level 16**
 - **(New) A Bad, Bad Man [Passive]**
 - Damaging Heroes with Basic Attacks or Basic Abilities increases Tychus's damage dealt by 1.5% for 4 seconds, up to 30%.
 - While at 15% or above, Basic Ability cooldowns refresh 25% faster.

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