

## v0.86 Changelog:

### New Content:

- New **Patreon** Color! (Lavender)
- New **Patreon** Color! (Coal)
- New **Patreon** Color! (Emerald)
- New **Patreon** Color! (Peanut)
- New **Patreon** Color! (Black)
- All Races Armor Upgrade now gives 7% HP bonus instead of 5%.
- Summoned Unit Exp nerfed. (30% ➡ 20%)
- Hero Max Death Gold Cost changed. (1500 ➡ 1250)
- New **Marketplace** Item: Dust of Appearance (300 Gold, 3 Charges)
- New **Demon** Talent: Vile Temptress (Replaces Succubus with Vile Temptress that has 10% bonus attack speed, AoE Silence Spell and Charming Attacks which works like stronger bribe. Additionally unlocks Level 4 of Cursing Strikes and Mana Burn)

### Bufs:

- **Gnoll** Talent **Thunderpaw** buffed. (Thunderstrike Chance on Attack (%): 10 ➡ 12, Attack Range Bonus: 0 ➡ 100)
- **Orc** Titan buffed. (Wolf Pack HP Bonus: 20\*Lvl ➡ 25\*Lvl, Agile Beast: +0.5 Agi\*Lvl ➡ +2 Agi\*Lvl, Roar Damage Bonus (%): 19 + 1\*Lvl ➡ 14 + 1\*Lvl)
- **Murloc** T.T **Healing Saliva** buffed. (Heal every 3s: 30/40/50/60 ➡ 20/35/50/65, AoE: 400 ➡ 500)
- H.A **Evasion** buffed. (Evasion Chance (%): 5/10/15/20/25/30/35 ➡ 10/15/20/25/30/35/40)
- **Murloc** Talent **Reaverlands** buffed. (Lifesteal Bonus (%): 25 ➡ 35)
- **Murloc** T.T **Reaving Party** buffed. (Base Cost: 500 ➡ 400)
- **Night Elf** T1 2nd Unit Dryad buffed. (Base Damage: 30 ➡ 40)
- **Bandit** T.T **Stolen Goblin Parts** buffed. (Additionally now grants +5/10/15/20% HP bonus, however now costs 200 more gold.)
- **Fel Orc** Talent **Unstable Engineering** buffed. (Summoned Peon Duration: 20s ➡ 30s, Explosion Chance (%): 35 ➡ 50, Explosion Damage: 300 ➡ 350)
- **Demon** T.T **Mana Burn** buffed. (Mana Burn Rate: 40/70/100/130 ➡ 50/90/130/170)
- **Night Elf** Talent **Uprooted Ancients** buffed. (Uproot HP Bonus (%): x8 ➡ x9, Attack Rate: 1.4s ➡ 1.3s, Now uprooted ancients can slow enemy heroes like titans, however does not stack with titans.)
- T.A **Positive Fel Magic** buffed. (Duration 12s ➡ 14s)
- T.A **Felmaw's Wrath** buffed. (Self Heal: 150 ➡ 250)
- **Undead** Talent **Gargoyle Swarm** buffed. (Attack Speed Bonus: +8% ➡ +12%)

### Nerfs:

- **Night Elf** Talent **Moon Dryads** nerfed. (Corrosive Spears Damage/sec: 10 ➡ 8)
- **Murloc** Talent **Shorecrawler Crabs** nerfed. (HP Bonus: +22% ➡ 20%, Attack Speed Bonus: 25% ➡ 20%)
- **Ice Troll** tech **Healing Ward** nerfed. (Base Gold Cost: 700 ➡ 800)

- T.A **Rain of Fire** nerfed. (Burn Duration: 8 ➡ 6 seconds, Damage/sec:  $20 + 5 \cdot \text{Lvl}$  ➡  $20 + 3 \cdot \text{Lvl}$ , Initial Damage:  $50 + 8 \cdot \text{Lvl}$  ➡  $50 + 7 \cdot \text{Lvl}$ , Mana Cost: 200 ➡ 150, Cooldown: 20 ➡ 15 seconds.)
- T.A **Thorns Aura** nerfed. (Damage Reflection (%):  $10 + 1 \cdot \text{Lvl}$  ➡  $5 + 1 \cdot \text{Lvl}$ )
- T.A **Mass Entangling Roots** nerfed. (AoE: 700 ➡ 600, Damage/sec:  $20 + 2 \cdot \text{Lvl}$  ➡  $10 + 2 \cdot \text{Lvl}$ )
- H.A **Ice Impale** nerfed. (Damage:  $50 \cdot \text{Lvl}$  ➡  $40 \cdot \text{Lvl}$ )
- H.A **Leadership** nerfed. (Damage Bonus (%): 60/80/100/120 ➡ 50/70/90/110)
- **Demon T.T Cloaked by Fel Flames** nerfed. (Damage/s: 25/50/75/90 ➡ 20/40/60/80)
- **Demon Talent Reign of Chaos** nerfed. (Additionally summoned infernals now attack 0.75s slower.)
- T.A **War Stomp, Mammoth Trample** nerfed. (Stun Duration: 4s ➡ 3s)
- H.A **Summon Acid Cloud** nerfed. (Damage/s: 30 ➡ 25)
- **Murloc T.T Acid Cloud** nerfed. (Damage/s: 30 ➡ 25, Summoned Clouds: 3/4/5/6 ➡ 2/4/6/8)
- **Murloc T.T Bubble Pop** nerfed. (Damage: 100/150/200/250 ➡ 50/100/150/200)

### Bug Fixes:

- T.A **Remorseless Winter** can affect enemy titans now.
- **Undead** Gargoyle will not be stuck when they transform.

### Minor Changes (Does not affect gameplay):

- **Fel Orc T.T Fel Magic Body** tooltip changed.
- H.A **Ice Impale** tooltip changed.
- **Human Talent Elite Footman** tooltip changed.
- **Fel Orc Talent Nether Dragon** tooltip changed.

H.A: Hero Ability

T.T: Tower Tech

T.A: Titan Ability