

HEROES

Eridan (hero_elves_archer)

- Bloodletting Shot upgrade now applies to ranged attack
- Melee/ranged damage: 8-12[+7,+11]=15-23 -> 8-12[+9,+13]=17-25
- Double Strike:
 - ~ Damage 40-80/70-140/100-200 -> 60-90/120-180/180-270
 - ~ Cooldown 11s -> 14s
- Nimble Fencer: counterattack damage 20-40 -> 25-45

Arivan (hero_arivan)

- Ranged attack:
 - ~ 9-27[+10,+30]=19-57 -> 9-27[+18,+36]=27-63
 - ~ Range 20-160 -> 20-170
- Icy Prison: damage 35/50/65 -> 35/50/75
- Lightning Rod: damage 40-80/100-180/180-340 -> 50-70/135-175/240-320
- Seal of Fire:
 - ~ Fireball damage 20-40 -> 30-45
 - ~ Damage type explosive -> true
- All ranged skills' max range decreased to 120
- Elemental Storm: damage per tick 6/7/8/10 -> 6/7/9/12

Catha (hero_catha)

- Pixies can no longer spawn Cloudstalkers
- Pixie Fury: damage 10-30/12-36/18-50 -> 20-30/24-40/36-50

Reg'son (hero_regson)

- Melee damage: 6-9[+6,+9]=12-18 -> 6-9[+13,+18]=19-27
- Eldritch Slash:
 - ~ Max targets 3/3/3 -> 3/4/5
 - ~ Damage 20-60/45-130/75-225 -> 30-50/66-99/120-180
 - ~ Damage type physical -> true

Lilith (hero_lilith)

- Armor 0.1[+0.45]=0.55 -> 0.25[+0.45]=0.7
- Ranged attack:
 - ~ Cooldown 1s -> 2.5s
 - ~ Damage type physical -> magical
 - ~ Damage 10-14[+7,+11]=17-25 -> 30-42[+21,+33]=51-75
- Respawn time: 18s -> 10s
- Resurrection: chance 0.1/0.2/0.3 -> 0.2/0.35/0.5
- Reaper's Harvest:
 - ~ Damage 110/220/330 -> 222/444/666
 - ~ Instakill chance 0.1/0.2/0.3 -> 0.33/0.67/1.0
 - ~ Cooldown 20s -> 30s
 - ~ Can no longer be dodged
- Soul Eater:
 - ~ Enemy search radius 200 -> 57.5
 - ~ Duration 12s -> 30s
- Infernal Wheel: aura radius 50 -> 70
- Heavenly Chaos:
 - ~ Angel damage 25/32/40/50 -> 30/45/60/80
 - ~ Meteors and angels are now called on alternating spell usages; meteors are always used first

Durax (hero_durax)

- Lethal Prism: damage 20-40/25-45/35-55 -> 30/35/45
- Is now immune to bleeding and poison; still takes damage from Drider poison and Dark Blood

Vez'nan (hero_veznan)

- Soul Burn: max range 140 -> 120
- Dark Pact:
 - ~ Demon now has 60% magic resistance
 - ~ Level 3 HP 1337 -> 1333

Bravebark (hero_bravebark)

- HP: 375[+225]=600 -> 380[+360]=740
- Armor: 0.04[+0.04]=0.4 -> 0.15[+0.05]=0.6
- Regen: 19[+11]=30 -> 31[+29]=60
- Is now immune to bleeding
- Oakseeds: spawn count 2 -> 3
- Springsap:
 - ~ Total healing 140/420/840 -> 150/420/840
 - ~ Healing duration 2/3/4s -> 5/6/7s
 - ~ Can now heal Greenlings and Runed Bears
 - ~ Now only triggers when Bravebark is in melee combat
- Rootspikes: damage 30-50/50-90/80-120 -> 60-90/100-150/150-225

Razz & Rags (hero_rag)

- HP 350[+225]=575 -> 380[+270]=650
- Speed 60 -> 66
- Ranged attack: max range 110 -> 130
- Melee/ranged attack:
 - ~ Damage 8-12[+11,+16]=19-28 -> 11-16[+18,+27]=29-43
 - ~ Ranged attack cooldown 1s -> 1.2s
 - ~ Removed target cap for melee attack
- Raggify:
 - ~ Ragdoll damage 40-50 -> 40-60
 - ~ Ragdoll damage type physical -> true
 - ~ Melee range 45 -> 90
- Kamihare:
 - ~ Explosion radius 37.5 -> 50
 - ~ Cooldown 35s -> 30s
- Hammer Time:
 - ~ Damage 10-15 -> 20-30
 - ~ Is now immune to damage while in the animation
- Angry Gnome:
 - ~ Cooldown 17s -> 15s
 - ~ Damage 25-45/50-90/75-135 -> 45-70/90-140/135-210

Lynn (hero_lynn)

- Is now immune to damage from Twilight Avengers' blasting curse
- Weakening Curse:
 - ~ Duration 4/6/8s -> permanent
 - ~ Resistance reduction 0.3/0.5/0.7 -> 0.3/0.65/1.0

Prince Denas (hero_elves_denas)

- HP 265[+135]=400 -> 270[+180]=450
- Armor 0.38[+0.27]=0.65 -> 0.3[+0.45]=0.75
- Regen 18[+9]=27 -> 22[+18]=40
- Respawn time 15s -> 25s
- Mighty:
 - ~ Damage 70-134/122-226/171-320 -> 80-140/160-280/240-420
 - ~ Damage type true -> physical
 - ~ Now deals damage in an area (r = 90)
 - ~ Slows affected enemies to 40% of their speed for 0.4 seconds
- Sybarite:
 - ~ Healing 80/160/240 -> 120/240/360
 - ~ Lost health threshold 100 -> 200

- ~ Now only triggers when Denas is in melee combat
- Avenger:
 - ~ Cooldown 15s -> 10s
 - ~ Bounces 3/4/5 -> 2/3/4
- Sworn Defenders:
 - ~ Cooldown 60s -> 45/35/25/15s
 - ~ Number of guards 2/3/4/5 -> 2
 - ~ Duration 25s -> 20s
 - ~ Damage 4-12 -> 16-24
- Gold bonus per wave 25 -> 50

Xin (hero_xin)

- Melee damage: 10-22[+15,+18]=25-40 -> 12-24[+27,+36]=39-60
- Mind Over Body:
 - ~ Total healing 60/144/208 -> 180/300/420
 - ~ Healing duration 4/6/9s -> 3/4/5s
 - ~ Can now only be used when Xin is blocked
- Panda Style:
 - ~ Cooldown 26s -> 18s
 - ~ Damage radius 60 -> 90
 - ~ Damage 30-55/55-100/80-140 -> 60-90/110-165/180-270
- Inspire: duration 3/5/7s -> 7/11/15s

Phoenix (hero_phoenix)

- HP: 350[+180]=530 -> 250[+0]=250
- Regen: 18[+9]=27 -> 18[+0]=18
- Immolate: burst damage type physical -> true
- Purification: no longer triggers when Phoenix is dead

Wilbur (hero_wilbur)

- Ranged attack:
 - ~ Damage type true -> physical
 - ~ Cooldown 0.8s -> 1.2s

Bruce (hero_bruce)

- Regen 18[+12]=30 -> 37[+22]=59
- Melee range 55 -> 65
- Sharp Claws: bleed chance 0.1 -> 0.167
- Grievous Bites: cooldown 20s -> 18s
- Lion's Fur: now gives Bruce passive regen of 6/12/18 HP per second
- King's Roar:
 - ~ Cooldown 20s -> 16s
 - ~ Minimum targets 3 -> 2
- Guardian Lions
 - ~ Damage per tick 8/12/14/16 -> 14/21/28/35
 - ~ Cooldown 45s -> 50s

Faustus (hero_faustus)

- Ranged attack: cooldown 1s -> 1.6s
- Enervation:
 - ~ Cooldown 20s -> 15s
 - ~ Aura radius 100 -> 150
- Dragon Lance: damage 105-195/185-345/270-500 -> 150/265/385

TOWERS

Wild Magus (tower_wild_magus)

- Ward of Disruption: price 225/225/225 -> 175/175/175

High Elven Mage (tower_high_elven)

- Range 180 -> 200
- Damage:
 - ~ Strong bolt 31-54 -> 40-60
 - ~ Weak bolt 5-10 -> 10-15
- Weak bolts are now affected by empowered magic
- Sentinels:
 - ~ Cost 300/300 -> 200/200/200
 - ~ Charge time 4s -> 5s
 - ~ Wait time 5s -> 4s
 - ~ Max range 200 -> 300
 - ~ Max number of sentinels 2 -> 3
- Time Lapse:
 - ~ Damage 100/135/150 -> 300/300/300
 - ~ Damage type magical -> true

Bladesinger Hall (tower_blade, soldier_blade)

- Perfect Parry: cost 175/175/175 -> 200/200/200
- Blade Dance: cost 250/250/250 -> 200/200/200
- Edge Mastery: cost 300 -> 150

Forest Keepers (tower_forest, soldier_forest)

- Base price: 300 -> 250
- Ancient Oak Spears: cost 250/250/250 -> 300/250/250
- Circle of Life: healing duration 4s -> 7s

Renegade Post (tower_drow)

- Are now immune to blasting curse explosions
- Now affected by barracks star upgrades

Arcane Archers (tower_silver)

- Basic attack: cooldown 0.8s -> 0.9s
- Magic resistance damage 0.03 -> 0.05
- Slumber Arrows: sleep duration 4s -> 6s
- Burst Arrows: explosion radius 60 -> 67.5

Golden Longbow (tower_silver)

- Short range crit chance 0.01 -> 0.03
- Crimson Sentence:
 - ~ Instakill chance 0.03/0.06/0.09 -> 0.05/0.1/0.15
 - ~ Cost 300/300/300 -> 400/400/400

Weirdwood (tower_entwood)

- Explosion radius 55 -> 65
- Fiery Nut:
 - ~ Projectile is now affected by artillery star upgrades
 - ~ Cost 330/330/330 -> 330/220/220
 - ~ Impact damage 135/270/405 -> 150/195/240
 - ~ Cooldown 25.5s -> 22s
 - ~ Explosion/aura radius 65 -> 70
 - ~ Burning floor duration 5s -> 6s
 - ~ Burning damage per tick 1/2/3 -> 3/6/9
 - ~ Burning modifier duration 6s -> 2s
- Clobber:
 - ~ Damage radius 225 -> 240
 - ~ Stun range 195 -> 210
 - ~ Stun chances 1/1/0.75/0.5 -> 1

Arch Druid Henge (tower_druid)

- Explosion radius 50 -> 60
- Damage 30-50 -> 35-55
- Sylvan Curse
 - ~ Cooldown 15s -> 10s
 - ~ Transfer range 100 -> 120
 - ~ Duration 5s -> 7s
- Runed Bears
 - ~ Armor 0.2 -> 0.4
 - ~ Regen 25 -> 50
 - ~ Price 350/350 -> 250/250/250
 - ~ Max level 2 -> 3

BOSSSES

General:

- (*) denotes a change exclusive to Impossible difficulty

Hi-Hi Enha (eb_gnoll)

- Summon Howl now triggers every 20 seconds, instead of being tied to the boss's position on the path

Malicia (eb_drow_queen)

- HP increased to 16000*
- Phase breaks with 11000/6000 HP remaining*

Spider Goddess (eb_spider)

- HP increased to 21000*
- Jumps at 16000/11000/6000 HP remaining*

Godieth (eb_balrog)

- HP increased to 18000*
- Waves spawn 6/15/24/36 seconds after he spawns

Baj'Nimen (eb_bajnimen)

- Waves spawn 20/40/60/70s after he spawns
- Wave 3 split into 2 separate waves
 - ~ Wave 3 contains 1x Twilight Golem, 3x Twilight Scourger, 2x Mounted Avenger
 - ~ Wave 4 is identical except for including 1x Twilight Heretic

Bram (eb_bram)

- Waves spawn 15/25/35 seconds after he spawns

ENEMIES

General:

- Many higher difficulty HP buffs, attack damage increases, and ability cooldowns have been inherited by lower difficulties
- Impossible difficulty gives many enemies new abilities/buffs
- (*) denotes a change exclusive to Impossible difficulty

Gnoll Reaver (enemy_gnoll_reaver)

- HP 40/50/60/80 -> 50/60/80/80
- Melee damage (Veteran) 3-6 -> 4-7
- Melee attacks have a 20% chance to stun units for 1s*

Gnoll Burner (enemy_gnoll_burner)

- HP 50/60/75/95 -> 60/75/85/95
- Melee damage (Veteran) 2-4 -> 5-10
- Ranged attack cooldown 3s -> 2s*

Gnoll Blighter (enemy_gnoll_blighter)

- HP 500/700/750/850 -> 500/700/850/850
- Magic resistance (Veteran) 0.75 -> 0.85
- Melee damage increased to 15-20*
- Heals up to 5 allies for 80 HP every 5 seconds*

Hyena (enemy_hyena)

- Speed boost 1.2s -> 2s*

Ettin (enemy_ettin)

- Lives cost 2/2/2/4 -> 4
- Melee damage (Veteran) 85-95 -> 85-105
- No longer stun themselves*

Twilight Harasser (enemy_twilight_elf_harasser)

- Melee damage (Veteran) 20-30 -> 25-35
- Ranged attack: max range 125 -> 145*
- Shadow Dodge:
 - ~ Cooldown 7s -> 6s*
 - ~ Shadow dodge distance 10-18 -> 8-12 nodes*

Bandersnatch (enemy_bandersnatch)

- Lives cost 2 -> 5
- Gains 30 HP/sec regeneration*

Redcap (enemy_redcap)

- HP 150 -> 180*
- Death strike changed to be cooldown-based instead of chance-based
 - ~ Now has a cooldown of 9.6s (4.8s on impossible)

Satyr Cutthroat (enemy_satyr_cutthroat)

- HP 120/150/180/200 -> 150/180/200/240
- Ranged attack cooldown (Veteran) 3s -> 2.5s

Satyr Hoplite (enemy_satyr_hoplite)

- Melee damage 25-35 -> 35-50*
- Summoning cooldown (Veteran) 8s -> 6s

Twilight Avenger (enemy_twilight_avenger)

- Melee damage (Veteran) 50-75 -> 75-100
- Armor 0.5/0.9 -> 0.6/1.0*
 - ~ Now immune to explosive damage when unblocked*
- Blasting curse:
 - ~ Cooldown 7s -> 6s*
 - ~ Damage 80 -> 120*
 - ~ Can no longer cast blasting curse on flying enemies

Twilight Scourger (enemy_twilight_scourger)

- Gains a 2s stun attack with a 10s cooldown*
 - ~ Can stun heroes

Webspitter Spider (enemy_webspitting_spider)

- All units caught in the web take 60 poison damage over 4 seconds*
- HP 700 -> 800*

Sword Spider (enemy_sword_spider)

- Melee attacks have a 20% chance to bleed targets for 75 true damage*

Twilight Evoker (enemy_twilight_evoker)

- Magic resistance (Veteran) 0.75 -> 0.8
- Healing max count 4 -> 6*
- Ranged attack damage 20-30 -> 28-44*
- Can now silence archer tower abilities

Twilight Golem (enemy_twilight_golem)

- Lives cost 3 -> 7
- Speed 36/36/36/54 -> 36/36/54/60
- Loses speed less quickly upon being damaged and has a higher minimum speed*
- Immune to teleportation
- Possesses an aura that increases the attack damage of surrounding twilight elf units by 40%
 - ~ Can be silenced

Twilight Heretic (enemy_twilight_heretic)

- Is now immune to magical damage
- Possesses a weakening aura that lowers sylvan elf barracks/reinforcement units' armor by a flat 0.3 and halves their damage output
 - ~ Cannot be silenced
- Heals by 20% of their max HP every time Soul Consumption is used*
- HP 2250 -> 2500*

Drider (enemy_drider)

- Magic resistance 0 -> 0.3*

Razorboar

- HP 1500 -> 1750*
- Armor (Veteran) 0.5 -> 0.75
- Burning Charge:
 - ~ Enemy damage 125-155 -> 80-120
 - ~ Damage type physical -> true

Arachnomancer (enemy_arachnomancer)

- Lives cost 3 -> 4
- Summoned spiders no longer give gold
- Casts shields around up to 5 spiders that negate 3 instances of damage
 - ~ Cooldown 10s (8s on Impossible)
 - ~ Shields can be conjured while in melee combat

Spiderbrood (enemy_spider_arachnomancer)

- HP 100 -> 140*

Son of Mactans (enemy_spider_son_of_mactans)

- HP 375 -> 400*

Blood Gnoll (enemy_gnoll_bloodsydian)

- Armor 0 -> 0.3*

Blood Ogre (enemy_bloodsydian_warlock)

- Magic resistance (Veteran) 0.5 -> 0.75
- Melee damage 23-30 -> 40-60*
- Lives cost 1 -> 2

Ogre Magi (enemy_ogre_magi)

- Lives cost 2/2/2/3 -> 4
- HP 2500 -> 2750*

Blood Servant (enemy_blood_servant)

- HP 300 -> 350

- Melee damage (Veteran) 16-24 -> 20-30
- Gains 40% bonus attack damage when accompanied by 3 or more Twilight enemy units in close proximity

Mounted Avenger (enemy_mounted_avenger)

- Consumes dead barracks units, healing 150 HP each time
- Lives cost 2 -> 3

Screecher Bat (enemy_screecher_bat)

- HP 120 -> 130*

Devourer (enemy_grim_devourer)

- Gains a 30% dodge chance against melee attacks

Dark Spitter (enemy_dark_spitters)

- Gains 20 HP/sec regeneration*

Shadow Champion (enemy_shadow_champion)

- Lives cost 3 -> 5
- Triggers death explosion even when gibbed
- Melee attack:
 - ~ Max target count -> 2
 - ~ Damage type physical -> true
 - ~ Cooldown 2s -> 1.5s*
- HP 3000 -> 3500*
- Immune to teleportation
- Possesses an aura that strikes fear into surrounding servants of Godieth, increasing their speed by 50% when within r = 90
 - ~ Cannot be silenced

MISCELLANEOUS CHANGES & ADDITIONS

- All resistance values are displayed as percentage values (except for "None" and "Immune"; those remain unchanged)
- All cooldown/attack speed values are displayed in seconds
- Range/speed values have been tweaked to be more descriptive (instead of every enemy just being listed at "Medium" speed)
- All hero/tower abilities now have cooldowns listed in their descriptions, and all descriptions have been updated in line with balance changes
- Encyclopedia and in-level enemy abilities now update with the selected difficulty level (Impossible-only changes are reflected in the encyclopedia and in-game dialog boxes)
- Impossible difficulty is no longer locked when creating a fresh save file
- Forgotten Treasures mini-campaign has level music from Lord of the Rings (because why not)
- Level music swapped between The Ascent and The Shrine of Elynie (the more intense music is saved for the two final stages)
- Valor's Rest and Twilight Invasion endless stages have been added, along with their respective achievements

KNOWN BUGS

- Valor's Rest endless stage has some wonky background sprites (the level still works fine but the sprites are a bit misaligned; I'll probably fix this eventually but not sure when yet)

REBALANCING NOTES

Eridan

The goal here was to bring his overall strength up a bit, plus the series has a history of making star upgrades apply to hero attacks, so Bloodletting Shot was a bit of a no-brainer addition. Also, in his vanilla state his dodge passive often gets in the way of him executing Double Strike, so I increased its cooldown and damage to be less of an issue.

Arivan

Not much to say here; pretty much all of Arivan's skills got small buffs, which come together nicely to make him far less outclassed in the middle and endgame.

Catha

Just a couple of QoL changes here, nothing too major, as Catha's role as a support and stalling hero is already fulfilled to near perfection.

Reg'son

Reg'son is about as close to a purely damage-focused hero as you can get, and 95 percent of said damage comes from the combination of Vindicator and Eldritch Blade. So, I left those two more than adequate skills alone and instead bumped up his melee damage and crowd control skills slightly. The idea here was to make him more consistently useful in the periods between his two high burst damage attacks, and I think it accomplishes that quite nicely, making him feel far better to use despite his overall power level remaining just about the same.

Lilith

These changes are meant to do three things: one, make Lilith less reliant on RNG, two, make her intended playstyle more defined, and three, just make her stronger overall.