



# Resurgence of the Storm Balance Patch Notes - 27/1/2024

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## General

- **Default Sandbox Mode for low population lobbies**
  - Joining a lobby with less than 8 players now defaults the game to Sandbox Mode.
  - You can enter Sandbox mode with any player count by setting the mode to Sandbox when creating a game.
- **New features for Sandbox Mode**
  - Sandbox Mode now allows multiple copies of the same Hero on the same team.

- Cooldown % multiplier setting: Increase or decrease all cooldowns, from down to 0% or up to 300%.
- Death timer % multiplier setting: Increase or decrease all death timers, from down to 0% or up to 300%.

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## Heroes

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## Tank

### Arthas



#### Talents

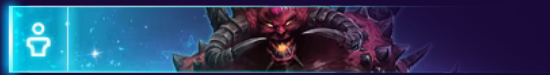
- Level 1
  - [Rime \[D\]](#)

- Adjusted functionality: Now passively grants Arthas 10 Physical Armor, increased by 6 per hero in Frozen Tempest, up to 40 total.
- **Level 4**
  - **Cold Heart [E]**
    - Additional functionality: Now increases Icebound Fortitude's duration from 2.5 to 3.5 seconds.
- **Level 16**
  - **Unholy Endurance [Q]**
    - Now also triggers if a Hero is hit, in addition to if the target dies.
    - Shield maximum increased from 20% to 30%.
  - **Chill of Death [W]**
    - Damage bonus reduced from 250% to 200%.
  - **Pestilence [E]**
    - Unempowered Healing reduction reduced from 35% to 30%.
    - Duration reduced from 3.5 to 3 seconds.

**Developer Comment:** We're happy with where Arthas has landed following the rework. That being said, Rime, Cold Heart and Unholy Endurance weren't quite as usable as we'd anticipated, so they're all getting some consistency improvements. The level 16 tier is a bit too strong overall - so both Chill of Death and Pestilence are getting some light taps.

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# Diablo



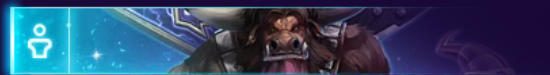
## Talents

- **Level 4**
  - **Soul Devourer [D]**
    - Healing reduced from 1.5% and 15% to 1.2% and 12%.
- **Level 16**
  - **Tantrum [Active]**
    - Now activates talent effects that require Stunning Heroes.

**Developer Comment:** We think Diablo is in a good spot, except for Soul Devourer which has proven too consistently strong. We'll keep a close eye on where this puts the talent in its tier.

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# E.T.C.



## Talents

- **Level 7**
  - **Hammer-On [E]**
    - Armor reduction reduced from -5 to -3 per Basic Attack.
    - Cap remains at -15 armor.

**Developer Comment:** The improved Guitar Solo (E) build has become a fun and viable build, but a little too strong in 1v1 fights. This should bring the build more in-line with

the rest.

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# Bruiser

## Artanis



### Base

- Health reduced from 2490 to 2460.
- Basic Attack damage reduced from 111 to 106.
- **Phase Prism [E]**
  - Cooldown reduced from 12 to 10 seconds.

### Talents

- **Level 1**
  - **Prismatic Alignment [E]**
    - Now also grants quest stacks from takedowns.
    - Required swaps/takedowns increased from 8/16 to 10/20.
- **Level 4**
  - **Psionic Synergy [E]**
    - Adjusted functionality: Hitting an enemy with Phase Prism grants 25 Armor for 5 seconds and reduces Shield Overload's cooldown by 8 seconds.
- **Level 7**
  - **Graviton Vortex [E]**
    - New functionality: Hitting an enemy Hero with Basic Attacks or Blade Dash increases the damage of the next Phase Prism

by 20%, up to 300% and lowers the cooldown of Phase Prism by 1 second.

- **Level 20**

- **Chrono Surge [E]**

- New functionality: Hitting an enemy with Phase Prism reduces the cooldown of Blade Dash, Twin Blades and your Heroic Ability by 10 seconds.

**Developer Comment:** The reworked Phase Prism (E) build has led to some exciting new gameplay, but we're not completely happy with the resulting playstyle. This is a bit more of a middle ground between the old E build and the new one, which we're excited to see in action. We think Artanis's other changes have worked out well.

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## Ragnaros



### Talents

- **Level 1**

- **Raid Time [D]**

- Cooldown reduction changed from 1.5 seconds to 1% of Molten Core's cooldown.
    - Bonus range reduced from 25% to 20%.

- **Level 4**

- **Heat Wave [Q/E]**

- New functionality: Each Hero hit by Empower Sulfuras increases the next Blast Wave's Movement Speed bonus by 15%, up to 45%.

- **Level 13**

- **Cauterize Wounds [Q]**

- Healing increased from 45% to 60% of damage dealt.
    - Heal over time duration increased from 2 to 6 seconds.

- **Tempered Flame [E]**

- Adjusted functionality: Now instead grants 165 Shields per enemy Hero hit.

- **Resilient Flame [Passive]**

- Cooldown reduced from 15 to 10 seconds.

- **Level 20**

- **[D] Firelord's Fury**

- Mark duration increased from 3.5 to 4.5 seconds.

**Developer Comment:** We are putting a new twist on Heat Wave, as it was much too synergistic with the complete E build package. Alongside this, we are also tweaking his level 13 tier to make the choices both more interesting and diverse regardless of Ragnaros's build. Raid Time gets a well-deserved whack from the nerf bat, but we expect it to continue being quite strong.

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## Talandar



### Base

- **Recharge [1]**

- No longer grants armor.

- **Thunderous Charge [Q]**

- Base armor increased from 20 to 25.

- Additional armor per energy reduced from 10 to 5.
- **Whirlwind [W]**
  - Healing increased from 24 to 28 (from 84 to 88 vs Heroes)
  - Heal bonus per energy reduced from 60% to 45%.
- **Solar Blast [E]**
  - Damage increased from 186 to 206.
  - Damage bonus per energy reduced from 50% to 35%.
- **Purification [R2]**
  - Cooldown increased from 80 to 90 seconds.
  - Channel time where Talandar is vulnerable increased by 0.25 seconds.
- **Battle Arena [R3]**
  - Cooldown reduced from 120 to 110 seconds.

## Talents

- **Level 1**
  - **Will of Fenix [Active Upgrade]**
    - Armor reduced from 75 to 60.
  - **Self Repair [Active Upgrade]**
    - Now also increases the cooldown of Recharge from 30 to 40 seconds.
- **Level 4**
  - **Advanced Capacitors [D]**
    - New functionality: Completing Recharge's Channel grants Talandar 35% increased Basic Attack damage for 6 seconds.
    - **Passive:** Each Energy Talandar has increases his Basic Attack damage by 5%.
- **Level 7**
  - **Demolisher [Q]**



- Range bonus reduced from 25% to 15%.

**Developer Comment:** Talandar's combination of survivability and peak damage is too high. On the other hand, Talandar feels a bit too inconsistent when you're not at full energy. We're mostly targeting survivability this time, and bringing the low and high energy peaks and valleys closer together to make the hero feel a little more consistent. We've also targeted some of his strongest talents, and we'll keep an eye on where he lands.

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# Healer

## Anduin



### Base

- Basic Attack range increased from 5.5 to 6.0
- **Trait**
  - **Pursued by Grace [D]**
    - Healing increased from 32 to 42.
- **Flash Heal [Q]**
  - Mana cost increased from 20 to 25.
  - Healing reduced from 280 to 270.

### Talents

- **Level 4**
  - **(New) Blessed Hands [Q]**
    - Healing another Hero with Flash Heal grants Anduin 100% increased Attack Speed for 2 seconds.

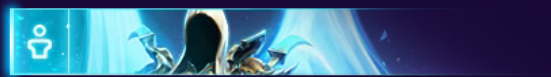
- **Moral Compass [W]**
  - Radius increased from 3 to 4.
  - Attack range bonus reduced from 1.1 to 0.6.
- **Piercing Light [E]**
  - Now pierces up to three targets, up from two. Each target hit beyond the first grants Spell Power.
  - Maximum Spell Power increased from 10% to 15%.
- **Level 13**
  - **Push Forward! [D]**
    - Bonus Pursued by Grace healing per stack increased from 5% to 8%.
  - **Enchanted Boots - Lion's Speed [D]**
    - Healing increased from 280 over 4 seconds to 420 over 6 seconds.
- **Level 16**
  - **Renew [Q]**
    - Healing increased from 180 to 192.
  - **Holy Nova [W]**
    - Radius increased by 25%.
  - **Inner Focus [Active]**
    - Bonus healing increased from 25% to 40%.
- **Level 20**
  - **Varian's Legacy [Passive]**
    - Additional functionality: Varian's Legacy's damage over time now triggers Pursued by Grace 3 times.
    - Varian's Legacy no longer heals from damage dealt.
  - **(New) Lay on Hands [Active Upgrade]**

- Desperate Prayer now grants Anduin and his target Unstoppable for 2 seconds and heals both for 375 over 2 seconds.
- Requires Desperate Prayer.

**Developer Comment:** Anduin is getting tweaks across the board to underappreciated talents, and baseline changes to spice up his gameplay. We're looking forward to seeing more proactive Anduin playstyles with the changes, and perhaps some aggressive *Manduin!*

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## Auriel



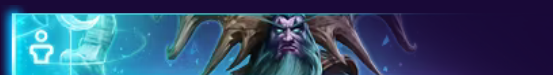
### Talents

- **Level 4**
  - **Radiant Angel [W]**
    - New functionality: Heroes healed by Ray of Heaven gain 10% Movement Speed for 2 seconds. Each hero healed grants Auriel an additional 5% Movement Speed for 2 seconds.
- **Level 7**
  - **Inner Peace [W]**
    - Moved from level 1 to level 7
    - New functionality: Auriel heals for 20% of Ray of Heaven's healing done to allies.
    - **Passive:** 15% of damage taken by Auriel is stored as Energy.

**Developer Comment:** We're quite content with Auriel's current state, but her new talents weren't quite as impactful and interesting as we think they could be. Radiant Angel and Inner Peace will be getting their effects flipped around a bit, whilst staying within the original thematic of each talent.

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## Malfurion



### Base

- **Regrowth [Q]**
  - Heal on apply increased from 144 to 166
  - Heal over time increased from 288 to 332

### Talents

- **Level 1**
  - **Moon Beam [W]**
    - Adjusted functionality: Moonfire deals 150% more damage and heals for 150% more against Rooted Heroes.
- **Level 13**
  - **Hindering Moonfire [W]**
    - Slow increased from 25% to 30%.
  - **Wildshape: Hare [Active]**
    - Duration increased from 1.5 to 2 seconds.

**Developer Comment:** Malfurion's changes are fun, but we feel he lacks some oomph behind them - so he's getting a significant baseline buff to make him compete with other Healers.

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# Melee Assassin

## Selendis



### Base

- Basic Attack damage increased from 118 to 121.
- Basic Attack speed reduced from 1.11 to 0.91.
- **Trait**
  - **Executor's Guard [D]**
    - Duration reduced from 1.25 to 1 second.
    - Tooltip updated: now clarifies that casting any ability resets her Basic Attack cooldown.
- **Solar Lance [Q]**
  - Mana cost reduced from 70 to 65.
  - Damage reduced from 143 to 136.
- **Zealous Rush [W]**
  - Mana cost increased from 20 to 25.
  - Range reduced from 5.5 to 5.25.
  - Damage reduced from 218 to 198.
  - Dash speed reduced from 20 to 19.
  - Shield duration reduced from 3 to 2 seconds.
- **Decisive Blow [E]**
  - Cooldown increased from 6 to 7 seconds.
  - Mana cost increased from 35 to 40.
- **Golden Armada [R1]**

- Cooldown increased from 80 to 100 seconds.
- **Psionic Surge [R2]**
  - Cooldown increased from 40 to 45 seconds.

## Talents

- **Level 1**
  - **Solar Charge [Q]**
    - Additional damage for hitting a hero with both beams increased from 2 to 3 bonus damage.
  - **Justice Is Due [W]**
    - Damage bonus increased from 0.5% to 0.75%.
    - Range bonuses reduced from 10% to 8%.
  - **Faith Before Fear [Passive]**
    - Executor's Guard Armor duration post quest reduced from 1.75 to 1.25 seconds.
- **Level 4**
  - **Trial By Fire [Q]**
    - Damage reduced from 99 to 66.
    - Now deals 60% more damage against Heroes.
  - **Peerless Combatant [E]**
    - Now grants its bonus for 3 Basic Attacks, rather than 2.
- **Level 13**
  - **Zealous Guard [W]**
    - Duration reduced from 1.75 to 1.25 seconds.
  - **Phase Aegis [D]**
    - Spell Armor reduced from 75 to 60.
- **Level 16**
  - **Psionic Rend [Active]**
    - Cooldown increased from 25 to 40 seconds.

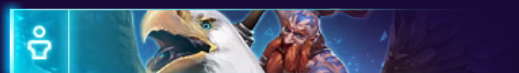
- Silence duration reduced from 1 to 0.75 seconds.
- **Level 20**
  - **Victory Against All Odds [R1 Upgrade]**
    - Now bombards every 0.375s > 0.4375 seconds.
    - The same hero can only be bombarded once every 0.75 > 0.875 seconds.
    - Tooltip changed to a percentage.
  - **Resurgence [R2 Upgrade]**
    - Healing reduced from 30% to 20%.
  - **Unwavering Resolve [W]**
    - Unstoppable duration reduced from 1.5 to 1 second.
  - **For Aiur [D]**
    - Armor duration increased from 1.25 to 1.5.
    - Radius increased from 4 to 6.

**Developer Comment:** Selendis is heavily overperforming right now, in burst, survivability but also sustained damage. Most changes this time are targeted at reducing her sustained damage or survivability, to emphasize her weakness in longer fights. We expect Selendis to be a lot more manageable but will continue keeping a close eye on her.

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## Ranged Assassin

### Falstad



## Talents

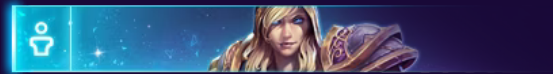
- **Level 1**
  - **Sonic Boom [E]**
    - Additional functionality:
    - 🚩 **Quest:** Collect Regeneration Globes to reduce Barrel Roll's mana cost by 2, up to 40.
    - 🚩 **Reward:** After collecting 20 Regeneration Globes, reduce Barrel Roll's cooldown by 4 seconds.
- **Level 4**
  - **Updraft [E]**
    - Shield bonus increased from 70% to 100%.
- **Level 7**
  - **Around The World [Z]**
    - No longer reduces Barrel Roll cooldown or Mana cost.
    - Charge cooldown between Barrel Rolls reduced from 3 to 2 seconds.
    - Charge cooldown between Flights increased from 3 to 6 seconds.
    - Final reward quest stacks required lowered from 9 to 8.
- **Level 20**
  - **BOOM BOOM BOOM [Q]**
    - Delay between explosions increased from 0.5 to 0.75 seconds.

**Developer Comment:** Around the World was saddled with too much of E build's functionality, so we're moving the build's power around a bit, potentially opening up different talent combinations. BOOM BOOM BOOM's peaks are too strong and frequent - the delay between explosions will make triple hits rarer and give more opportunity for counterplay to Falstad's shenanigans.



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## Jaina



### Base

- **Frost Bolt [Q]**
  - Mana cost reduced from 30 to 25.
- **Blizzard [W]**
  - Mana cost reduced from 90 to 75.
- **Cone of Cold [E]**
  - Mana cost increased from 40 to 50.

### Talents

- **Level 16**
  - **Frigid Bolt [Q]**
    - Range requirement reduced from 75% to 60%.
    - Damage bonus increased from 60% to 75%.

**Developer Comment:** We're experimenting with Jaina's mana costs to encourage different styles of play, and making the mana she spends more proportional to the impact her abilities have.

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## Tychus



## Talents

- **Level 1**

- **Concussion Grenade [W]**
  - Knockback bonus increased from 100% to 150%.
- **Dash [E]**
  - Movement Speed bonus increased from 20% to 30%.
  - Duration reduced from 2.5 to 2 seconds.
- **Press the Advantage [Passive]**
  - Additional functionality: While in a bush, gain an additional 1.5 Basic Attack range.

- **Level 4**

- **(New) Heaven's Devils [Passive]**
  - Basic Attacks deal 150% more damage against Mercenaries and Monsters while Minigun is active.
  - **Passive:** Friendly non-boss Mercenaries near Tychus deal 20% more damage.
  - **🔥 Quest:** Capture Mercenary Camps.
  - **🔥 Reward:** Each Camp captured increases the damage bonus granted to friendly Mercenaries by 10%, up to 80%.

- **Level 7**

- **Combat Tactician [E]**
  - New functionality: Basic Attacks against Heroes while Minigun is active reduce the cooldown of Run and Gun by 0.5 seconds. Using Run and Gun reduces the cooldown of Minigun by 8 seconds.
- **(New) Collateral Damage [Q/D]**
  - While active, Minigun's damage bonus also affects all heroes hit by Overkill.

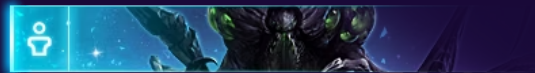
- **Passive:** Increase Overkill's width by 25%.
- **Level 13**
  - **That's the Stuff! [D]**
    - Adjusted functionality: Minigun heals Tychus for 25% of the bonus damage it deals, and an additional 75% of the bonus damage dealt after it expires.

**Developer Comment:** We're spicing up some of Tychus's less picked talents and adding some sizzzzzlin' new talents. Heaven's Devils style!

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## Support

### Abathur



#### Base

- **Trait**
  - **Locust Strain [D]**
    - Locust Health increased from 220 to 260.

#### Talents

- **Level 1**
  - **Survival Instincts [D]**
    - Cooldown reduction on Locust Strain increased from 50% to 75%.
- **Level 7**
  - **Mule [Active]**

- Cooldown reduced from 120 to 90 seconds.
- Duration reduced from 80 to 60 seconds.
- **Level 20**
  - **Evolutionary Link [R1 Upgrade]**
    - Shield now refreshes every 8 seconds, rather than every 5 seconds.

**Developer Comment:** Locust performance... insufficient, must improve. Transfer sequences from Evolutionary Link. Mule cooldown too long, too punishing. Adjusting.

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## Bug Fixes

### General fixes

- Fixed a bug where pinging “Retreat” used the wrong voicelines.
- Fixed a bug where the targeting line from forts would not disappear if the fort’s team gets cursed while it is targeting something.
- Fixed an issue with the topside keeps of King’s Crest being asymmetrical.

### Heroes

- Anduin
  - Fixed a bug with Leap of Faith not working against targets being flipped by Diablo’s Overpower.
  - Fixed an issue with Anduin’s Health regeneration not scaling.
  - Fixed a bug with Divine Star being visible through Fog of War.

- Fixed an issue with the labeling of Pursued by Grace when it appears in Death Recaps.
- Artanis
  - Fixed a bug with Shield Overcharge not detecting when its Shields run out.
  - Fixed a bug with Titan Slayer's bonus damage applying to non-Heroic targets.
- Auriel
  - Fixed an issue with Auriel's Health regeneration not scaling.
- Diablo
  - Fixed a bug where Feast on Fear worked against non-Heroes.
  - Fixed a bug where Sacrificial Soul worked against non-Heroes.
  - Fixed a bug where Devastating Charge would gain Quest stacks when Stunning non-Heroes.
  - Fixed an issue with Diablo's Heroics' tooltips.
- Malfurion
  - Fixed a bug where Malfurion could cast Regrowth while Hearthling.
- Selendis
  - Fixed an issue with Selendis's Health regeneration not scaling.
- Talandar
  - Fixed a bug with Recharge not granting Energy in some instances.
- Kerrigan
  - Fixed a bug where Ultralisk would deal its charge damage twice.

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