

vS1a:

Reworked Scroll of Homecoming. Instead of 4 seconds of casting delay, it now has 4 seconds of casting time - meaning that this spell can now once again not be interrupted by any action, it does not disable attack of a building which you teleport onto, and multiple teleportations can occur onto the same building. However, it now goes on a 10-second cooldown both upon successful teleportation and upon cancelling it, its cooldown is no longer affected by cooldown reduction, and - unlike the old pre-vS1 SoH, its teleportation animation can be seen throughout casting time.

A killer of a hero no longer gains 200 more gold than their allies, meaning that the reward for killing a player is now equal to 100 gold to each player on the team. Bonus gold for the first hero kill made by a player (also known as the Slayer bonus) was reduced from 200 to 100, but it is now given to every player on the team, and not just the killer.

Gold for destroying a Tower was increased from 150 to 200, while Guardian's destruction now gives 400 gold instead of 300.

Gold for killing bosses and objectives was reduced:

- Obelisks and Miners: from 100 to 50;
- Lizard Elder: from 150 to 100;
- Buried Giant: from 500 to 300.

However, it is now given to all players in killer's team, and gold for an obelisk is given even if it's a neutral building.

Gold bounty for both Siege and Super Minions was reduced to 50 from 100 and 150 respectively.

All items, which gave 15/30/60 attack damage, now give 10/20/40 attack damage respectively.

With the exception of Runed Footgear and its Improved version, all items, which gave 6 health/mana regeneration, now give 12, and all which gave 12 - now give 24.

Infused Gloves and Life-Draining Glyph now give mana and mana regeneration instead of health and health regeneration respectively (values have not been changed).

Book of Chain Death's damage was reduced from 400 to 300.

Piercing Bow now breaks through target's armor with each 4th attack, not 6th.

Emperor's Trident now sends its wave with each 3rd attack, not 4th. Its price was also reduced from 2275 to 2150.

Mana Breaker's price was reduced from 2250 to 2000.

Tome of Agility's cost was reduced from 1000 to 750.

Tome of Intelligence's cost was reduced from 1000 to 500.

Tygore's Leap can now be cast onto any point of the map. Its maximum range is unchanged.

Armageddon's Leap can now be cast onto any point of the map. Its maximum range is unchanged.

Fixed an oversight where Armageddon's Dark Force of Resurrection dealt damage to everyone.

This ability's cooldown was also reduced from 180 to 120, and its casting time - from 3 to 2.

Fixed Armageddon's Infinity Blade radius being 100 less than it should have.

Reworked Bloodhorn Ironhoof's Near-Death Experience. It no longer gives health regeneration for a period of time, instead instantly restoring him 500/750/1000 health.

Fixed an oversight where Bloodhorn Ironhoof's Distant Stomp still used the old stun values (1.5/2/2.5/3/3.5) instead of the intended ones (1.5/1.75/2/2.25/2.5).

Bloodhorn Ironhoof's Mighty Swing now deals 2x attack damage on all levels upon initiation (previously 2/2.25/2.5/2.75/3x), but its damage per tree destroyed now scales - it went from 100 on all levels to 50/75/100/125/150.

Balial's Repel no longer protects him from negative buffs throughout its duration - only from spell damage. However, it dispels Mageslayer upon activation.

Balial's Haunt reflections now deal Balial's base damage instead of 5% of target's health.

Balial's Rift now deals its damage in 300 radius around attack's target.

Balial's Witch Hunt cooldown upon cancellation was increased from 10 to 30.

Reduced Mistress Lilith's Torture ward health from 250/500/750 to 200/300/400.

Darae's Flash & Slash can now be cast onto any point on the map. Blink's maximum range and shockwave's length are still 400.

Fanadin's Engulf no longer deals bonus 50 damage to its unit target. Its stun was rescaled from 0.5/0.75/1/1.25/1.5 to 0.75, and its damage - from 140/205/270/335/400 to 150/200/250/300/350.

Fanadin's Immolation mana cost per second increased from 40/60/80 to 50/75/100.

Axl's Killbox mines activation delay was reduced from 1 to 0.5.

Fixed certain spells working on Axl's Stasis Trap.

Elden's Withering movement speed slow was rescaled from 20/30/40/50/60% to 40% on all levels.

Elden's Unholy Shield cooldown was reduced by 2 seconds on all levels (now 5/4/3/2/1), but its mana cost was increased from 200 to 200/225/250/275/300.

Elden's Mind Over Matter health cost was reduced from 300 to 150. Mana gained wasn't reduced, and its scaling if caster has less than 150 health was changed accordingly (from 1/1.25/1.5/1.75/2x to 2/2.5/3/3.5/4x).

Celeste's movement speed was increased from 260 to 280.

Jungle creeps no longer sleep at night.

Adjusted the locations of regions, which replenish Buried Giant's health. Added regions to the back of both mines so that Miners couldn't stuck in the trees.

Fixed a rare bug, where Helmet of Undying Will could not trigger due to float approximations in Warcraft 3.

Fixed incorrect difficulty in some characters' description.

Added a note in Darae's Spirit Walk description, that her attack cooldown can't be reduced to less than 0.3, as it is her attack damage point.

Player 13 (Neutral Hostile) was renamed to Forest Dwellers.

vS1 (S stands for... Many things. Some may say "simplified", some - "streamlined". I though, would call it "Super"):

Many mechanics of this map were removed in order to reduce its bloatedness and jankieness.

These include: Runed Stones, Shady Merchant, Well of Wishes, Consumeable Shop along with its

consumeables, Totem of Blessings along with all blessings, talents but not Altar of Talents (renamed to Hero's Stash), destroying trees with basic attacks, stop-spamming custom attack modifiers, orb effects, randomness in basic attack damage, attack modifiers, and neutral creep gold payout, universal scaling of at least one skill with a certain attribute, spell immunity

not protecting against certain targeted spells and only protecting against magical damage types (as opposed to all spell damage), teleportation onto wards, turn rates (at least upon giving orders to units).

Illusions as a mechanic was also unfortunately removed, but not as much due to problems of how they were realised in Warcraft 3 (which there are plenty and these also played a role), but due to how certain new mechanics made them critically bugged.

Upper and lower highground sections of the map were almost completely blocked off by trees. Now there only reside Voidwalker and Overlord creep camps: they are located near guardian towers

in order to give pushed-out teams something to farm more-or-less safely. However, they now cannot be run out of those high grounds - just like the bosses, they will regain their health and go back to their spots.

Reworked how tree resurrection works: they now respawn individually, 20 seconds after being destroyed.

Left Miner location was changed to be more symmetrical with the Right Miner.

Jungle creeps now all spawn with full mana.

Bearwolf camp was moved to the middle of the top jungle, right where the Well of Wishes was. Wolves from the jungle camp no longer have critical strike, while Bearwolves can't reduce your armor.

Elder Jungle Stalker is now level 3, while Jungle Stalker is now level 2 - instead of the other way around.

Overlords were reworked: they no longer have a crushing blow, but instead deal 150 pure damage with their attack, piercing through any defences.

Buried Giant can no longer fly over objects, and its damage was lowered from 400 to 200. However, its health was increased from 6000 to 9000, damage - from 300 to 400, and movement speed - from 200 to 250.

Lizard Elder's attack damage was increased from 86 to 100, and its gold payout was increased from 90 to 150. Her bash now procs with each 6th attack, dealing bonus 100 damage instead of 25, and she now blocks 1 in 6 attacks.

Obelisks now add a siege minion to the wave on the base, not spawning them near where the obelisk is.

Barracks were removed. Super Minions now spawn for the team, which loses a guardian tower on respective lane, as a defence mechanism and a comeback mechanic - though at the same time

default minions stop spawning. This also means that in order to win a 1v1 you now need to destroy the guardian, not the barrack.

All structures now have 1000 mana (see Elden's new ability for why this change was made).

Fountains' heal and replenishment radius was increased from 500 to 800.

Timeout was reworked: there is no longer a kill or creep score win condition; instead, the game counts a unified score, equal to the amount of towers destroyed, obelisks and miners under control at the end of the game, as well as Lizard and Buried Giant kills, which is then compared and the winner is determined. If the score is equal - the game is determined to be a draw.

Most skills in the game no longer destroy trees, and those that still do - mostly due to them potentially getting you stuck otherwise.

Introduced two new stats:

- Spell Power: increases all of your spell damage by % (including damage of your summoned units). Is shown where the lumber is.
- Magic Barrier: reduces all incoming spell damage by % AND can stack, but no more than up to 70%. Is shown where the food is and replaces magic resistance mechanic with itself. Does NOT protect your summoned units unless specified.

These are paired by new individual item and character mechanics, such as spell lifesteal, spell critical, barrier piercing etc. Essentially, now spell damage can be universally upgraded very similarly to attack damage.

As previously-orb effects now stack, the way they do war invented from the ground-up. The general rule is: multiple critical strikes and crushing blows (bonus pure damage on each certain attack or by cooldown) cannot proc at the same time - only the highest-damaging one will proc. All of the others can stack not only with each other, but also with modifiers of the same type (meaning hero's lifesteal can work with item lifesteal; two mana-breaking attacks will sum up; and two poisons or damage over time effects will perfectly work together) - but one type of item can only give its modifier once (meaning that two Mana Breakers will break mana as if you have only one). Also none of the modifiers work on structures unless specified.

Reworked how Armor works. It no longer has a complicated formula of scaling into physical defence; instead, armor number is a direct % of defence you have against attacks, and it, just like

the Magic Barrier, is limited by 70% maximum and 0% minimum (therefore negative armor is no longer a thing).

Heroes no longer have armor by default. The only non-hero units, who have armor and magic barrier, are the Lizard Elder with 15% Armor and 30% Magic Barrier; the Buried Giant along with all of the structures, who share 25% Armor and 50% Magic Barrier; Siege Minions, who have 10% Armor and 20% Magic Barrier; and Super Minions, who have 20% Armor and 40% Magic Barrier.

The entire item system is brand-new, with essentially only some of the names, icons and general ideas carried out from the previous versions. The amount of shops and items is now reduced

to 4: Starter, Attack, Spell, and Defence - with none of the items separated by the attribute and only one artifact giving attributes. The goal is to allow anyone to effectively build anything, without getting a bunch of stats, which your hero does not really need.

It would be a chore to list every single item, so I'll leave it to players themselves to discover the new item system, but the key new feature worth mentioning is Starter Item Upgrading: players can pay 2000 gold to double the movement speed and other stats, which their footwear of choice gives, effectively turning it into a late-game artifact instead of a semi-useless slot in the endgame.

Note that endgame stat books were preserved in Hero's Stash, but only the +5 attribute ones. Meanwhile 1000 Gold Pouch, as well as potions and wards (which now once again last for 3 minutes) are all in the Starter Shop.

Each hero's health was increased by 400, and their attack damage - by 20.

Each hero in the game now has Scroll of Homecoming as their fixed ability in F slot. It now shows animation of teleportation and goes on cooldown upon cast, and the cooldown is now 10 seconds instead of 0.

Every hero in the game now has 4 basic skills instead of 3, and all ultimates are now located in D-slot.

Wiston's new skill is Headshot: upon each 8th attack, he will bash opponent for 0.1 second, dealing 100/150/200/250/300 bonus attack damage.

Wiston's attack cooldown was worsened from 1.2 to 1.4, but his base strength was increased from 17 to 20 and strength gain per level went from 2.0 to 2.5.

Wiston's Leg Shot now deals 2/2.25/2.5/2.75/3x Alien Stormtrooper's attack damage as spell damage, and slows by 100% on all levels instead of 60/70/80/90/100% - but only for 2 seconds, not

2.5. It can also no longer target structures.

Wiston's Stimpack was reworked. It is now an ability with no target, which does not heal the Alien Stormtrooper, but in fact deals damage to him, equal to 10% of his health (though it cannot kill). However, upon casting it (and it costs no mana), he gets 20/25/30/35/40% movement speed increase.

Wiston's Raise Morale was removed. Instead, he has one more new ability - War Machine: with each consecutive attack, Wiston reduces his attack cooldown by 0.04/0.05/0.06/0.07/0.08 up to 5

times. If he doesn't attack for 3 seconds - this bonus is lost.

Wiston's Airstrike is now uncancellable, but the hero can also move during its cast. Damage was reduced by 100 on all levels (now 400/600/800), cooldown increased from 60 to 90, and mana

cost - from 50/100/150 to 150/200/250.

Tygore's new skill is Rage: it gives him more and more attack speed as he receives damage, 10% for each instance to 6/7/8/9/10 times. These stacks reset to 0 if not damaged for 5 seconds.

Tygore's Leap now deals 2x his attack damage as spell damage. It also now twice as fast and doesn't disable the Destroyer of Worlds, but puts Stomp and World Ender on a 0.5-second cooldown.

Tygore's Pulverize was reworked into Shockwave: each of his attacks now sends a projective, which deals 40/60/80/100/120 spell damage.

Tygore's Realm-Bending Stomp was renamed to just Stomp, and its stun duration was reduced from 1.8/2.1/2.4/2.7/3 to 1/1.25/1.5/1.75/2.

Krovikan's Eternal Hunger and Vampiric Aura were again split into two different abilities. The former now does not allow to target creeps above level 10, and increases Outland's Vampire attack and movement speeds, while the latter gives 20/25/30/35/40% lifesteal to the hero and half of that in the 900-radius aura.

Krovikan's Bat Horde damage was rescaled from 150/205/280/345/410 to 200/250/300/350/400.

Krovikan's Bloodlust duration was reduced from 10 to 5 seconds, and its lifesteal amount lowered from 60/100/140% to just 60%.

Krovikan's Impale now deals 125/200/275/350/425 spell damage to anyone it hits, and its stun duration was reduced by 0.5 seconds (now 1.5/1.75/2/2.25/2.5).

Due to illusions problems, Void Demon has been reworked. His Phantasmagoria is now a targeted spell, which targets a non-ally in close proximity (100 range), and roots is for 3 seconds. It

then makes the Phantom King invulnerable and untargetable, and forces him to attack the rooted target with maximum attack speed, but without attack modifiers.

Void Demon's new ability is now Void Link: it selects a non-ally in 600 range, 40/50/60/70/80% of all of whose damage for the next 5 seconds will be reflected back to them.

Void Demon's Void Staff was removed. In its place is now Phantom Pain: upon each 6/5/4/3/2nd attack, Phantom King creates a reflection of attacked unit, which attacks it once, and then disappears. The reflection is invulnerable and untargetable, but can't proc attack modifiers if it's a hero.

Void Demon's Demonic Chains was reworked into a Meat Hook esque ability. It deals 3/3.25/3.5/3.75/4x hero's attack damage as spell damage to the hooked target, and, unlike the original,

will pass through allies and spell immune units. Its icon was also changed to a custom one (thanx Darkfang).

Void Demon's Obliterate damage was increased by 15 on each level (now 30/35/40/45/50), but its cooldown was also increased by 2 on each level (now 16/15/14/13/12).

Everest's new skill is Raise Rock: it... Raises a rock underneath a non-ally in 600 range, which knocks them up for 1 second, and then slows by 30/35/40/45/50% for 2 seconds, dealing 100/150/200/250/300 spell damage.

Everest's attack cooldown was reduced from 2.5 to 2.3.

Everest's Pick Up Tree no longer gives bonus attack damage, and doesn't change his attack type. However, its duration was increased by 3 attacks (now 6/7/8/9/10), mana cost was reduced

from 60/75/90/105/120 to 60/70/80/90/100, and attack cooldown when holding a tree reduced from 2.0 to 1.8.

Everest's Howl of Nature now deals 100/150/200/250/300 spell damage. Its cooldown was rescaled from 16/15/14/13/12 to 15 on each level. It also no longer affects structures.

Everest's Boulder Shower was renamed to Hurl Boulders. Its damage was reduced from 300/550/800 to 300/450/600, stun duration went down by 1 second on each level (now it's 2/2.5/3), and its

cooldown was doubled (now it's 60). However, its area of effect was increased from 400 to 500.

Everest's Rocky Exterior was reworked into Stone Skin: it gives bonus 6/12/18/24/30% armor and barrier, and makes it so that no critical strikes proc when attacking your hero.

Bloodhorn Ironhoof's new skill is Mighty Swing: it damages non-allies in front of him for 2/2.25/2.5/2.75/3x his attack damage (the damage is spell), and knocks enemies 400 meters back,

destroying trees along their way and damaging further by 100 spell damage for each tree destroyed.

Bloodhorn Ironhoof's attack range was reduced from 200 to 150, damage from 35 to 30, cooldown worsened from 1.7 to 1.8. His base attributes and their gain per level were also reduced:

strength went from 20 + 2.5 to 18 + 2.1, while both agility and intelligence - from 18 + 2.0 to 15 + 1.8.

Bloodhorn Ironhoof's Isolation was removed, and instead he got a new ultimate - Near-Death Experience: it gives him bonus 60/80/100 health regeneration and 15% movement speed when his

health drops below 20%. Has 60-seconds cooldown.

Bloodhorn Ironhoof was renamed from God Slayer to Destroyer of Gods (purely a lore-in-my-head kind of thing).

Bloodhorn Ironhoof's Displacing Magic was removed, and instead granted a new ability: Grappling Spear. It works just like Demonic Chains, but instead of dragging a non-ally to you, you

drag yourself to a non-ally. Its spell damage is 200/250/300/350/400, and its cooldown is 12/11/10/9/8.

Bloodhorn Ironhoof's Distant Stomp damage was increased from 100/200/300/400/500 to 200/275/350/425/500, but its stun duration was reduced from 1.5/2/2.5/3/3.5 to 1.5/1.75/2/2.25/2.5, and

cast range went from 800 to 400.

Bloodhorn Ironhoof's God Slicer bonus damage from target's current health was rescaled from 4/6/8/10/12% to 6/7/8/9/10%. This damage is now also reduced by armor.

Bloodhorn Ironhoof's Isolation can now only teleport to the upper edges of the map due to relatively-close proximity of the bottom edges to the Overlord camp. It also now activates in 0.03 seconds, not 0.5, and the overall script for this ability became way more optimized.

Baronette's new skill is Mortal Blow: it grants 2x critical strike upon each 8/7/6/5/4th attack, but not just to Abyssal Commander herself - to units under her control as well, and the counter of attacks is common for all of the units.

Baronette's Unholy Frenzy was reworked. It is now a non-targeted ability, which increases attack speed of all of Baronette's units on the map except for Buried Giant by 100% for 3/3.5/4/4.5/5 seconds. Cooldown was rescaled from 24/21/18/15/12 to 20 on all levels.

Baronette's Domination now deals 125/175/225/275/325 spell damage, its range was lowered from 600 to 400, and its hex duration was reduced by 0.5 seconds on each level (now it's 1.5/1.75/2/2.25/2.5).

Baronette's Healing Coil now bounces fixed 4 times instead of 3/4/5/6/7, but its amount of health restored was increased from 80/160/240/320/400 to 200/275/350/425/500. Its cooldown was also increased from 12 to 15, mana cost by 10 on each level (now it's 100/110/120/130/140), and its range - reduced from 500 to 400, along with bounce radius.

Baronette's Abyssal Ghoul stun was reduced from 0.5/0.75/1 second to 0.3. Ghouls' attack type was changed to Chaos from Normal (meaning that their damage to towers went from 70% to 100%).

The Ogre Lord was reworked. Giant Growth was removed, and in its place is now a new ultimate - Belt of the Ogre Lord: it gives bonus spell damage on attack, equal to 10% of his maximum

health, for 5/7.5/10 seconds.

Armageddon's new skill is Horrifying Charge: it dashes the Inevitable towards selected point in 800 range with 666 movement speed, and deals spell damage each 0.15 seconds along his way,

equal to 6/7/8/9/10% of his current health.

Armageddon's attack range was increased from 100 to 150.

Armageddon's Let Terror Reign damage was reduced by 25 on all levels (now it's 100/150/200/250/300), and its knock-up duration went down from 1.5 to 1. Its cooldown was also rescaled from

12/11/10/9/8 to 10 on all levels.

Armageddon's Chaos Meteor damage was rescaled from 175/225/275/325/375 to 125/200/275/350/425, and its stun duration was reduced from 2.5/2.75/3/3.25/3.5 to 2/2.25/2.5/2.75/3. Its mana

cost also went up from 80/95/110/125/140 to 120/130/140/150/160.

Armageddon's Infinity Blade now deals its spell damage in 600 radius around the target, instead of a cone in front. However, the amount of it was reduced from 100/125/150/175/200% to 60/80/100/120/140%.

Armageddon's Dark Force of Resurrection now deals 600/750/900 spell damage.

Derak & Joe's base strength was increased from 22 to 26, strength gain per level went from 2.8 to 3.2; however, attack cooldown was worsened from 1.5 to 1.6.

Derak & Joe's Competing Heads is now a 6-level ability, with 1st level being innate, but giving no passive bonuses. Its mana cost is also now 0 on all levels. As for passive bonuses, Derak's critical strike remained unchanged, but it now procs with every 5th attack; meanwhile Joe's cleave was removed, and instead he now has damage reflection: each 5th attack, directed at Joe, is not blocked, but its damage is dealt to non-allies in 400 radius around him as spell damage, and it is also multiplied by 1/1.25/1.5/1.75/2x.

Derak got a new skill called Ogre's Kiss: it puts a non-ally in close proximity to sleep for 2/2.5/3/3.5/4 seconds. This state is similar to stun, but any damage taken by a sleeping unit wakes it up.

Derak's Sap Strength was given to Joe, and it now works on an area, sapping not strength attribute, but 200/275/350/425/500 maximum health for 5 seconds from multiple enemy heroes.

Instead, Derak's new ability is Sap Magic: basically Syphon Mana, but can't be used on allies, and drains 10/15/20/25/30 mana per 0.25 seconds for 4 seconds.

Derak's Greater Bash and Joe's Greater Pulverize now both deal 100/150/200/250/300 spell damage. Both are now applied upon hit, not upon initiating attack. These two can also no longer be both active at the same time, and movement speed bonus was reduced from 30% to 20%.

Joe's Thunder Clap was renamed Ogre's Fart and restyled accordingly. Its damage was reduced by 25 on each level (now 75/125/175/225/275), attack speed buff duration from 5 to 3 seconds,

and cooldown was increased from 10 to 15; however, the amount of attack speed gained was increased from 30/35/40/45/50% to 50% on all levels.

Negul's new skill is Amplify Damage: it marks a target for 3 seconds, giving a guaranteed 1.4/1.55/1.7/1.85/2x critical strike when basic-attacking it.

Negul's Swamp Queen was reworked. She no longer has her abilities except for slowing aura, and her stats now fully scale with Negul's - with the exception of attack cooldown and movement

speed, which scale with spell power. She also lasts permanently, and ability's cooldown was rescaled from 120 to 150/120/90. In addition, an oversight, where you could instantly kill the queen with a boot ability, was fixed. However, her attack type was changed from Chaos to Hero (meaning that she deals 50% damage to structures, just like heroes).

Negul's Natural Protection was reworked. He and all of his summoned units now passively reflect 20/25/30/35/40% of incoming attack damage.

Negul's Infest now only deals 40/55/70/85/100 spell damage per second, with no final fortion, and its cooldown was increased from 14/13/12/11/10 to 15, Parasitic Hydras' attack damage was

increased from 40 to 80, health regeneration - from 2 to 4, and their duration - from 20 to 30; a bug was also fixed, where their splash dealt damage to allies - however, only 2 hydras are spawned from one Infest. Their Frost Bolt's cooldown was reduced from 20 to 15, and mana cost was removed.

Negul's Spiked Tentacles cooldown was reduced from 18/16/14/12/10 to 10 on all levels.

However, tentacles are now considered wards, so spells don't work on them; in addition, their attack

damage was increased from 25 to 30.

Dullahan's Bouncing Arrows return: it is now a temporary activatable effect, which gives 2 additional attack targets for 4/6/8/10/12 seconds, but cuts down hero's range by 150 for that duration.

Dullahan's Rain of Arrows was reworked: it now deals 0.5/0.75/1/1.25/1.5x his attack damage as spell damage each 0.5 seconds for 5 seconds, but the hero will need to stay and channel this skill - otherwise it will be cancelled. Its range was also reduced from 800 to 300, and damage to buildings is halved.

Dullahan's Shooting Squad was reworked: it no longer breaks armor, but instead roots the target for 2/3/4 seconds. The amount of archers was also rescaled from 7/10/13 to 8, and ability's cooldown was increased from 120 to 150, while range was reduced from 400 to 200.

Dullahan's Marksmanship now, in addition to increasing attack range, increases cast range for each of Centaur Ranger's abilities by the same amount.

Dullahan's Searing Flurry range was reduced from 550 to 800, but so did its cooldown - by 2 seconds on each level (now 12/11/10/9/8).

Mistress Lilith's ultimate was renamed to Torture, while her new skill was named Sadism: it grants her 4/8/12/16/20% lifesteal from any damage. Meanwhile the Torture Ward is no longer invulnerable: it has 250/500/750 health.

Mistress Lilith's attack range was increased from 450 to 500.

Mistress Lilith's Pain & Pleasure was reworked: it is now a targeted skill, which drains life of a non-ally unit at a rate of 50/75/100/125/150 health per second for 5 seconds.

Mistress Lilith's Bondage no longer deals damage. Its cast range was reduced from 600 to 500, and its cooldown went from 16 to 15.

Fixed an oversight where Mistress Lilith's Cruelty lasted for 5 seconds, and not 3. Its movement and attack speed slows were "synchronised", now being 5/10/15/20/25%. Its icon was also changed to the one that Venomous Arrows had before.

Vesuvius's new skill is Blast Off: it increases his movement speed by 20% for 2 seconds, and at the end of this buff explodes him, stunning non-allies in 400 radius around him for 1.5

seconds, and dealing 100/175/250/325/400 spell damage.

Vesuvius's attack range was reduced from 550 to 400. However, his strength gain per level was increased from 1.6 to 2.1, base strength - from 15 to 19, and base agility - from 20 to 23.

Vesuvius's Planetary Anger was reworked. Now, instead of being a single-target ability, it is an Earthquake, casted on the ground, which disarms non-allies in 400-area (including structures), and slows them by 10/15/20/25/30% for 3 seconds.

Vesuvius's Eruption is now his ultimate. Its damage was increased from 120/150/180/210/240 to 250/325/400, and its interval - reduced from 1.5 to 1 (meaning that this skill now lasts for 4 seconds, not 6). Its damage to structures was also reduced from 200% to 100%.

Vesuvius's Lava Saturation is now a basic skill. Its damage stacking was reduced from 20/30/40 to 5/10/15/20/25, and damage upon death reduced from 200/400/600 to 50/100/150/200/250.

Half

damage area was also removed, so this damage is only dealt in 300 radius around exploding unit. No part of this skill now works on structures.

Due to illusions problems, Balial was reworked. His Mirror Images and Demonic Purge were removed, and instead he got Haunt: it spawns an invulnerable and untargetable copy of Balial, which

has 40 attack damage and his level of mana-burning attack modifier, which attacks the target 3 times before disappearing.

Balial's new skill is Repel: yes, THAT repel - though its duration was reduced to 3 seconds, cooldown is now 40/35/30/25/20, and mana cost - 150/125/100/75/50.

Balial's Rift part of Rift of Hatred was removed, and the Hatred part is now a separate basic skill: it silences and slows movement speed of non-allies in 300-radius area in 400 range by 40/45/50/55/60% for 2/2.25/2.5/2.75/3 seconds, and deals damage, equal to 20% of their individual maximum mana.

Balial's former ultimate was reworked into Witch Hunt: it allows to charge at any unit on the map with 1000 movement speed and avoiding all obstacles, and upon impact stun the target for 2 seconds and deal 300/450/600 spell damage.

Balial's Anti-Magic Gear's magic resistance portion was removed, and the mana-burning portion was renamed to Rift; the amount of it was also increased from 20/35/50/65/80 to 20/40/60/80/100.

Yoshinobu's new skill is Dash: a simple blink with 600 range.

Yoshinobu's Raging Winds now deals 200/250/300/350/400 spell damage. Its duration was also reduced from 4 to 3 seconds, while its range - from 800 to 600.

Yoshinobu's Weak Spot now procs on each fifth attack and not with 40% chance, but the damage itself is pure. Its amount was also reduced by 100 on all levels (now it's 100/150/200/250/300).

Yoshinobu's Wind Walk damage was reduced by 200 on all levels (now it's 200/400/600) and it no longer procs on towers. Its duration was rescaled from 20/35/50 to 30, and movement speed bonus - from 10/45/70% to 15/30/45%.

Agni Brothers' new skill is Hellish Powder: it deals 20/25/30/35/40% bonus magical damage on each attack.

Agni Brothers' base attributes and their gains per level were improved: agility from 16 + 1.5 to 20 + 2.4, and strength from 14 + 1 to 18 + 1.75.

Agni Brothers' Hellish Bombs were renamed into Bomb Barrage: it no longer gives bonus damage, and its bonus target amount was limited to 2/3/4/5/6.

Agni Brothers' Land Mines damage was rescaled: from 500 on all levels to 300/375/450/525/600.

Agni Brothers' Explosive Frenzy now deals 140/210/280/350/420 spell damage flat. Its cooldown was reduced from 20 to 15, mana cost - from 80/100/120/140/160 to 80/90/100/110/120, but its movement and attack speeds bonuses were reduced: 20% for movement, 40/45/50/55/60% for attack.

Reworked how Mikasa's invisibility works. Except for ultimate, it now takes out of invisibility upon dealing any type of damage, not initiating a basic attack.

Mikasa's new skill is Fish Net: it throws a net, which ensnares units in 300 radius with a center point in 600 range for 1.5/1.75/2/2.25/2.5 seconds. It also turns the Killer Shark invisible.

Mikasa's starting intelligence was increased from 17 to 19.

Mikasa's Smoke Screen was reworked into The World Is Your Ocean: it covers the whole map with smoke, increases Killer Shark's movement speed by 20/30/40%, and turns him invisible. This

invisibility, just as before, is not broken by dealing damage.

Mikasa's Decoy was reworked: the unit no longer has a bash, but instead its health, mana, attack damage and speed equals to 60/70/80/90/100% of the original. Its mana cost was increased

from 100/110/120/130/140 to 125/140/155/170/185.

Mikasa's Trickery was reworked: it now, just like The World Is Your Ocean, gives critical strike on damage from invisibility: 2/2.25/2.5/2.75/3x for attacks, 1.5x for spells. In addition, each 10th dealt damage instance - attack or spell - will turn Killer Shark Invisible.

Mikasa's Shadowmeld now deals 200/250/300/350/400 spell damage. Its radius was increased from 300 to 400, cooldown reduced from 20/18/16/14/12 to 16/15/14/13/12, and the damage can now be dealt to structures.

Serena's new skill is Black Shield: it gives all of her summoned units on the map maximum armor for 5/5.5/6/6.5/7 seconds.

Serena's Poisoned Dagger now deals 100/150/200/250/300 magical damage, and then half that each second for 3 seconds. Mana cost was increased from 75/85/95/105/115/125 to 80/95/110/125/140,

but its cooldown was also reduced by 2 seconds on each level (not it's 16/15/14/13/12).

Reworked Serena's Send Wolves. They now spawn in 2 on each level, but their damage is scaling with level - 60/70/80/90/100 + Serena's Spell Power. Their cooldown was rescaled from 20/20/15/15/10 to just 15, while mana cost was increased by 10 (now it's 80/90/100/110/120).

Their attack type is now also Chaos instead of Normal (meaning that their damage to towers went

from 70% to 100%).

Serena's Dark Minions now have Chaos attack type as well.

Darae's new skill is Disappear: upon activation or getting damaged if the spell is put on autocast, she disappears from the map for up to 2 seconds, making her invulnerable and untargetable. However, if she is given any command during this period of time, this state is cancelled.

Darae's Spirit Walk is now her ultimate: it leaves her in a vulnerable state for 5 seconds, where she has 400 health less, and her armor and magic barrier bonuses are disabled; however, she can also pierce through enemy armor and magic barrier for this period of time with each damage instance, and she also gains 20/35/50% Spell Power and lowers her attack cooldown by 0.2.

Darae's Fan of Knives now deals her attack damage as spell damage. Its mana cost was increased from 50/60/70/80/90 to 70/85/100/115/130.

Darae's Flash & Slash is now her W. It deals 100/150/200/250/300 spell damage and has 8/7/6/5/4 seconds of cooldown. It also teleports the Spirit Warrior approximately 0.2 seconds faster.

Darae's Mana Crescent restoration and damage is now 15/30/45/60/75.

Aeol's new skill is Heavenly Shield: when off cooldown, it protects from an attack. Every instance of attack damage, directed at Emperor of Sky, will add 2 seconds to its cooldown (1 in flying form) up to 10 seconds, and every damage of any kind, dealt by Aeol, will reduce this cooldown by 0.2/0.25/0.3/0.35/0.4.

Aeol's intelligence was increased from 13 to 19, and its gain per level was increased from 1.3 to 2.

Aeol's Migration was removed, and instead given a new ultimate - Typhoon. It turns Emperor of Sky into an unstoppable, invulnerable, and untargetable wind, which travels to a point in 800 range, destroying trees and dealing 6/8/10 spell damage each 0.03 seconds to every non-ally in 200 radius around it. Has only 10 seconds of cooldown, but moves slowly (300 movement speed

if casted from the grounded form, 500 if casted from flying form).

Aeol's Ascend no longer grants the ability to fly over obstacles and terrain. However, its attack damage was increased by 10, and their health is no longer reduced.

Aeol's Gust damage reduced from 100/150/200/250/300 to 100/140/180/220/260.

Aeol's Wind Clap now deals 150/225/300/375/450 spell damage (+100 in flying form). Its mana cost was rescaled from 65/90/115/140/165 to 90/105/120/135/150.

Lucifer's new skill is Wicked Sorcery: it adds 10/20/30/40/50% bonus Spell Power, and the total amount of Morning Star's Spell Power multiplied by 2 is added to his attacks as pure damage.

Lucifer's Angelfall was reworked: it now has no cast time, and deals 200/250/300/350/400 spell damage, but only once, and its area of effect was reduced from 900 to 700, cooldown went from 15 to 8, and mana cost - from 140/155/170/185/200 to 120/130/140/150/160.

Lucifer's Hellspikes stun duration was reduced from 0.5/1/1.5/2/2.5 to 0/0.25/0.5/0.75/1 (note that this is stun duration after 1-second knock-up). Its mana cost was also increased from 80/90/100/110/120 to 120/140/160/180/200.

Lucifer's Devil's Mark now deals 200/250/300/350/400 spell damage. Its doom duration was also reduced from 3 to 2, cooldown was reduced from 20/19/18/17/16 to 12, and mana cost went from

160/170/180/190/200 to 100/110/120/130/140.

Lucifer's Descension was renamed to Death. It now deals 600/750/900 spell damage, its cooldown was rescaled from 80/70/60 to 75, mana cost increased by 50 on each level (now it's 300/350/400), cast range went from 800 to 600, and it can now be used on any organic unit - not just heroes.

Legendary Reina's new skill is Chilling Breath: on each 3rd of her attacks she sends a cone of frost, which deals 50/75/100/125/150 initial damage, 20/30/40/50/60 damage per second for 3 seconds, and slows down the main target of attack by 50% in movement and 25% in attack.

Legendary Reina's attack range was increased from 300 to 500, her attack cooldown - improved from 3.0 to 2.5, and intelligence base and gain went from 21 + 2.5 to 26 + 2.8.

Legendary Reina's Cold Embrace now deals 100/150/200/250/300 to all non-allies in the area and 75/100/125/150/175 additional damage to the main target. It also slows for 2 seconds, not 3.

Legendary Reina's Frost Armor was reworked: it now halves all damage except pure for 3/4/5/6/7 seconds, separately from armor and magic barrier and after their calculations. Its cooldown,

however, was increased from 10 to 15.

Legendary Reina's Ice Storm cooldown was increased from 30 to 60.

Fanadin's new skill is Burning Silence: yes, THAT Burning Silence. Its damage was rescaled to 50/75/100/125/150, and its range - increased from 400 to 500.

Fanadin's Engulf now deals 140/205/270/335/400 spell damage. Its stun duration was rescaled from 1 to 0.5/0.75/1/1.25/1.5, and the main target now receives 50 more damage. Its mana cost was increased from 105/115/125/135/145 to 105/120/135/150/165.

Fanadin's Meteor Shower damage was increased from 70/85/100/115/130 to 70/90/110/130/150.

Fanadin's Fireball damage was increased from 16/24/32/40/48 to 30/45/60/75/90.

Torver's Spell Shield returns in a reworked form: now, it blocks each 8/7/6/5/4th instance of spell damage.

Torver's Mana Burn cooldown was increased from 12/11/10/9/8 to 20/19/18/17/16.

Torver's Blink Strike now deals 2x his attack damage as spell damage. Its mana cost was increased by 40 on each level (now 80/95/110/125/140), but its delay is now smaller.

Torver's Thunder Sickle now procs with each 2nd attack, but its damage was reduced from 75/125/175/225/275 to 50/90/130/170/210.

Torver's Spell Seal no longer stuns - instead dooms the target for 5 seconds and deals 100/150/200 damage per second. Mana cost was increased to 300/400/500, and cast range - reduced to

200, but cooldown was reduced from 180 to 120.

Elden's Mind Over Matter was renamed to Withering, and it no longer deals damage nor gives Elden attack speed, but it also steals 20/30/40/50/60% movement speed, and its duration - though

lowered from 4 to 3 - now adds 2% of his Spell Power to debuff's duration. Its cooldown was reduced from 16/15/14/13/12 to 10 on all levels, and mana cost went up from

80/100/120/140/160

to 100/120/140/160/180.

Elden's new skill is called... Mind Over Matter: it is a passive, which increases all damage, dealt to a target, if its current mana is less than your current mana, by 5/10/15/20/25%; however, conversely, if someone who damages you has more current mana than you - they will deal that much more damage. It also works on structures.

Elden's Unholy Shield was reworked: it is now an active ability with only 7/6/5/4/3 seconds of cooldown, which shields all allies in 600 radius around Elden from the next incoming attack for up to 10 seconds.

Elden's Orbs of Destruction damage now scales with spell power (normally attack damage modifiers don't scale with this stat, as it is not spell damage).

Elden's Dark Rave cast time was reduced from 4 to 2 seconds, and it now stuns everyone affected for 2.5/3/3.5 seconds. However, it now costs 30% of Corrupted Elder Mage's maximum health

AND mana. Its damage was also rescaled from 600/900/1200 to 700/850/1000.

Axl's new skill is Electrification: it is a passive, which activates whenever off cooldown and there are 3 non-allies in 800 radius around the Orc Rebel. It deals his attack damage as spell damage to all of them, and stuns them for 0.5 seconds - after which goes on an 18/16/14/12/10-second cooldown.

Axl's attack cooldown was worsened from 1.6 to 1.8.

Axl's Sticky Grenade was reworked. It now targets a point in 800 range, where the grenade is thrown. If there is at least 1 enemy - it sticks to the closest one; if there is none - it lands on the ground. Then, after 2 seconds of countdown, it explodes, dealing 200/275/350/425/500 spell damage to non-allies in 400 radius around the point of explosion, and slows that non-allies by 60/70/80/90/100% in movespeed and 20/30/40/50/60% in attack speed for 3 seconds.

Axl's Mine Field was renamed to Killbox and reworked. It now spawns mines non-randomly, in a circle around the main mine. They also now activate quicker - just 1 second after being placed - but after 10 seconds they automatically explode. Half-damage radius of those mines was removed, now only impacting 200-radius around themselves.

Axl's Technician cooldown on each ward was reduced by 10 on each level (now it's 40/35/30/25/20).

Axl's Automatic Turret now deals 50 + 2x Spell Power in attack damage, not 100.

Axl's Scorched Earth bonus damage was reduced from 40/60/80/100/120 to 16/32/48/64/80.

Rowen's projectile was changed to standard Medivh's projectile. This is due to his new skill, Coin Toss: it's an active attack modifier, which gives him his old projectile, as well as adds bonus damage, equal to 10% of his gold; however, its mana cost is also dependant on his gold, equating to 2% of it. Has a cooldown of 6/5/4/3/2.

Rowen's attack range was reduced from 777 to 500.

Rowen's Lucky Shot was renamed to Paid Lightning and slightly reworked: now its damage to all targets is 150 on all levels, but gold converted to damage is 150/200/250/300/350, and it is dealt to all units affected. Cooldown of this ability was increased by 2 seconds on each level (now it's 12/11/10/9/8), but its mana cost was reduced from 60/75/90/105/120 to just 50. Its range was also reduced from 600 to 500.

Rowen's Money Sink now deals no damage, and roots for 0.5/0.75/1/1.25/1.5 seconds.

Celeste's new skill is Light Wave: it sends a shockwave towards any point on the map, which deals 200/250/300/350/400 spell damage to enemy heroes it passes through; while it is within 1200 range from Uriel's Disciple - it also damages all non-allies.

Celeste's attack cooldown was improved from 1.75 to 1.6, but her movement speed - reduced from 270 to 260.

Celeste's Inner Light now heals 15/17.5/20/22.5/25% of target's maximum health, but only if it's within 1200 radius from her. Meanwhile attack damage buff was increased by 10% on all levels (now it's 30/35/40/45/50%). Its mana cost was also rescaled from 80/100/120/140/160 to 120/130/140/150/160.

Celeste's Uriel's Gaze ward is now targetable, but completely invulnerable (this is so that you could see with WFE whether the ward is allied or not). Its area of effect was reduced from 600/700/800/900/1000 to 600 on all levels, and it deals damage to all non-allies if it's within 1200 range from Uriel's Disciple; if not - it only deals it to enemy heroes.

Celeste's Omnipresence now creates a special effect above all enemy units, not just the heroes.

Celeste's Divine Punishment no longer slows, and makes units ethereal only if target point is within 1200 range from Uriel's Disciple. It is also now channeled for 1 seconds, and if the channelling is cancelled - skill still goes on cooldown and consumes mana. However, its cooldown was reduced from 120 to 90.

Ingvar's rework from vR4 was greatly expanded upon. His Healing Touch was removed, and instead he has a new Q - Concentrate. Upon activation, he slows down by 10% for 5 seconds, but his

next attack will deal additional 1/1.25/1.5/1.75/2x his attack damage as additional spell damage, and stun the target for 1.5/1.75/2/2.25/2.5 seconds. His Divine Shield is now an E, renamed to Holy Shield, and it no longer grants invulnerability - instead placing a shield on a unit, which absorbs up to 400/500/600/700/800 damage of any type for 10 seconds. His new ultimate is Divine Hammer: it changes Royal Paladin's weapon, making him unable to strike his enemies, but able to attack allies, healing them for his attack damage.

Ingvar's Cursed Sword was reworked as well: it no longer deals damage or drains mana of the owner, but its attack damage increase requires 10/9/8/7/6 kills instead of 1 on all levels. The amount of damage added is also increased from 2 to 10 per stack.

Ingvar's Crippling Light now deals 200/250/300/350/400 spell damage. Its slow duration was reduced from 5 to 2 seconds, but its cooldown was reduced from 15 to 14/13/12/11/10, and mana

cost - from 120/140/160/180/200 to 100/115/130/145/160.

Aquasoul's new ability is Pure Water: it allows him to attack units of allied players, but instead of dealing damage these attacks will restore mana equal to 1/1.25/1.5/1.75/2x his attack damage.

Aquasoul's Healing Rain was reworked. It is no longer a channelling ability, instead activating after 1 second of cast, after which it can't be cancelled. The amount of healing was rescaled from 80/90/100/110/120 to 50/75/100/125/150, and its duration was reduced from 8 to 5 seconds. It also now ACTUALLY heals health each second, and not each 3 seconds.

Aquasoul's Flood now deals 100/150/200/250/300 spell damage. Its slow was increased from 20% to 20/25/30/35/40%, and its mana cost was reduced from 110/130/150/170/190 to

110/125/140/155/170, but slow's duration was reduced from 5 to 3, and spell's cooldown was increased by 1 on each level (now it's 15/14/13/12/11).

Aquasoul's Water Clone is now ACTUALLY copying original's stats.

Fixed a long-standing oversight, where a Lizard kill could give bonus stats to all heroes rather than the team that killed it.

Lane bots were improved: they lose their attack-move command a lot less often. Their skill and item builds were remade accordingly to the changes. Mageslayer bot's hero was changed to Yoshinobu.

All non-ward units now have the same collision size - 32 - while ward collision size is now universally 16.

Reshuffled heroes in the taverns according to their difficulty.

vR4final (final, as this series is also getting discontinued due to severe mechanical overbloat, realised only after finishing this version):

Jungle and Game Mode selections were removed. Instead, gamemodes are selected automatically, depending on how many players there are.

Deathmatch mode was reworked into a new 1v1 gamemode called The King of Heroes. It works similarly to Deathmatch, but player loses after only 5 of his heroes die, and most of events on the

map are inactive: only two creep camps and top lane are enabled in this mode. In addition to default deathmatch win condition, a player can also destroy enemy barrack in order to achieve victory.

In 2v2 mode there are now Voidwalker and Overlord camps.

Upon starting the match, the player is now given 100000 gold instead of 900. This is due to all heroes now costing this amount of currency in the taverns to prevent acquiring more than one. After picking a hero, a player gets another 1000 gold to buy a starter item, all of which now cost this much - primarily to ease up calculations if a player purchases them as stat sticks to then sell and buy a major artifact.

Due to changes above, the standard WC3 system of resource transfer was disabled. In its place is now a new consumeable item called 1000 Gold Pouch: it can be bought for 1000 gold, and its active ability allows to transfer this amount of gold to the owner of an allied unit except for yourself and Sentinel/Scourge. Gold Pouch can only be bought starting at minute 5.

The new item mentioned above is now located in Consumeable Shop: a new seller with non-universal reach at each side's base. He distributes the same items as Shady Merchant before, except

for Rune of Spellshield, which was removed due to it not working properly with triggered spell effects. All of the remaining consumeables now also have a stock start delay of 3 minutes.

Heroic Deeds mechanic was removed. In their place is now a simple counter of how many creeps player killed.

The counter mentioned above, called Creep Score, is now used as one of the determiner of which side won in case of a timeout: if both teams have equal tower score and kill score, the team

whose players killed the most creeps total win the game.

Reworked Shady Merchant. Now, instead of selling potions, he will have a randomized event/quest each match. As of this version, there are four events - codenamed Soul Stealer, The Maker,

The Lost Spell, and Creep Wave. This patch note won't spoil how they go in order for players to explore it themselves.

Sudden Death was removed. This means that no match can last longer than 30 minutes, but there can be a draw game - albeit highly unlikely.

Taverns are no longer destroyed at 1 minute mark, and there is no longer a way to control allied player's units.

There are now passages to the bottom high ground behind the Treant camps, and to the upper high ground from near the guardian towers.

Introducing Runed Stones: these are now located near each guardian tower on the high ground, and they are invulnerable for the first 10 minutes of the game. After that, players can capture them (their stats are similar to Obelisks, but they don't attack), and that makes them spawn Super Creeps for their team on the respective lane. Runed Stones can be re-captured only 2 minutes after last capture. Important to note that these units are not structures: you cannot teleport to them directly in order to defend them.

Super Creeps' attack cooldown was improved from 1.2 to 0.95, attack damage increased from 44 to 88, armor from 5 to 100, and health from 980 to 1360. Their level was also increased to 10,

and they got 100% cleave on their attack.

The map is now a little bit more symmetric, and Scourge's minion disadvantage was *hopefully* reduced.

Obelisks have their range reduced from 700 to 600 and their damage is now 40 instead of 50. However, they are now hitting every unit around them with their attack - much like the Mother Tree and the Demonic Shrine. They also now regenerate 2 health per second.

Due to Super Minions now being spawned by Runed Stones, Obelisks produce a new type of minion - Siege Minion. They have less health than the old version of Super Minions, and they give

less gold (100 instead of 150), but they compensate it with 800 range, which allows them to shoot further than any structure except for Mother Tree and Demonic Shrine.

All heroes can now get 4th talent point upon reaching 20th level.

Changed respawn time formula. Now, instead of scaling with hero level, it scales with minute of the match with the same coefficient (3x). In addition, scaling with killstreak was lowered - from 10x to 6x.

Gold payout for hero kills was increased from 150 to 200 for the player who made the kill and from 50 to 100 to their allies. First blood bonus payout was also increased from 150 to 200.

All creeps except for the Buried Giant and Dark Minions can now be raised. This currently only affects Serena's Dark Arrows and Drums of Necromancer item, which previously couldn't raise their units out of Voidwalkers, Treants, Overlords, and some summoned units; now they can.

Bearwolf Librarian is now renamed to Endgame Shop, and can be accessed anywhere on the map with a 'b' chat command; he was also moved accordingly. His books are now sold for 1000 gold

each (500 for Book of Experience), but only appear in the shops 15 minutes in.

Book of Experience now gives 1000 experience instead of 300.

Well of Wishes' Give Haste of the Lizard Elder now lasts 20 seconds instead of 60 seconds.

Also fixed on oversight due to which it gave 40% speed increase instead of 30%.

All blessings are now universal to every hero in the game, even those who had their own versions of them (like Gambler or Uriel's Disciple) or had other abilities in their slot. Aeol, which previously couldn't change blessings due to how Metamorphosis-based abilities work in WC3, is now able to do that. It is now also impossible to reset blessing cooldowns just by swapping them in the totem. Descriptions in totems were changed and the abilities themselves - reshuffled.

Changed default blessings from Repel and Dispel to Heal & Replenish and Burning Silence.

Heal & Replenish blessing now only affects the hero who casted it.

Blazing Fists talent's bonus damage was reduced from 80 to 50, but its radius was increased from 300 to 400.

You can no longer hold 2 identical items in your inventory at the same time.

Items are no longer transferrable to other players.

Poor Man's Socks, Viking's Turnshoes, Shining Greaves and Sandals of Greed now all give 60 bonus movement speed. Also reshuffled items in Starter Shop.

Hunter's Footgear now give 90 movement speed instead of 80; however, their stomp ability cooldown was increased from 30 to 60.

Viking's Turnshoes lifesteal attack modifier is no longer an orb effect, but it is given only to melee heroes.

Sandals of Greed can now be dropped or sold. However, they give 20x creep's level as gold instead of 30x.

Reworked Shining Greaves. They no longer give a thunder clap; instead, they increase movement speed of allies around you by 20% for 4 seconds.

Boots of Swiftiness now have their stomp ability cooldown reduced from 60 to 30.

Sacrificial Glyph can now be stacked up to 15 times instead of 10.

Buffed Red Fiends, which are spawned by Drums of Necromancer. Their health was increased from 450 to 600, their damage - from 100 to 150, their health regeneration - from 0.25 to 3, and instead of 25% cleave they now have 100% lifesteal from their attacks.

Reworked Health and Mana Potions. They now each cost 50 gold instead of 25, restore 500 health and 300 mana over 10 seconds instead of 200 health and 150 mana over 20 seconds respectively; however, if

you get attacked when this effect is active - its regeneration stops. You can also now use these potions while at full health (so that they don't get dropped).

Sight Ward's duration was reduced from 3 minutes to 60 seconds.

Reworked Chalice Trinity. It now grants a targeted ability, akin to Deus ex Machina: it steals health and mana from an enemy, but equal to 300 and not 600. However, its price was increased

from 2150 to 2350.

Urn of Lost Souls no longer deals damage to structures.

Unholy Shield's price was reduced from 2800 to 2200.

Otherworldly Cheese now heals 400 health and mana instead of 200.

Reworked Wiston's Raise Morale. It is no longer a passive aura, and instead an active ability, which increases attack damage by 40/60/80/100/120 and armor by 20/25/30/35/40 to all allies in 900 radius for 5 seconds.

Reduced Tygore's base armor from 11 to 10.

Tygore's Shockwave was removed. Instead, he has a new Q-ability - Leap: it makes him jump towards a target point in 600/675/750/825/900 range, and deal 3/4/5/6/7x his strength as physical damage in the point of impact.

Tygore's Realm-Bending Stomp damage no longer scales with his strength. Instead, it deals 200/250/300/350/400 magical damage. It also now destroys trees, but its stun duration was reduced

from 2.5/2.75/3/3.25/3.5 to 1.8/2.1/2.4/2.7/3.

Tygore's Pulverize now doesn't have half-damage radius, but its full damage radius was increased from 300 to 400.

Tygore's World Ender building damage was increased from 30/40/50 to 40/60/80.

Increased Krovikan's movement speed from 270 to 320 and improved his attack cooldown from 1.8 to 1.6.

Krovikan's Bat Horde damage was increased from 100/175/250/325/400 to 150/215/280/345/410.

Krovikan's Eternal Hunger now gives 20% more lifesteal on each level (now 40/45/50/55/60%), but it is no longer an aura and is now an orb effect. Along with that, heal from its active component was increased by 200 on each level (now 400/500/600/700/800).

Reworked Krovikan's Bloodlust. It no longer gives attack or movement speed, instead granting him bonus 60/100/140% lifesteal and bonus 80/120/160 damage for 10 seconds.

Reduced Bloodhorn Ironhoof's base armor from 15 to 10.

Everest's Pick Up Tree now gives him Chaos attack type instead of Siege (this means that he does double the damage to buildings, not triple, but deals the same amount of damage to everyone

else as in normal attack state). Amount of attacks before the tree breaks now scales with level - 3/4/5/6/7 instead of 5 - but its cooldown is now fixed at 20 seconds instead of going down by 4 with each level. However, its mana cost is increased from 40/50/60/70/80 to 60/75/90/105/120.

Everest's Taunt was reworked into Howl of Nature. Instead of retargeting opponents at Mountain's Soul, it reduces their attack damage by 30/35/40/45/50% for 5 seconds. It also deals more

damage - scaling with strength was increased from 2/2.5/3/3.5/4x to 4/4.5/5/5.5/6x. However, it now has a higher cooldown - 16/15/14/13/12 instead of 8/7/6/5/4 - and mana cost, which was increased to 70/80/90/100/110.

Everest's Smash!! was replaced with a new ultimate, Boulder Shower. It throws stones at a target opponent and opponents around it, dealing 350/600/850 magical damage, and stuns them for

3/3.5/4 seconds.

Increased Baronette's base armor from 12 to 15.

Baronette's Unholy Frenzy now grants 100% attack speed on any level instead of 60/70/80/90/100%. Its mana cost was also reduced from 110/120/130/140/150 to just 80/90/100/110/120, but its cooldown was increased from 20/18/16/14/12 to 24/21/18/15/12, and duration reduced from 10 to 3/3.5/4/4.5/5. Increased Armageddon's base armor from 10 to 20, base attack damage from 20 to 30, and base movement speed from 240 to 260. His attack cooldown was improved from 3.0 to 2.5. Armageddon's Chaos Meteor stun duration was increased from 1.4/1.8/2.2/2.6/3 to 2.5/2.75/3/3.25/3.5. Armageddon's Mutilate was removed. His Infinity Blade takes its place with cleave cone radius increased from 300 to 600, and cleave damage scaling with ability level (100/125/150/175/200%). Armageddon's Dark Force of Resurrection was removed. However, his ultimate was reworked and renamed to Dark Force of Resurrection: it now deals 6/8/10x universal damage instead of 15/17.5/20x, but it no longer instantly kills user; instead, it restores all of their health and mana. Its mana cost was reduced by 100 on each level (now 200/250/300). Increased Derak & Joe's base armor from 13 to 15. Derak's Competing Heads critical damage was increased by 0.5x on each level (now 2/2.25/2.5/2.75/3x), while Joe's Competing Heads cleave damage was increased by 20% on each level (now 40/50/60/70/80%). Dullahan's Searing Arrows was reworked into Searing Flurry. It now sends a quick series of 10 arrows with 0.1 second intervals, each dealing 30/35/40/45/50 magical damage and stunning the target for 0.01 seconds. Dullahan's One With Nature was removed. In its place is now his previous innate Bouncing Arrows, which can be levelled up to acquire up to 5 bonus attack targets. Skill's icon was also changed to Trueshot Aura's from vanilla WC3. Dullahan's Shooting Squad was reworked. It no longer stuns, but instead reduces target's armor by 20/30/40. Its mana cost was increased from 250/275/300 to 250/300/350, and its range reduced from 600 to 400. However, its cooldown went from 130 to 120, and the duration of centaur archers was increased from 3 to 4 seconds - the same goes for the armor-breaking debuff. Vesuvius's Volcanicity range was increased from 600 to 800. Lilith's Bondage root duration was rescaled from 1/1.5/2/2.5/3 to 1.5/1.75/2/2.25/2.5. Lilith's Sadism ward's attack damage was reduced by 20 on each level (now 60/80/100). However, its attacks now bounce to 2 more targets and cooldown was rescaled from 100/80/60 to just 80. Increased Yoshinobu's Blade Spirit movement speed from 250 to 320 (same as hero's base MS). Reworked Yoshinobu's Weak Spot. It now has a 40% chance to proc on each level, but instead of critical strike it deals flat bonus damage - 200/250/300/350/400. Yoshinobu's Wind Walk damage was increased by 100 on each level (now 400/600/800). Reduced Agni Brothers' base armor from 12 to 10.

Agni Brothers' Land Mine no longer has a half-damage radius. It deals full damage to anyone it affects, but maximum radius was reduced from 600 to 400. It also now deals 500 damage on each

level, but its cooldown went from 30 to 40/35/30/25/20. Its mana cost is also rescaled from 100/115/130/145/160 to 125 on all levels.

Agni Brothers' Explosive Frenzy damage radius was increased from 300 to 400.

Mikasa's attack cooldown was improved from 2 to 1.6, and his and his decoy's movement speed was increased from 270 to 300.

Mikasa's The World Is Your Ocean was removed.

Mikasa's Shadowmeld now deals 4/5/6/7/8x his agility as magic damage instead of flat 100/150/200/250/300.

Mikasa's Decoy unit now has an improved attack cooldown - 1 instead of 2 - but its attacks deal 0 damage. However, its attacks now have 100% chance to bash for 0.5 seconds, and its health grows by 200 per level. Cooldown of this ability was increased from 20/18/16/14/12 to just 20, while its mana cost went from just 100 to 100/115/130/145/160.

Mikasa's Trickery was reworked. It now has a passive component, which adds backstabbing damage upon attacking out of invisibility granted by the two previous spells, and an active one, which blinds a target, giving them 30/40/50/60/70% chance to miss when attacking.

Mikasa's Smoke Bomb was reworked. Instead of permanently stealing agility from enemies, it now covers allies in a buff, which makes them invisible, grants bonus 20/30/40% movement speed,

and each of their attacks is a 1.5/1.75/2x critical strike. Attacking doesn't break this invisibility.

Serena's base range was reduced from 600 to 500, her base movement speed from 290 to 270, and her base health - from 300 to 200.

Serena's Marksmanship Aura was reworked into Hunter's Ferocity. It now only affects units of the player who plays Dark Huntress, but it also affects melee units, and its bonus is increased from 20/25/30/35/40% to 20/30/40/50/60%.

Serena's Dark Minions now all have 20 armor. However, they are once again melee.

Aeol no longer has Wisdom of Ages. Instead, he now has access to the talent system.

Increased Legendary Reina's armor from 11 to 15.

Torver's Spell Shield was removed, as this ability did not negate any custom ability effects and the character now has access to Repel.

Elden's Mind Over Matter buff/defuff now lasts for 4 seconds instead of 6.

Reworked Elden's Portal Shield into an Unholy Shield: a passive aura, which gives all allies on the map bonus 10/15/20/25/30 armor.

Rowen's Lucky Shot was reworked. It no longer deals random damage, and now costs 60/75/90/105/120 mana. However, it deals up to 150 bonus damage based on whether Gambler has this much

money or not, and if not - the damage is equal to his current gold; he also spends gold equal to bonus damage on this spell. Its cooldown was reduced by 2 seconds on each level (now 10/9/8/7/6).

Rowen's Paid Actors was reworked into Money Sink. It no longer spawns additional units, has 20 seconds of cooldown instead of 16/15/14/13/12, and it now costs 120/140/160/180/200 mana.

Now however, if its target is a hero, it now steals up to 100/125/150/175/200 gold from its owner upon cast.

Rowen's Gold Rush is now not random: it gives static 10/20/30/40/50 gold per last hit.

Rowen's Greed Is Good can now be used on allied units to produce gold for their owners.

Reduced Ingvar's base armor from 12 to 10.

Reworked Ingvar's Cursed Sword. It is now a passive ability, which increases his attack damage with each kill by 2. However, it simultaneously drains his mana by 200/160/120/80/40 with no option to disable it, and if the sword can't drain mana - it will drain health even if it will cause Royal Paladin's death.

Improved bots a little bit in accordance to current meta. There is now a jungler bot, and mages are put to the top late, while ranged attackers - to the bottom.

Changed some hero descriptions, their described difficulty and place in the taverns.

Victory screen now loads 10 seconds after a base is destroyed, not 60. It also now shows defeat screen for the team which lost.

Loading screen now shows loading progress of each player (thanx Yusidge).

vR3I (I stands for last one for this version, I goddamn hope):

Reduced Heal & Replenish blessing's heal and replenish from 400 to 200, but removed the mana cost (as well as gold cost for Gambler).

Increased Thunder Clap blessing's damage from 100 to 200, its duration from 3 to 4 seconds and its slow from 100% to 480% (basically to the lowest possible value), but it no longer slows movement speed - only attack speed.

Flashy Spear's cost was increased from 2250 to 2500, its cooldown - from 20 to 40, its stun duration - reduced from 2 to 1, and its damage was removed.

Blood Talon's stun duration was reduced from 1.5 to 0.5, but its Bloodthirster unit was buffed: its attack cooldown was improved from 1.35 to 1.2, its attack damage was increased from 60 to 80, and its orb now breaks 15 armor instead of 10.

Increased Beetle Talisman's armor bonus from 25 to 40.

Reduced Lightened Shield's armor bonus from 45 to 40.

Reduced Emperor Trident's price from 2575 to 2200.

Reduced High-Tech Glaives' price from 2150 to 2000.

Reduced Demon Core's price from 2600 to 2400.

Reduced Eternal Liquid's price from 2150 to 1925.

Reduced Chalice Trinity's price from 2275 to 2150.

Reduced Shining Greaves's cooldown from 30 to 20.

Reworked Ring of Divinity. It now gives 2 seconds of invulnerability, but to activate it you need to cast it for 2 seconds. Its restock time was also increased from 30 to 60.

Increased Eye of Uriel's restock time from 60 to 90.

Bloodhorn Ironhoof's God Slicer no longer deals damage to structures. Its damage was also rescaled from 6/7/8/9/10% to 4/6/8/10/12% and its type was changed from magic to universal.

Reduced Legendary Reina's Ice Storm cast range from 1000 to 300. However, its damage was increased from 160/200/240 to 200/280/360.

Fixed a bug where casting an ability of a hero with Cloak of Domination in their inventory causes a dummy item to be dropped.

vR3h (h stands for... Halo??!!)

Swapped Unreal Tournament's killstreak announcer for Halo's. Streaks up to 20 now have an original voice line (thus why map size has almost doubled).

Due to the new way of tree respawn not working, reverted this mechanic to how it worked before and improved it. Now every 3 minutes players get notified that all trees on the map respawn

in 5 seconds, and after that period of time elapses - all trees, obviously, respawn.

Increased levels of objective-type creeps: Miners went from level 6 to level 12; Lizard Elder - from level 10 to level 16; Buried Giant - from level 16 to level 20. This primarily influences the amount of experience you get for killing them.

Steel Leggings can now instantly kill creeps up to level 8 instead of 5.

Shining Greaves damage was reduced from 300 to 200.

Blood Talon's price was increased from 1900 to 2000.

Gem of Detection now costs 1850 instead of 1625.

Book of Experience now costs 5 Heroic Deeds instead of 10, but gives 300 experience instead of 400.

Wiston's Raise Morale now gives bonus attack speed to all allies on the map instead of 800 radius around him.

Reduced Tygore's Shockwave cooldown from 8 to 6.

Void Demon's attack cooldown was improved from 1.8 to 1.6. In addition, his Void Staff was all around buffed: armor break and evasion were increased from 5/5/10/10/15 and 10/15/15/20/20%

to 15/15/20/20/25 and 15/20/20/25/25% respectively.

Slightly reworked Lucifer's Angelfall. If before its cast time was 5 seconds and cancelling it would stop stars from falling, now you have a 1-second cast time, after which Lucifer is free to move, and Angelfall won't be cancelled (though the stars will appear only around the point where the ability was casted, not necessarily around Lucifer himself). All of the other properties of this skill remain the same.

Legendary Reina's Ice Storm cast range was increased from 800 to 1000.

Ingvar's Crippling Light slow was reduced from 80% to 50/55/60/65/70%.

Fixed Deathmatch not having correct amount of kills needed to deny enemies of all heroes *yet again*.

vR3a:

Mother Tree and Demonic Shrine now have a basic attack with Final Tower attack's properties, except for area of effect and increased range (from 700 to 800). In addition, they now have Barrage ability, which allows them to fire at every unit around them. Their health is now at 6500 instead of 3750, and their health regeneration is at 12 instead of 8.

Final Towers are now renamed to Guardians and, instead of being near the bases, they are now placed instead of two towers near the barrack. This means that there are now two Guardians, but

to compensate - they are given 2250 health instead of 3000, 225 attack damage instead of 300 and their gold payout is reduced from 500 to 300.

Barracks' health regeneration is now increased from 4 to 9, and their health - from 2250 to 3000, but gold payout for them was increased from 300 to 450.

All ethereal (banish) effects now increase magical damage and healing by 50% instead of 66%.

Most damaging abilities, which have an area of effect as target, now destroy trees.

Duration of all bashes on items was increased from 0.1 to 0.2.

Sphere of Omnipotence's cost was increased from 2025 to 2225.

Quick Draw talent now gives 40% bonus attack speed instead of 70%, but costs 1 talent point instead of 2.

Commander Spirit talent's bonus damage was increased from 15% to 25%.

Assassin's Dexterity's evasion chance was increased from 15% to 20%.

Blazing Fists talent's fire damage was increased from 60 to 80.

Crushing Blow now costs 2 talent points. However, its bonus damage was increased from 400 to 500 and upon proc bashes attack's target for 0.2 seconds.

Money Hoarder's gold per second bonus was reduced from 5 to 4.

Banish can now only be cast on a non-ally, but it also slows target's movement speed by 50%.

Its cooldown, however, is now 60 seconds instead of 50.

Burning Silence cast range was reduced from 600 to 400 and it no longer slows or reduces attack damage.

Reverted Darae's Spirit Walk to the original vision. Now it is a 3-second banish, which doesn't slow attack or movement speeds and can be cast onto any unit of any allegiance. This ability increases her difficulty to Hard, and so her description was updated and she was placed in the Agility Tavern accordingly - in place of Serena.

Increased Darae's Flash & Slash damage from 200/275/350 to 300/400/500.

Dullahan's Rain of Arrows now deals its damage each half a second for 5 seconds instead of each second for 10 seconds, 5 seconds more than the animation (a long-standing oversight).

However, its cooldown was increased from 10 to 20/19/18/17/16, and its mana cost was doubled (now 120/140/160/180/200).

Aeol's Wind Clap slow was increased from 20/25/30/35/40% to 40/45/50/55/60% in ground form and 60/65/70/75/80% in flying form.

Aeol's Migration cast time was reduced from 2 to 1, and its maximum range was increased from 2000/2500/3000 to 2000/3000/4000. Its cast range was also equated to maximum range so that the

used knew precisely where this spell will take them and if there is enough range.

Ingvar's Crippling Light's movement speed slow no longer passes through spell immunity and now slows for precisely 5 seconds (author's note: this spell was one of the first custom ones I've made, and in an incredibly dumb way at that - despite being based on Thunder Clap, its base properties was not used, and instead it added slowing aura for 0.5 seconds, which actually lasted longer, and that aura pierced spell immunity. Yep, it was how it worked since the very first version of the game, and is finally fixed).

Debloated some triggers.

Increased difficulty of Armageddon and Gambler to Hard in their descriptions: the first one due to a hard spell sequence, and the second one due to highly-unusual playstyle.

vR3:

New strength hero: Everest, the Mountain's Soul. A pusher-initiator, who can distract enemies' attention on self, while also focus on demolishing structures with his secondary attack.

Difficulty: Medium.

New agility hero: Aeol, the Emperor of Skies. A melee damage dealer, who can turn himself ranged and flying for a short period of time, improving their abilities and attack but reducing movement speed and health. This hero can't acquire talents and can't swap blessings, but has a better version of Attribute Bonus. Difficulty: Hard.

New intelligence hero: Axl, the Orc Rebel. A ranged mixed-damage dealer, who specialized in wards, traps and mines. Difficulty: Medium.

Renamed Hero Tokens to Heroic Deeds. They are earned only in Standard mode by players whose units kill heroes and capture obelisks (+1); claim mines and slay lizards (+2); destroy structures and turn the Buried Giant to their side (+3). All of the items in Bearwolf Librarian's shop now cost 0 gold, but 10 deeds. Heroic Deeds, much like gold, can be shared.

In Standard game mode taverns are now destroyed after one minute of the game passes. If a player didn't pick a hero - the game doesn't award him with a random one and the match doesn't end; instead, allies of this player are able to share their units with them. The ability to share gold and the one deed that they were supposed to use to acquire a hero is also available to such player.

Scroll of Homecoming is now based on base WC3's teleport spell. This means that you now can target ground and it will pick the closest structure or ward to teleport you to. All of its previous properties, however, were preserved.

Trees now regrow individually 5 minutes after being destroyed instead of getting resurrected simultaneously each 10 minutes of the game.

In the dense forest in-between top obelisk and bearwolf camp there is now a narrow passage, which can be used to make top lane even more dangerous than before.

There are no longer invisible wards near the shop region, as they were only needed before introduction on Altars to be able to see the shops when the hero is dead. This means that the Buried Giant is no longer visible if the area is not warded properly.

Introduced Manuscript of Fake Deeds to the Shady Merchant: this autoconsumeable item costs 1000 gold and gives 10 heroic deeds. It is only available in Standard game mode and appears starting from 15th minute of the game.

Reworked Blood Talon. It now targets a 400-radius area, where a meteor is summoned, which stuns enemies for 1.5 seconds, deals 200 damage and destroys trees. It then summons only one

Bloodthirster, but its health is increased from 800 to 1200 and you can summon up to 3 of them, as their duration is 80 seconds and cooldown is still 20.

Cloak of Salvation was reworked into Cloak of Domination: it no longer gives health regeneration, but now, upon you casting an enemy-targeted spell, creates an illusion of that enemy.

However, this item's price was increased from 1925 to 2200.

Each item which gave 10 now give 12, but Sphere of Omnipotence, which gave 20, now gives 18. Prices are unchanged unless specified.

Each item which gives armor except for Combat Shoes and Broken Shield was increased in price. Chainmail now costs 2850 instead of 2150; Mask of Courage - 2400 instead of 1950; Lightened

Shield - 2575 instead of 1900; Essence-Filled Vest - 2000 instead of 1800; Beetle Talisman - 2100 instead of 2000. Broken Shield meanwhile was reduced in price: from 2525 to 2325.

At the same time, items which give armor break orb effect went down in price: Piercing Bow is now 2000 instead of 2800; Semi-Automatic Rifle is 2200 instead of 2900; All-Mighty Dagger is 2250 instead of 2350.

Every item source of magic resistance was increased by 10% - with the exception of Poor Man's Socks, which went from 15% to 20% MR. Every source of this stat in general now has a note in its description that it doesn't stack (meaning that the highest number of magic resistance from one source takes priority).

Eyeball Wand's active disarm ability now has 1 second of casting time.

Increased Battle Cleaver's splash damage from 80% to 100%.

Increased price of Gem of Detection from 1425 to 1625.

Increased Manual of Health's life gain from 100 to 200.

Book of Experience no longer has a stock start delay or a stock replenish interval. Neither now do the two Manuals, which due to an oversight had 120 seconds of stock replenish interval.

Tough Skin, Quick Draw, Commander's Spirit and Assassin's Dexterity talents now cost 2 talent points instead of 1. They were moved to the top of the list, while the reset button for talents is now in the bottom right corner.

Quick Draw was reworked. It now gives 70% bonus attack speed and no attack damage.

Commander's Spirit aura's range was increased from 600 to entire map.

Assassin's Dexterity now gives 15% bonus movement speed instead of 10%.

Fixed Blazing Fists talent being able to hit allies.

Magic Barrier's mana bonus increased from 150 to 200.

Money Hoarder's gold income per second was increased from 3 to 5.

Attribute Bonus now gives 10 to each attribute instead of 8.

Reduced Perfect Shield duration from 3 to 2.

Reduced movement speed of each ranged hero by 10.

Increased Wiston's base armor by 5.

Reduced Serena's Marksmanship Aura damage bonus from 20/30/40/50/60% to 20/25/30/35/40%.

Balial's Anti-Magic Gear magic resistance was increased by 5% on each level (now it's 20/25/30/35/40%).

Dullahan's One With Nature can now be levelled only starting from level 2 because of it allowing this hero to get to the tavern area before those getting destroyed.

Increased Elden's Portal Shield bonus armor from 100 to 150.

Fixed a long-standing bug, where creating illusions of a unit with Talent Points acquired or using a Mirror Image-based ability granted talent additional talent points to illusion's owner.

Fixed an oversight due to which Krovikan could instantly kill bosses with his Eternal Hunger in previous patch.

When killing the Buried Giant, announcement of this event specifies the player who killed that boss.

Debloated the map a little bit.

vR2a:

Buried Giant no longer has an active Slow ability; its Frost Breath duration was lowered from 10 seconds to 3; and its movement speed was reduced from 220 to 200. However, its armor was increased from 30 to 50, and its magic resistance - from 0% to 20%.

Talent points can now be acquired only starting from levels 8/12/16 (before it was 5/10/15).

Added additional checks so that blessings couldn't be changed outside the fountain regions.

Fountains, Mother Tree and Demonic Shrine now have true sight - just like the towers. Also changed fountains' positions a little bit and removed some trees around the spawning point.

Unit sharing is no longer possible (it is automatically disabled when picked).

Manuscript of Talents and Manuscript of Greed were removed from the game due to them going against the intended talent system's design principals, as well as adding up to game's "snowballness".

Removed Raid, Lullaby and Siphon Mana blessings due to them not fitting in properly with the game's meta. Blessings were also reorganised into two straight lines.

Divine Shield blessing was reworked into Perfect Shield: it gives maximum possible armor for 3 seconds at the cost of 125 mana (or gold for Gambler). Has a 60-second cooldown.

Increased Blink blessing's cooldown from 60 to 90 and its cost from 50 to 150.

Increased Heal & Replenish blessing's cooldown from 30 to 60 and reduced its area from 600 to 400. Also its gold cost for Gambler was increased from 75 to 100, and there is now 100 mana cost for everyone else.

Increased Banish blessing's cooldown from 50 to 60.

Increased Thunder Clap blessing's cooldown from 40 to 60, its mana cost from 80 to 100, and reduced its duration from 4 to 3.

Increased Burning Silence blessing's cooldown from 50 to 90, its mana cost from 100 to 150, and reduced its duration from 4 to 3.

Sandals of Greed now give 30 x creep's level as bonus gold instead of 40x.

Urn of Lost Souls no longer procs from illusions.

Increased cooldown of Ingvar's Divine Shield from 2 minutes to 3.

Nerfed Amplify Damage of Swamp Parasite's Swamp Queen: it now reduces armor by 30 instead of 60, lasts 5 seconds instead of 10, and has a cooldown of 10 instead of 5.

Increased Darae's Spirit Walk cooldown from 20 to 40.

Legendary Reina's Frozen Energy mana regeneration bonus was increased from 0,5/1/1,5/2/2,5 to 4/6/8/10/12.

Fanadin's Immolation damage was increased from 100/125/150 to 100/150/200, but its mana drain per second was also increased from 40/50/60 to 40/60/80.

Fixed an oversight with War Goddess's Sword where it still had cleave.

Fixed a long-standing bug, where Transmute-based abilities could be activated on the Buried Giant, Miners and Overlords despite them being way higher level than 5. This was due to them not

being classified as creeps by race, which for some reason bypasses level check for the unit. As such, the half-measure of stopping the ability upon being cast (which still consumed mana

and could be abused with Sandals of Greed and Sacrificial Glyph) is no longer necessary and was removed.

Fixed a bug where Starter Glyph's bonus would reset if you use it 11th time. This was due to trigger trying to level the skill up to 12th level, which the ability does not have.

Re-sorted heroes in taverns by their difficulty, and left some room for the heroes that are yet to be released ;)

Renamed Blind Pick (standard) gamemode into Standard, as it is no longer blind, and Deathmatch (fun) gamemode into just Deathmatch, as it is not fun.

vR2:

There are now entrances to the highgrounds below Lizard Elder and above Buried Giant.

Voidwalker camp was moved to the top portion of the map, and the "balls" area where they resided no

longer resembles balls: it's filled with trees and there is now only one new Bearwolf camp, which makes it more contested than others and it is second hardest after Voidwalkers in top jungle. Bearwolves have armor break, stomp, and its leader even gives them a damage-increasing aura! To get to the area above the Buried Giant you need to go through the Wolf camp, and

there is practically no way to pass this area without being noticed by the invisible wards near the shops. The bottom part of the map meanwhile got itself a new powerful 10th level creep on both sides: the Overlord. Despite its name, it has Infernal's model, and possesses a 400-damage crushing blow, which procs with 25% chance, and can throw a stone, which damages and

stuns the attacker. Entrances to the bottom parts of the map are near the dual towers and barracks, so despite its powerful new creep, it's relatively safe to enter and ward there.

Previous entrance to the Lizard Elder is now blocked with stone instead of vines for better visual signification and to prohibit "small" heroes like Celeste entrance there. You can now also easily enter from the bottom part of the map into Lizard's pit, so it's now important to ward there. In addition, slaying Lizard Elder grants 3 of each attribute instead of 2.

Removed every wheat and vines doodad. The first one is a purely-visual change due to how League of Legends players can confuse it with bushes, which give invisibility; the second one means

that there are much less places where destroying trees prevents you from moving there.

A captured Buried Giant now lasts for 3 minutes instead of 5.

After deciding on game mode, Eye of Uriel now reveals the whole map for every player for 10 seconds. This forces players to choose between faster and safer pick (as instantly picking a character will make enemies see what you picked and try to counter you, but it will also give you an advantage in how quickly you begin clearing the map).

Reduced armor coefficient from 0,02 to 0,01. This means that if before to get 50% physical damage reduction you needed 50 armor, but 100 armor gives you 66.6%, now for 50% you need 100

armor, and 50 gives you 33.3%. Along with that, armor break from each source was nerfed roughly in half.

Reworked active talents into a new system called Blessings. In addition to Altars of Talents, players also have on their bases one Totem of Blessings, where you can swap your innate abilities (Repel, Dispel or things you have in their place) to other universal AT NO COST, but only if you are near the Totem. You can now also restore your hero's default set of innate abilities. In addition to the previous active talents (of which Heal & Replenish now replenishes 400 mana instead of 200 and Blink has a 60-second cooldown instead of 30), there are also 7 new ones - first 3 instead of Repel and last 2 instead of Dispel:

- Raid: increases you allies' movement speed by 30% for 6 seconds.
- Lullaby: puts an enemy to sleep for 5 seconds.
- Divine Shield: gives you 1.5 seconds of full invulnerability.
- Thunder Clap: deals 100 damage and slows attack and movement speeds by 100% in 300 radius around you for 4 seconds.
- Banish: turns an organic unit of any allegiance ethereal for 3 seconds.

Talents are now all pasive and no longer have negative effects. The only other changes to the old ones were some name changes; Magic Barrier now gives 15% magic resistance and not 25%; and

Assassin's Dexterity gives 5% more evasion chance and movement speed, but the aura's radius was reduced from 900 to 600. However, there are also 3 new talents:

- Commander's Spirit: gives an aura of 15% bonus attack damage to nearby allies.
- Crushing Blow: gives 10% chance to deal 400 bonus damage on attack.
- Spiked Carapace: reflects 20% of damage dealt to your hero by melee units.

Players also now have the ability to reset talent points to then respec or sell them.

Introducing Bearwolf Librarian: a shop akin to Shady Merchant, but located at the highground south from Lizard Elder. Now every consumeable item, which gives permanent stat boost, as well

as Tome of Experience (which is now called Book of Experience) is sold there. To add to the existing attribute-increasing tomes, there are now Manual of Health which boosts health by 100 and Manual of Damage which boosts attack damage by 20; and also Manuscript of Talents, which allows to buy a talent point for 2000 gold, as well as Manuscript of Greed, which sells one unused for 1000 gold. The Manuscripts are not available in Deathmatch mode due to potential abuses.

In place of Book of Experience, Shady Merchant now has a new consumeable item called Ring of Divinity: it costs 200 gold, has 30 seconds of restock time and gives 1-second full invulnerability upon usage.

Otherworldly Cheese, Scroll of Haste, Shard of Shadows and Crippling Banner now have a 10-second restock time. Crippling Banner's movement and attack speed slows were also increased from 20% to 40%.

Scroll of Homecoming can now teleport heroes onto wards. It also places items in slot 6 not on player's base, but into their Altar of Talents, and when the Scroll is used up or cancelled - it returns the item in slot 1 of that Altar back into hero's inventory.

Introducing Combo Shop: there you can find items, which combine different stats from Basic and Special shops, but do not contain attribute bonuses. 7 new items were introduced along with

the Combo Shop:

- Beetle Talisman. It costs 2000 gold and gives 25 armor, 10% magic resistance, and 35% chance to send a 150-damage carrion swarm upon attack (which is an orb effect).
- Eternal Liquid. It costs 2150 gold and gives 10 health regeneration, 10 mana regeneration, and 80 feedback orb effect.
- Demon Core. It costs 2600 gold and gives 20% evasion chance, as well as an orb effect, which deals 80 non-lethal damage per second and slows the target by 25% for 3 seconds.
- Druid's Claws. They cost 2225 gold and give 40 damage, 40% attack speed and 50% splash to melee heroes (similarly to the old War Goddess's Sword).
- Rapid Grenade Launcher. It costs 2475 gold and gives 40 damage, 40% attack speed and split shot onto 2 additional targets for ranged heroes.
- Chalice Trinity. It costs 2275 gold and gives 30% chance to deal 150 bonus damage on attack, as well as an active ability, which heals 300 health and restores 300 mana to every ally nearby.
- The Corruptor. It costs 2650 gold and gives 10% chance for a 4x crit, as well as an active ability, which reduces target's armor by 30 for 3 seconds - this works on structures as well.

Saturated Cloak now gives 400 health and mana in addition to 80 damage per second around the hero. Its cost was increased from 2000 to 2200 and the item was moved to Combo Shop. Dark Dagger, Broken Shield and Sorcerer's Ring were moved to Combo Shop. In their place, Amulet of Evasion and Heavy Hitters are now sold in Basic Shop, as well as Skull Crusher: a new

item, which gives 25% chance to deal bonus 400 damage on attack. Skull Crusher costs 2525 gold.

In place of missing special items there are now 3 new ones:

- Drums of Necromancer. They give you an orb effect, similar to Serena's Dark Arrows, but without mana cost and bonus damage; the unit spawned is a Red Fiend, who has a melee chaos attack with 25% splash. Costs 2100.
- Mysterious Circlet. It gives you an orb effect, which procs on 20% of your attacks, and creates 5-second illusions of enemies you attack, which deal and receive 100% of their damage. Costs 2400.
- Emperor's Trident. It gives you an orb effect, which procs on 25% of your attacks, and sends a 300-damage wave towards the unit you attack. Costs 2575.

Introduced 4 new starter items:

- Viking's Turnshoes. They give 40 movement speed, default stomp ability, as well as +15% chance for a 2x critical strike and 15% lifesteal (which is an orb effect).
- Shining Greaves. They give 40 movement speed and no other stats, but instead of the default stomp ability they give a thunder clap, which doesn't slow affected units, but deals to them 300 damage. Area of effect is also 300.
- Sandals of Greed. They give 20 movement speed and no other stats, but its stomp ability gives the owner bonus gold, which is equal to 40*creep's level. Be careful though, as you cannot drop or sell this item!

- Steel Leggings. They only give 20 movement speed, but its stomp ability has 15-second cooldown, which is the shortest among them all.

Poor Man's Socks no longer grant attribute bonuses. Instead, it gives 15% magic resistance and 15% chance to evade an attack.

Reduced Sacrificial Glyph's attribute bonus per stack from 3 to 2 (meaning that maximum stacks grant you 20 of each attribute).

Fixed not all starter items having the same cooldown group (meaning that some of them could be sell-swapped in order to use multiple stomp abilities in a short time).

Guarding Bead's magic resistance bonus was reduced from 25% to 20, but its price is now cheaper - it went from 2300 to 2000.

Stunning Axe now gives 25% chance to microbash, but no bonus damage on proc. Its cost, however, was reduced from 2625 to 2225, but you cannot have more than two of it and War Goddess's

Sword in the inventory; if this happens - both items are autosold.

Flashy Spear's blink portion now also stuns non-allies in 300 radius around your arrival for 2 seconds, dealing 250 magical damage. Its mana cost, however, was increased from 100 to 150.

Piercing Bow's armor break reduced from 50 to 40.

Semi-Automatic Rifle's price was increased from 2400 to 2900.

Electrifying Basher was renamed to Electrifying Hammer. It no longer gives a chance to bash, but gives 15% chance to deal bonus 300 damage on attack.

Spiked Anti-Mana Shield no longer gives feedback orb effect. Instead, it gives 10% magic resistance.

War Goddess's Sword no longer gives splash; however, it now costs 2050 instead of 2150.

All-Mighty Dagger's crushing blow damage was reduced from 400 to 200, and its chance went from 25% to 20%. To compensate, it now costs 2350 gold instead of 2650.

Price of Key of True Strike, Moon Stone and Eyeball Wand was increased from 2200 to 2700.

Bloodhorn Ironhoof now has a completely-different ultimate called Isolation. It teleports all non-allies in a short distance from the God Slayer to a random corner of the map, along with the hero himself, who in addition receives full invulnerability for a short while after that.

Reduced Darae's Spirit Walk armor and magic resistance reduction on enemies from 20/30/40/50/60(%) to 10/15/20/25/30 for armor and 20/25/30/35/40% for magic resistance.

Ingvar's Healing Touch heal is increased by 3% of maximum health on all levels (now it's 18/21/24/27/30%). However, from now on it can only heal heroes.

Rowen's Greed Is Good now gives 200 less gold on each level and costs 200 less mana (now it's 400/600/800).

Celeste's Inner Light heal is changed from 3/4/5/6/7x her intelligence to 100/150/200/250/300 + 1/1.5/2/2.5/3x her intelligence, and its damage bonus is reduced from 30/40/50/60/70% to 20/25/30/35/40%. However, Divine Punishment was buffed: it now only has a delay of 1 second, and though the damage portion is now dealt over 2 seconds, the damage itself was increased (from 400/550/700 to 500/750/1000). Also fixed its bugginess, so that the damage portion always comes out.

Changed visual indicators of gold, wood and food to gold (with proper description of how to earn it in this map), hero tokens (which determine whether you can purchase a hero or not) and talent points (with used on the left and total on the right).

Baronette now has her own custom character icon (thanks to the wonderful work of Aldeia).
Changed Mother Tree's model from World Tree to Tree of Eternity, so that it had animations.
Last hitting the Mother Tree or the Demonic Shrine now gives 100000 gold (yeah that's purely an aesthetic change).

Renamed Bloodhorn Ironhoof's Substitution into Displacing Magic.

Debloated some triggers and deleted unused variables, lowering the amount of "waits" used.

vR1c:

Passive armor break from the usual sources (Piercing Bow, Semi-Automatic Rifle, All-Mighty Dagger and Void Demon's Void Staff) no longer works on towers. However, Blood Talon's Bearwolves

Bloodthirsters now have a new passive instead of the previous Mortal Wound called Marble Wound, which breaks 15 armor even when attacking structures.

There is now a 1-second delay before the next structure in a lane becomes vulnerable. This means that triggered burst-damage abilities such as Armageddon's ultimate can no longer damage

towers before they become visibly-vulnerable.

Fixed a critical oversight where heroes can get instantly revived for no cost if dragon is in the area.

Baronette's Unholy Frenzy attack speed bonus is increased from 50% to 60/70/80/90/100%.
However, its mana cost was increased from 100 to 110/120/130/140/150.

Celeste's ultimate's ethereal portion no longer has a 0.55 second delay, caused by dummy unit's cast point. The delay before its damage portion is still unchanged, so enemies now have more time to react.

Updated tooltips for attributes. Now it shown precise amounts of health an mana regen gained by strength and intelligence respectively, and does no longer show that agility increases armor; now it shows its movement speed bonus.

Updated tooltips on Baronette's Abyssal Ghouls' Poison skill and on Legendary Reina's Frost Armor so that it showed correct values.

Removed dummy-heroes from the game, slightly debloating the map. Now instead there are 3 non-hero dummy units responsible for triggered abilities, which means that no portraits will show up when you cast them.

Renamed Celeste's Divine Judgement to Divine Punishment in order to make spell's name fit more with what it does.

vR1b:

Killing a hero now not only grants 150 gold to the killer, but also 50 gold to all of their allies. Kill announcement was changed accordingly.

First bloods can now be achieved not only by hero, but by any unit, that's not neutral or controlled by Sentinel/Scourge directly.

Piercing Bow's gold cost was increased from 2500 to 2800.

Deus ex Machina's gold cost was reduced from 3000 to 2650.

Bloodhorn Ironhoof's base damage was increased by 15. His God Slicer's bonus damage was also increased from 2/3/4/5/6% of target's current health as magical damage to 6/7/8/9/10%, and the

oversight where it could damage allies was fixed.

Vampiric Potion now has a restock time of 30 seconds.

Hunter's Footgear no longer regenerates your health when you attack the Buried Giant.

Regions that regenerated health of bosses and returned them to spawn point are now bigger.

Regions that prevented Buried Giant from flying over the highground behind him are now gone due to an exploit involving getting to that highground and attacking the dragon with a ranged unit.

Fixed an oversight where owners of Urn of Lost Souls could damage allied units.

Each stop-spammable attack modifier now has a note in its description that mentions it.

vR1a:

Changed all lane creeps' attack type from piercing to siege (this was the original intent, but I mixed up the two XD; if in R1 they actually began dealing LESS damage than before, now they will deal MUCH more).

Super Minions' health was increased from 820 to 980, and their attack cooldown improved from 1.35 to 1.2.

Melee creeps' attack damage was increased from 11 to 22, and their health - from 520 to 550.

Ranged creeps' attack damage was increased from 16 to 33.

Changed obelisks' armor type from fortified to medium. This means that, while creeps will still do more damage to that structure, it will be less than to other structures; meanwhile heroes will be able to deal much more damage to it.

Over-overhauled Sacrificial Glyph. It no longer allows consuming allied creeps nor gives Strength of the Lizard Elder buff, however, each time you activate the glyph, you gain 3 of each attribute. This stacks up to 10 times, but if the item is dropped or sold - its charges reset to 0.

Reduced armor given by Chainmail from 100 to 80.

Increased armor break of Piercing Bow from 40 to 50 and of Semi-Automatic Rifle from 20 to 30.

Fixed an oversight where Book of Energy still restored 300 mana despite saying 900. Reduced its cooldown from 40 to 20, and the same goes for Essence-Filled Vest's cooldown.

Increased Blood Talon's summoned units' health from 600 to 800 and their damage type from piercing to siege.

Increased Money Hoarder talent's gold gain per second from 1 to 3.

Krovikan's Eternal Hunger no longer can consume allied creeps.

Fixed Blood-Fused Blade's tooltip: it still said that this item gives 12 agility, when in reality it gave 10.

vR1 (R stands for Revised, as this patch significantly overhauls how The Frozen Treeline is played closer to the original vision):

Introducing obelisks. By default, they are neutral towers at the middle of each lane. However, when destroyed by either team, they are instantly regenerated and captured by that team until their enemies destroy it again, capturing it for themselves. While captured, obelisks produce Super Minions for their side. As towers, obelisks are the weakest of them all, dealing only

50 damage, having only 1000 health and no regeneration. Obelisks become invulnerable for 1 minute after being captured, however, they are capturable from the very beginning of the game. Changed the Elder Lizard area in order for it to not get triggered by the bottom obelisk. Now she sits deeper in her lair, and you cannot enter it from the front - only from the sides, where lay the new entrances.

Increased gold payout from each mine captured by your team from 5 per 5 seconds to 10 per 5 seconds.

Increased gold income from 60 to 75 for each melee and ranged minion and from 120 to 150 for each super minion.

Increased level of each lane minion by 2: melee and ranged now have 5th level, while super minions have 7th. This means that killing lane creeps now gives much more experience.

Changed creep XP reduction in gameplay constraints from 90 to 100. This essentially means that all creeps (lane or jungle) now give 100% of their XP to heroes (which is 100 per their level).

Reduced match time needed for a timeout from 40 to 30 minutes.

Increased each tower's attack damage: from 100 to 150 for simple towers and from 100 to 300 for final towers.

Reduced maximum health of every structure by 25%: simple towers went from 2000 to 1500, barracks from 3000 to 2250, final towers from 4000 to 3000 and main structures from 5000 to 3750.

However, each of their health regenerations went up by 1: now it's 3 for simple towers, 4 for barracks, 6 for final towers and 8 for main structures.

All lane creeps now have Pierce attack type instead of Normal (meaning they deal more damage to towers).

Reduced Super Minions' maximum health from 1300 to 820 and their armor from 12 to 5.

Destroying barracks no longer spawns Super Minions for your side. Instead, it disables minions on the respective lane for the team, whose barracks were destroyed.

Reworked Scroll of Homecoming. Now it must be activated manually and can be used to teleport onto any allied building. Can still be purchased with full inventory with the item in the last

slot teleported to your base.

Removed gold cost from all heroes. This means that starting gold is now increased from 475 to 900.

Removed item recipes mechanic. Now each item should be bought in whole, and, with the exception of consumable items, there are only one tier of artifacts (more on that below). To compensate that, each non-consumable item's price is now decreased by 25%.

Items can now be sold for 100% of their cost instead of 90%.

Combat Shoes, Assassin's Slippers, Magical Poulaines and Hunter's Footgear no longer give any bonuses to attributes. However, they all now have a Stomp ability, which is the Starter Talon's spell (Hunter's Footgear still has its version of this active, which has a halved cooldown).

Each of their price is now set to 900, which means they are now intended to be starter items and have been transferred into the starter shop. Hunter's Footgear's movespeed bonus was also increased from 60 to 80.

Boots of Haste were reworked into Boots of Swiftness. They now use the icon attributed previously to Inescapable Boots of Swiftness, cost 900 gold and give no stats beside +120 movement

speed - which is the highest in the game. They, as all other boots, also have the Stomp ability. Inescapable Boots of Swiftness were removed. Instead, a new starting item was added - Poor Man's Socks. Despite their name, they also cost 900 gold, but give only 40 movement speed, as well as the Stomp ability. However, they also give +10 to all attributes.

Belt of the Ogre Lord, Mask of the Spirit Warrior, Wand of the Elder Mage and Major Bead (now named Sphere of Omnipotence) have all been reworked into artifacts, which function as stat sticks - giving +30 to their respective attribute or +20 to all attributes in the case of the Sphere. Each of them now costs 2025 gold and they have been moved to their respective stat's shop.

Similarly, the rest of the "main" items were turned into big expensive stat sticks, which give only one stat, but each one is the best in their category.

Same with the "special" items, which have all been reworked to be the strongest version of their respective modifier. Only Gem of Detection was removed from this list, but added to the universal shop: it now, in addition to revealing invisible units, gives +10 to all stats, but its cost is now increased from 1000 to 1800.

Active items below the consumeables have also become much stronger, though due to their "flatness" they might not always be the most damaging (though Flashy Spear now is the only source of

blink spell from items). Also Deus ex Machina was moved from universal to active and now costs less (just as most previously-combined items in the game).

All combination items were rebalanced in what stats they give and how much they cost (usually less than usual) to better fit in with the meta. Unless the item was completely reworked, I won't go into its details, as EVERY SINGLE non-consumeable item in the game was changed - so it would bloat the patch notes immensely if I document all of it.

Minor Bead was removed. Instead, Guarding Bead with the same icon was added to the "main" item roster: it costs 2300 gold and gives +25% magic resistance.

Saturated Cloak was reworked into a "special" item with 2000 gold cost. It now does not give any stats, but allows your hero to deal 80 damage each second in a 600-radius area around you (previously it was 40 damage in 400 area).

Rocket Launcher was completely overhauled into Multiple Rocket Launcher. and gives no stats or attack modifiers; however, its active

ability allows to send rockets onto selected 200-radius area, dealing 800 magical damage over 2 seconds and stunning those affected for the same amount of time.

Starter Talon was completely overhauled into Blood Talon. It is now sold in active items section, costs 1900, and its active ability summons 2 additional units, who excell at pushing structures, but can stand in direct combat as well due to their 20% chance to deal additional 200 damage.

Starter Glyph was completely overhauled into Sacrificial Glyph. It's now an alternative starter item, which costs 900 gold and doesn't give movement speed, but its "stomp"-type ability can

be used on allied creeps (effectively giving every hero in the game access to deny mechanic) and upon usage gives 40% bonus movement and attack speeds for 60 seconds. This bonus can be

broken by Dispel or even when the user activates Repel, so it's hard to keep, but nonetheless possible.

Starter Dagger was reworked into Dark Dagger and put into "main" item shop. It gives 60% attack speed, as well as 6 health regeneration and 400 mana. Costs 2550 gold.

Starter Shield was reworked into Broken Shield and put into "main" item shop. It gives 60 attack damage, as well as 500 health and 15 armor. Costs 2525 gold.

Starter Ring was reworked into Sorcerer's Ring and put into "main" item shop. It gives 10 mana regeneration, as well as 15% magic resistance. Costs 2575 gold.

Cloth of Strength was reworked into Cloth of Endurance. It now gives 20 strength and block 40 damage from every basic attack inflicted upon your hero, but costs 2875 gold.

Gloves of Agility were reworked into Infused Gloves. They now give 20 agility and 15% magic resistance, but cost 2275 gold.

Cloak of Intelligence was reworked into Cloak of Salvation. It now gives 20 intelligence and 10 health regeneration, but costs 1925 gold.

Unholy Shield was completely reworked. It now gives +10 to all attributes and a 40% chance to block 100 damage from a basic attack. Its cost was also increased from 2400 to 2800.

Bracers of Insanity were completely reworked. They now give +10 to all attributes and an active ability, which increases item owner's attack speed by 100% and movement speed by 50% for 10 seconds, but also increases damage they receive by 20% for that duration.

War Goddess's Sword was reworked. It still gives a 40%-splash, but attack damage and speed are gone; instead, it now gives +6 to all attributes and 15% chance to microbash with 150 additional damage.

All-Mighty Dagger was reworked. Its bonus to all attributes was reduced from 11 to 6, and it still has the 20 armor break portion, but it also gives 25% chance to deal bonus 400 damage upon a basic attack.

Added Tomes of Strength, Agility and Intelligence to the shop of Shady Merchant in the middle of the map. Those are simple 1000 gold consumeable items that are used up instantly when purchased and permanently increase your hero's respective attribute by 5. They are meant to be the endgame items for the matches that last beyond the point when heroes have filled their inventories, so that gold wouldn't be a totally-meaningless resource.

Reworked how mana regeneration gained from items works. Now it gives a flat amount of it instead of "a fraction of normal", as the editor calls it (I still have not a single clue what does it mean by that).

Re-added and overhauled Celeste, the Uriel's Disciple - an intelligence hero, which was cut from version 20. She's a supportive mage, whose abilities (including Dispel) can reach to any point on the map, and who gives her team supreme vision over their surroundings. Requires proficiency in map awareness to play properly.

Buffed every Well of Wishes ability: Replenish Health and Mana now fully restores the target, Give Haste of the Lizard Elder now lasts for 60 seconds instead of 20 and gives 40% increase in speeds instead of 20%, and Grant Wealth now gives 200 gold instead of 100.

Tygore's World Ender slow was reduced from 40/60/80% to 30/40/50%.

Reduced Void Demon's Void Staff armor break from 25/25/35/35/45 to 20/20/25/25/30.

Increased Derak & Joe's Greater Bash and Greater Pulverize strength scalings from 2/2.5/3/3.5/4x each to 4/4.5/5/5.5/6x each.

Yoshinobu's Blade Spirit is now cast onto a point, and not a unit.

Vesuvius's Planetary Anger is now cast onto a target non-ally instead of an area, and deals damage only to one target (though teoretically it can disarm multiple targets if they are within 100 meters from each other).

Improved Ingvar's attack cooldown from 2.2 to 1.8 and gave him additional 20 base damage. From now on, when Bloodhorn Ironhoof's Death Mark teleports the hero, the camera shifts to his position after teleportation.

Made some precautions in order for the Buried Giant to not roam out of its area when certain heroes (particularly, Mikasa) fight him.

Adjusted bot builds slightly to coincide with the item system rework.

Added warnings to all starter items that their movement speed bonuses don't stack.

All of the shop units except for the Shady Merchant now end in "Shop" (e.g. Starter Items now called Starter Shop; Strength Combinations now called Strength Shop etc.). Main Shop was also renamed to Basic Shop.

v20c (c stands for CELESTE):

Re-added a cut heroine - Celeste, the Uriel's Disciple - along with a big warning that she was left unbalanced, as she is broken by design and cannot be turned fun.

This version is a final homage to the original series of versions of The Frozen Treeline, as sooner than you expect there be a familiar, but significantly changed Revised series.

Thanks to everyone who have tried out my map, and don't forget that it's unprotected! If it so happens that you will enjoy original series more than Revised and want to make your own version 21 in any way - go right ahead)

v20b (b stands for BOTS):

Began adding bot support. Right now they are very primitive and bugged, but in further updates they will be improved.

Nerfed armor break from all item-sources. Piercing Bow now reduced 10 armor instead of 30; for Semi-Automatic Rifle it's not 20 instead of 50; and All-Mighty Dagger breaks 15 armor instead of 40.

Armageddon no longer has a cast point or backswing (just like all of the other heroes). However, his Dark Force of Resurrection now doesn't reduce his respawn time as much: the formula went from $1x+5y$ (where x is hero's level and y is player's killstreak) to $2x + 6y$. His Let Terror Reign damage was reduced by 50 on all levels (now 125/175/225/275/325), but his Chaos Meteor damage was increased by 75 on all levels (now 175/225/275/325/375, just like the old Let Terror Reign).

Elden's Dark Rave no longer has a casting animation (meaning that the only indication for the enemy team that the Elder Mage casts his ultimate is now that he stands still for 4 seconds).

His Mind Over Matter now also steals much more attack speed - 60/70/80/90/100% instead of 30/35/40/45/50%.

Reduced Baronette's Domination duration from 2/2.5/3/3.5/4 to 2/2.25/2.5/2.75/3.

Fixed a major bug, where crafting a Savior's Staff still left you with an Enchanted Ruby in the inventory.

Fixed a bug, where All-Mighty Dagger broken an incorrect amount of armor.

Fixed Deathmatch not working properly due to a cut hero.

v20:

New strength hero: Bloodhorn Ironhoof, the God Slayer. A tanky assassin with a longer melee attack, who can mess with enemy positioning using his delayed abilities and effectively avenge his own deaths. Difficulty: Medium.

New agility hero: Vesuvius, the Volcanic Fiend. A ranger, who excels in sieging building and becomes stronger the longer the battle goes on. Difficulty: Easy.

All Dispel abilities, unless specified, can now target allies to remove debuffs from them.

Reduced all towers' armor from 55 to 40, but increased the armor of barracks, Mother Tree and Demonic Shrine from 5 to 40. Also reduced all of those buildings' health regeneration by 1 (so it's 2 for basic towers, 3 for barracks, 5 for final towers and 7 for bases).

Trees now regrow every 10 minutes, not 4. Their health is now also reduced to 1, meaning that any hero can destroy it with just one basic attack at any stage of the game.

Reduced cooldown of Heal & Replenish talent from 40 to 30.

Increased cooldown of Blink talent from 20 to 30.

Reworked Key of True Strike. Now, in addition to ignoring attack targets' evasion, you gain 1.2x critical strike on every single attack.

Reworked Eyeball Wand. Instead of additional dispel, it now has a Disarm ability, which disables enemy attacks in 300-radius area in 600 range.

Changed recipe for Frostblade. It now requires Belt of the Ogre Lord instead of Cloth of Strength and costs 2950 instead of 2350. However, its strength bonus is increased from 6 to 12.

Changed recipe for Miracle Hands. It now requires Belt of the Ogre Lord instead of Cloth of Strength and costs 2950 instead of 2350. However, its strength bonus is increased from 6 to 12.

Changed recipe for Vampiric Vest. It now requires Cloth of Strength instead of Belt of the Ogre Lord and costs 2350 instead of 2950. However, its strength bonus is decreased from 12 to 5.

Changed recipe for Venomous Arrow. It now requires Mask of the Spirit Warrior instead of Gloves of Agility and costs 2900 instead of 2300. However, its agility bonus is increased from 6 to 12.

Changed recipe for Energizer. It now requires Mask of the Spirit Warrior instead of Gloves of Agility and costs 2550 instead of 1950. However, its agility bonus is increased from 6 to 12.

Changed recipe for Mana Thirster. It now requires Gloves of Agility instead of Orb of Fire and costs 2600 instead of 3150. Its agility bonus is increased from 12 to 18, but the item does no longer give health regeneration bonus.

Changed recipe for Cross of Luck & Dexterity. It now requires Orb of Fire instead of Mask of the Spirit Warrior and costs 2450 instead of 2500. Its agility bonus is reduced from 18 to 5, but it now also gives 8 health regeneration.

Changed recipe for Charmed Beast's Longhorn. It now requires Wand of the Elder Mage instead of Cloak of Intelligence and costs 2600 instead of 2000. However, its intelligence bonus is increased from 6 to 12.

Changed recipe for Saviour Staff. It now requires Cloak of Intelligence instead of Wand of the Elder Mage and costs 2350 instead of 2950. However, its intelligence bonus is decreased from 12 to 5.

Changed recipe for Spiked Anti-Mana Shield. It now requires Wand of the Elder Mage instead of Cloak of Intelligence and costs 3650 instead of 3050. However, its intelligence bonus is increased from 6 to 12.

Swapped places for some items in the shops so that their order would follow previous logic.

Reduced Combat Shoes strength bonus from 6 to 5.

Reduced Mask of Courage strength bonus from 6 to 5.

Reduced Assassin's Slippers agility bonus from 6 to 5.

Reduced Lightened Shield agility bonus from 6 to 5.

Reduced Magical Poulaines agility bonus from 6 to 5.

Reduced Essence-Filled Vest agility bonus from 6 to 5.

Reduced Hunter's Footgear attributes bonus from 4 to 3, but improved its cooldown from 40 to 30 seconds.

Increased Hunter's Claws attributes bonus from 6 to 9.

Reduced Alien Warrior's Spear attributes bonus from 11 to 9.

Reduced All-Mighty Dagger attributes bonus from 13 to 11.

Reduced War Goddess's Sword attack damage and speed bonuses from 60 to 50.

Reduced Saturated Cloak health and mana bonuses from 500 to 400, armor bonus from 40 to 35, but increased its area damage from 25 to 40.

Reduced Unholy Shield attack damage bonus from 100 to 70, and its armor bonus from 40 to 35.

Reduced Bracer of Instanity attack speed bonus from 100 to 70, and its armor bonus from 40 to 35.

Reworked damage scalings on Balial's Demonic Purge and Rift of Hatred. The first ability's damage now scales with target's intelligence if it's a hero (3/4/5/6/7/x) or deals flat damage to non-heroes (300/400/500/600/700); also its cooldown is now 16/15/14/13/12, not 15 on all levels. Meanwhile his ultimate's damage now scales with your hero's agility with the same efficiency and same damage type; however, its silence portion is now instant and its cooldown is reduced to 60 on all levels instead of 80/70/60. Also increased Mageslayer's starting agility from 20 to 25, his agility gain per level from 2.5 to 3, however, worsened his attack cooldown from 1.6 to 1.8, lowered his starting strength from 15 to 14, and his strength gain per level from 1.3 to 1.2

Reduced Baronette's attack cooldown from 2 to 1.8. Also increased duration of her Abyssal Ghouls from 40 to 60 (meaning that a maximum of 3 can be spawned at the same time).

Increased cooldown of Dullahan's One With Nature from 20 to 40, as well as reduced its movement speed bonus by 20% on all levels (now it's 0/10/20/30/40%). In addition, its mana cost is

now 100 on all levels, instead of 80/90/100/110/120.

Increased guaranteed area damage of Rowen's Lucky Shot by 50 on all levels (now it's 150/200/250/300/350).

Renamed Wild (jungler needed) and Mild (no jungler needed) jungle modes to just Jungler Needed and No Jungler, so that they would be easier to understand.

Renamed Armageddon's Reincarnation to Dark Force of Resurrection to not confuse it with the actual Reincarnation skill of Warcraft III.

Changed difficulty in Armageddon's, Darae's and Dullahan's description to Medium, while Balial's and Torver's to Easy.

Renamed Uriel's Stone to Eye of Uriel (purely aesthetic change).

Removed many unused abilities and units from the base version of this map, debloating it a little bit further.

v19a:

Increased every hero's health by 200. This significantly increases time needed to score a kill in the early game and influences the later phases as well.

Reduced every destructible structure's health regeneration by 2 (so it's 3 for simple towers, 4 for barracks, 6 for final towers and 8 for bases).

Increased Wiston's Airstrike damage from 450/600/750 to 500/700/900.

Reduced Yoshinobu's Blade Spirit damage per second by 30 on all levels (now it's 100/130/160/190/220).

Increased Agni Brothers' Land Mine explosion radius from 200 to 300 for full damage, and from 400 to 600 for partial damage.

Worsened Darae's attack time from 1.4 to 1.5.

Increased cooldown of Mikasa's Smoke Bomb from 60 to 90.

v19:

Towers now have health regeneration of 5 points per second; barracks - 6; final towers - 8; Mother Tree and Demonic Shrine - 10.

Health Potion, Mana Potion, Sight Ward and Scroll of Homecoming are now instantly activated upon purchase (the ward specifically is placed underneath your hero), meanwhile Uriel's Stone now takes up a slot and must be manually used. Scroll of Homecoming's price is also reduced from 100 to 50 and it can be used even when inventory is full (though the item in your 6th slot will be dropped and teleported to the fountain area).

Ranges of dropping/giving/picking items were increased from 100/150/150 to 300/300/300.

Reworked Balial. His [Q] Rift and [R] Hatered are now combined into one skill [R] Rift of Hatered, which functions mostly like the old ultimate, but also teleports Mageslayer to the target point of ability cast, the silence portion doesn't apply slow, and instead of damage being magical it is now universal. In the [Q] slot there is now a new ability: Demonic Purge. It purges selected enemy, deals 2/2.5/3/3.5/4x Balial's agility as universal damage, immobilizes the target for 1 second and then makes it regain lost movement speed over the course of 2/2.5/3/3.5/4 seconds. His [E] is now renamed to Anti-Magic Gear and, on top of the previous Feedback portion, it also gives 15/20/25/30/35% bonus magic resistance. On top of that, his Mirror Images description was expanded to include some useful details, and its mana cost was increased from 30/35/40/45/50 to 80/85/90/95/100. And to finalize this design, his intelligence

gain per level is increased from 1 to 1.4 and his attack cooldown is improved from 1.8 to 1.6, however his starting strength is reduced from 17 to 15 (meaning he has 400 health total at the beginning of the game) and his strength gain per level is also reduced, from 1.5 to 1.3. Also updated his description.

Reworked Agni Brothers. His Explosive Frenzy now deals damage around the hero, which scales with his agility (like Kaboom! previously did), with its cooldown reduced from 25 to 20. Meanwhile Kaboom! is now removed, and instead his Cluster Rockets are placed at ultimate slot: they deal 100/150/200 magical damage each 0.25 seconds for 3 seconds, while stunning only for

1 in 400 area, but have a cooldown of 100 seconds, mana cost of 200/300/400, and their damage to buildings is halved. In his first ability slot there is now a new ability - Land Mines: each 30 seconds you now can place a mine on a medium range, which has a 1-second activation delay before becoming invisible and deals 300/400/500/600/700 physical damage to enemies near it

as well as half of that to those who are a bit further. To balance out this design, as this hero no longer has an invincibility and a far-reaching early game poke, his base health is increased by 100 (480 total at the beginning of the game), and base health regeneration is now 0.5 instead of 0.25. Also updated his description accordingly.

Reworked Mikasa. Removed his Thick Fog ability; instead, this hero now has a new ultimate - Smoke Bomb: it allows Killer Shark, in addition to turning invisible, to permanently steal small amounts of agility from enemy heroes upon activation. Updated hero's description due to this new spell. Furthermore, reworked Mikasa's Shadowmeld. Invisibility of this skill no longer gives backstab damage; however, your attack from it will deal critical damage, and upon its activation Killer Shark deals 100/150/200/250/300 magical damage to all enemies in 300 area around him. Its cooldown was also reduced from 30/27/24/21/18 to 20/18/16/14/12. On top of all that, fixed an oversight where Mikasa's Decoy didn't have an attack. However, to compensate, his attack cooldown is worsened from 1.4 seconds to 2.

Reworked Negul's Infest. Its strength-scaling damage type is now magical, not physical, and it is dealt on the last second of ability's duration, not at the very beginning. It means that the scaling portion cannot instantly kill the target and deny hydras from spawning.

Reworked Yoshinobu's Bladestorm. This skill is renamed to Blade Spirit and now, instead of Wind Walker himself spinning, dealing magical damage and gaining spell immunity, he creates a new unit near selected non-ally, who does it for him. This unit is invulnerable and can be controlled, but he disappears after 4 seconds (precisely when Bladestorm ends).

Reworked Ingvar's Crippling Light. It now deals a burst of damage, equal to 4/5/6/7/8x Royal Paladin's intelligence, instead of damage over time, and slows not for 50%, but for 80%. This skill now also has proper graphics.

Reworked Rowen's Greed Is Good: it now has a cooldown of 2 minutes instead of 5/4/3, but transfers 600/800/1000 mana into gold, not the entire character's mana pool. On top of that, Lucky

Shot's cast range was reduced to 600, its area of effect to 200, and its final area to 400 (all of this previously had a value of 777, which now is only present in its distance value),

while also reducing its maximum random additional damage by 100 on all levels (now it's 100/150/200/250/300) and rescaling non-random damage from 80/160/240/320/400 to 100/150/200/250/300.

Its gold cost was also increased, from 60/70/80/90/100 to 100/110/120/130/140, and similarly Paid Actors now cost not 100/110/120/130/140, but 120/130/140/150/160.

Added Ghost (Visible) ability to Negul's, Dullahan's and Mikasa's summoned units so that they don't block other units when not attacking.

Reduced Krovikan's Impale cast range from 300 to 200, however left its wave distance at 300 (that way it gives a better chance for the impale skill to not miss its target when it runs away). His Bloodlust was also rescaled: its cooldown is now 60 on all levels instead of 60/50/40, but its duration was increased from 8 to 10, and although movement speed bonus was reduced from 50/100/150% to 50/75/100%, the attack speed bonus was increased from 100/150/200% to 150/200/250%.

Rescaled Void Demon's Void Staff. Its armor corruption is now 25/25/35/35/45 and evasion 10/15/15/20/20 instead of 10/15/20/25/30 each.

Improved Serena's attack cooldown from 2.42 to 2.

Improved Darae's attack cooldown from 1.5 to 1.4 and her base health from 25 to 100 (now 380 total at the start of the game). However, her base health regeneration is now 0 (0.5 previously).

Increased Lilith's Cruelty damage by 10 on all levels (now 40/55/70/85/100) and increased duration from 3 to 5 seconds.

Worsened Centaur Ranger's attack cooldown from 1.6 to 1.7.

Lucifer's Devil's Mark no longer deals damage over time, only the initial intelligence-scaling amount. However, his Angelfall now deals much more damage: 180/210/240/270/300 instead of 120/140/160/180/200.

Increased Aquasoul's base health from 100 to 150 (now 430 at the start), as well as his base health regeneration from 0.25 to 0.5.

Increased Legendary Reina's bonus defence from Frost Armor from 20/30/40/50/60 to 60/75/90/105/120.

Increased Elden's Dark Rave damage from 600/800/1000 to 600/900/1200. His base health was also increased from 125 to 200 (420 total at the start).

Increased Alien Warrior's Spear's critical strike damage from 2x to 2.5x and its evasion chance from 15% to 20%.

Increased Amulet of Evasion's proc chance from 10% to 15%.

Increased Cross of Luck & Dexterity's evasion chance from 20% to 25%.

Increased Battle Cleaver's splash damage from 15% to 30%.

Increased Giant Pickaxe's splash damage from 30% to 50%.

Increased War Goddess's Sword's splash damage from 20% to 40%.

Increased Book of Death/Life/Energy's damage/heal/restoration respectfully from 200 to 300.

Increased Chilling Staff's slow from 15% to 30%.

Increased Frostblade's slow from 30% to 50%.

Increased Mana Breaker's mana burnt from 25 to 50.

Increased Mana Thirster's mana burnt from 50 to 80.

Increased Spiked Anti-Mana Shield's mana burnt from 30 to 60. Also reduced its base mana burn from 400 to 300, but added bonus 25% of target's current mana to both current mana reduction

and burn. However, increased this ability's cooldown from 15 to 20, and its mana cost from 100 to 200.

Increased Piercing Bow's armor break from 15 to 30.

Increased Semi-Automatic Rifle's armor break from 30 to 50.

Increased All-Mighty Dagger's armor break from 25 to 40, but removed piercing damage.

Increased Poison Needle's damage per second from 15 to 50, but reduced its duration from 5 to 3 seconds.

Increased Venomous Arrow's damage per second from 30 to 80, but reduced its duration from 8 to 4 seconds.

Increased Hunter's Claws' damage per second from 30 to 60 and slow from 30% to 40%, but reduced its duration from 5 to 4 seconds.

Increased Stunning Axe's microbash bonus damage from 60 to 100.

Fixed an oversight in how Electrifying Basher works (I mistakenly left it 10% chance to proc, but made stun duration 0.2 seconds; now it, as intended, has 20% chance to proc but the duration is 0.1 second). Also fixed a tooltip oversight with Electrifying Basher (previously in the shops it was called Stunning Axe).

Increased Lightning God's Totem's damage from 400 to 600. The damage also isn't reduced with each bounce, however the number of bounces is reduced from 5 to 4.

Increased Warmonger's Helm damage scaling with current health from 10% to 20%. However, also increased damage taken by the item's owner by the same amount.

Changed Inevitable's The Armageddon icon to Flame Strike (which was previously on Agni Brothers's Explosive Frenzy).

Renamed "non-stacking effect" in item and ability descriptions to "orb effect", which is what it's called in WC3, to avoid confusion.

Updated the description of the map to be more general and have less references to other LPGs.

v18:

New strength hero: Negul, the Swamp Parasite. A bruiser who can overwhelm enemies in teamfights with summoned units, as well as effectively destroy buildings and objectives.

Especially-effective against melee heroes. Difficulty: Hard.

Added a 4-slot inventory to Altars of Talents. Its type does not permit altars to use or get benefits from items, but they can be used to buy them or look up their price when player's hero is dead, as well as safely free up slots in the later stages of the game in various situations. Be careful, as your hero can put items in your allies' altars, but you can't get them back unless the owner of the altar interferes or you have control over their units. Those inventories won't appear until their owner picks a hero, so to avoid a situation where player put items in altars of the non-present players.

Increased Miracle Hand's heal scaling with owner's maximum health from 10% to 20%.

Increased the experience gained from Tome of Experience from 200 to 400.

Fixed a critical bug where Armageddon's ultimate didn't go on cooldown. Due to the nature of the fix, now the Inevitable has a half-second delay before dying after using this ultimate.

Fixed Deathmatch mode (since adding it, forgot to increase the kill count needed for victory due to increase in the amount of heroes).

v17:

New intelligence hero: Rowen, the Gambler. A mage with unusual playstyle, all of whose abilities (including Repel and Dispel) cost gold instead of mana, with the only exception being his

ultimate, which transfers mana into gold. Difficulty: Medium.

Reworked all damage, dealt through triggers. Before, when I didn't understand the needlessly-complicated system of Warcraft III attack and damage types, I simply gave each of those damage

instances attack type Spells and damage type Normal. As it turned out, this equates to what's known by DotA terminology as Physical damage: it pierces through spell immunity, but is reduced by armor and doesn't pierce ethereal status effect. From now on, as I figured out how this system works, all spells and items will deal through triggers different types of damage, which will be specified in spell/item description. Aside from Physical, there are two other damage types now: Magical (which is the inverse of Physical: it doesn't get reduced with armor and is even further strengthened if the receiver has ethereal status effect, but doesn't pierce spell immunity and is reduced with magic resistance) and Universal (or Pure, as it's known in DotA: it's the best of two worlds, meaning it doesn't get reduced by armor or magic resistance, and pierces both spell immunity and ethereal forms).

Duration of the universal Repel ability was reduced from 15 to 5. At the same time, universal Dispel's cooldown was increased from 5 to 10.

Removed cooldown from Sight Wards.

Reduced Set Ablaze talent's bonus magic attack damage from 80 to 60.

Increased Tygore's Realm-Bending Stomp damage scaling from 2/3/4/5/6x his strength to 4/5/6/7/8x (damage type is still physical).

Increased Krovikan's Impale damage scaling from 2/3/4/5/6x his strength to 3.5/4.5/5.5/6.5/7.5x (damage type is still physical).

Increased Wiston's Leg Shot damage scaling from 2/3/4/5/6x his strength to 3/4/5/6/7x (damage type is still physical).

Reduced Agni Brothers' Kaboom! cooldown from 120/90/60 to 120 on all levels.

Increased Lilith's Cruelty damage per second by 15 on all levels (now it's 30/45/60/75/90).

Increased Dullahan's Rain of Arrows damage scaling from 1.5/2/2.5/3/3.5x his agility to 2/2.5/3/3.5/4x (damage type is still physical).

Fixed a critical oversight, which did not hide Lucky Shooter talent's spellbook from any player but the Red one, interfering with heroes' own abilities.

Fixed an oversight where Dullahan's Shooting Squad did not spawn the correct amount of Centaur Archers if played on the Scourge team.

Fixed Blink and Heal & Replenish talent spells for certain players when playing as Mikasa.

Added a warning in Dullahan's Bouncing Arrows description that most other modifiers break his attack, as well as that getting talents instead of this ability don't remove the effect, but reduce his attack damage by 30.

Fixed a visual bug where Armageddon's ultimate animation spawned at the center of the map, despite the damage being dealt around him.

v16:

New agility hero: Mikasa, the Killer Shark. Hypercarry, who relies on stealth and has it on every skill. Doesn't have Repel, but has a unique passive The World Is Your Ocean, which universally strengthens him when he becomes invisible from any source. Difficulty: Medium.

Added Vampiric Potion to the Shady Merchant. It costs 200 gold and upon consumption gives 100% lifesteal for 3 seconds.

Added Uriel's Stone to the Shady Merchant. It costs 200 gold and upon purchasing reveals the entire map for 10 seconds. Has 1 minute of restock time.

Added Rune of Spellbreak to the Shady Merchant. It costs 200 gold and upon purchasing gives every allied unit on the map a shield, which blocks the next targeted spell's effects if they don't pierce spell immunity. Has 2 minutes of restock time.

Added Tome of Experience to the Shady Merchant. It costs 200 gold and upon buying gives 200 experience. Cannot be bought until minute 2 of the game and after purchasing has a restock time of 2 minutes.

Reworked Otherworldly Cheese so that its effect is now instant.

Prices of all the older Shady Merchant's consumeables (Otherworldly Cheese, Scroll of Haste, Shard of Shadows and Crippling Banner) were reduced from 200 to 100.

Increased all ranges of blinks, which are gained by items and talents, by 200 (that way, Flashy Spear and Winged Figure give 600-range blink, the Blink talent grants 800-range blink, and Inescapable Boots of Swiftiness allow for up to 1000 blink range).

Reduced cooldown of the Blink talent from 30 to 20.

Reworked the recipe of Inescapable Boots of Swiftiness. Now it builds from Major Bead, and not Minor Bead, so that it doesn't overlap with Hunter's Footgear recipe. Due to that, its cost went up from 2050 to 2600, but it also now gives +9 to all attributes instead of +3.

Scroll of Homecoming's gold cost reduced from 150 to 100.

Increased Tygore's Realm-Bending Stomp stun duration from 1/1.5/2/2.5/3 to 2.5/2.75/3/3.25/3.5.

Reworked how Armageddon's ultimate ability gets casted. Now it's an ability with no target instead of being point-targeted, meaning that the Inevitable begins casting it as soon as you press the button. All the other elements of it remained unchanged.

Reduced the attack damage penalty when Dullahan acquires Burning Silence or Siphon Mana from 50 to 30.

Reworked Torver's Spell Seal. Now the ability-disabling damage over time effect is activated at the same time as the nuke-stunning effect. The first one got its duration increased from 4 to 5, but the overall duration of Spell Seal is now lowered by 1 second, while the burst damage of the second one is reduced from 250/400/550 to 150/225/300. The overall damage is now a little bit lower (from 650/1000/1350 to 650/975/1300), but it is now pretty much guaranteed. To compensate, its cooldown was further increased to 180/160/140.

Made it impossible to revive your hero through tavern by adding lumber cost (while normally you cannot access a tavern after picking a hero, you could still do it using the Buried Giant).

Fixed a couple of oversights (such as spectators being able to vote for modes, Lightened Shield giving strength instead of agility, Burning Silence duration on creeps being 14 seconds instead of 4 etc.)

Renamed Wiston's Adrenaline Injection to Stimpack (dunno how I didn't thought of that before).

v15:

Introduced talents. All of the heroes can now level Talent Points starting from 5th, 10th and 15th level respectively, which can then be spent in each player's new Altar of Talents (they are located near fountains and can be accessed instantly by typing "t" in chat). The talents, as they currently are, are non-hero-specific upgrades, which contain both positive effects and a downside. Currently there are 12 talents that all heroes share, and they can be split into 3 categories of 4: those that give unique effects (additional gold income, critical strike, magical splash, movespeed aura and evasion); those that replace Repel, Dispel or innate abilities that characters have in their place (area health and mana restoration, blink, silence and damage per second, siphoning of mana); and those that give raw stat bonuses, while reducing other stats (health and armor at the cost of damage, damage and attack speed at the cost of armor, magic resistance and mana at the cost of attack speed and attribute bonus at the cost of regenerations). In Blind Pick all talents you pick are carried through the rest of the game; they cannot be changed or removed, so you gotta be careful with how you build your character. In Deathmatch, each hero death resets talents: you need to re-pick them when getting a new hero.

Maximum hero level was increased from 18 to 20. As such, a hero can either get 2 talents and max out all of their abilities, or get 3 talents and leave one of their abilities unmaxed.

Increased blink range on Inescapable Boots of Swiftness from 600 to 800. Its mana cost was also reduced from 150 to 100.

Reduced health and mana gained from Saturated Cloak from 600 to 500.

Fixed Rocket Launcher not giving bonus damage; now it gives it in a raw form.

Increased Krovikan's agility gained per level from 1 to 1.5.

Increased Krovikan's Impale range from 200 to 300 and rescaled its stun duration from 1/1.5/2/2.5/3 to 2/2.25/2.5/2.75/3.

Fixed a critical and long-standing oversight with Agni Brothers: his Hellish Bombs not giving the bonus damage. Now upgrading this skill beyond level 1 gives raw bonus damage to his attack, but the amount was reduced from 0/30/60/90/120 to 0/25/50/75/100.

Reduced cooldowns of Aquasoul's Tidal Wave and Flood from both 16/15/14/13/12 to 12/11/10/9/8 and 14/13/12/11/10 respectively.

Torver's Spell Shield no longer innately casts Thunder Sickle onto nearby units. Furthermore, its heal was nerfed from 20% to 10% of Satyr Spellbreaker's missing health.

v14:

New game mode: Deathmatch. In it, there are no respawn times, but each time your hero dies - they get removed from the game and you must pick a new one. All of the items and experience you

have accumulated on your previous hero are transferred to the new one. The match can be won in all the usual ways, as well as in a new one: when a team loses every single hero (meaning

every player's hero has died and they have nothing to choose from in the taverns) - that team loses the game.

New strength hero: Armageddon, the Inevitable. A slow, but powerful tank, who is extremely hard to kill, has lots of disables and can wreak havoc with his self-killing ultimate. Doesn't have Repel nor Dispel, instead possessing innate Reincarnation, which does different things on different game modes, and 100% cleave. Difficulty: Easy.

When picking a hero in a tavern, they are now autoselected and the camera pans to your fountain (just like when you get revived).

Reduced Mageslayer's starting agility from 24 to 20 and starting strength from 19 to 17, while also reducing agility gained per level from 3 to 2.5. On top of it, his attack cooldown was worsened from 1.7 to 1.8.

Improved Mistress Lilith's attack cooldown from 1.8 to 1.6.

Increased Mistress Lilith's Sadism damage by 20 on all levels (now it's 80/100/120), while also reducing its cooldown by 20 on all levels (now it's 100/80/60).

Renamed the Intense jungle mode to Wild (purely aesthetic change).

v13a:

Increased Derak & Joe's Greater Bash and Greater Pulverize damage scaling with strength from 1/1.5/2/2.5/3x and 1.5/2/2.5/3/3.5x respectively to 2/2.5/3/3.5/4x both, as well as bonus movement speed from 20% to 30%.

Reduced Balial's Rift damage scaling from 3/3.5/4/4.5/5x to 1/1.75/2.5/3.25/4x.

Increased Balial's Mirror Images mana cost from 30 on all levels to 30/35/40/45/50.

Reduced Balial's Feedback mana burnt from 20/40/60/80/100 to 20/35/50/65/80.

Increased Agni Brothers' Hellish Bombs bonus damage from 0/20/40/60/80 to 0/30/60/90/120.

Fixed a critical oversight where Agni Brothers' Kaboom! could be levelled on the very first level.

Increased Dullahan's One With Nature movement speed bonus by 20% on all levels (now it's 20/30/40/50/60%), while reducing its cooldown from 28/26/24/22/20 to just 20 on all levels and its

mana cost from 120/140/160/180/200 down to 80/90/100/110/120. Also added a warning in the skill's description on how to use it properly.

Fixed description of Lucifer's Descension so that it showed correct type of additional damage, as well as signified in Serena's Dark Arrows description that its minions are now ranged.

v13:

New agility hero: Dullahan, the Centaur Ranger. A ranger with big multi-target damage and single-target lockdown, who can phase in and out of combat, moving through trees. Doesn't have

Dispel; instead his attacks innately bounce onto a second target. Difficulty: Easy.

Lowered Serena's movement speed from 320 to 300.

Serena's Dark Arrow minions are now ranged. They have 300 attack reach and benefit from Marksmanship Aura.

Increased Mistress Lilith's base health from 100 to 200.

Increased Mistress Lilith's Pain & Pleasure heal from a third of the damage per unit affected to a half. Also increased its range from 400 to 500 on all levels.

Torver's Spell Shield now costs 50 mana to activate and it cannot be triggered passively when Satyr Spellbreaker has less than 50 mana.

v12:

New intelligence hero: Torver, the Satyr Spellbreaker. A melee mage-assassin hybrid, who is proficient in making enemies unable to use their magic. Doesn't have Repel; instead possesses a

semi-passive Spell Shield. Difficulty: Medium.

Reworded ability damage descriptions, introducing the term "piercing spell damage". This type of damage is not reduced by magic resistance nor negated by spell immunity. However, it also doesn't benefit from magic resistance reduction spells, such as Water Form or Spirit Walk. On top of that, Mistress Lilith's Bondage description now specifies that the effect of this ability fully pierces spell immunity.

Reduced Fanadin's Engulf stun duration from 2 to 1.

Increased Ingvar's Crippling Light damage per half-a-second by 0.25x on each level (now it's 0.5/0.75/1/1.25/1.5x).

Reworked Ingvar's Cursed Sword. Usage of other abilities no longer resets the cooldown of this skill; instead, it directly gives its effect (meaning that, if before your sequence of actions was Cursed Sword > attack > other ability activation > Cursed Sword > attack, now it's reduced to Cursed Sword > attack > other ability activation > attack or even other ability activation > attack, and it will still give you the crit if you have Cursed Sword levelled, which might significantly reduce the clunkiness of the character). Also increased the critical damage itself by 1x on all levels (now it's 3/3.5/4/4.5/5x).

Fixed an oversight where Voodoo Doll's unique effect could damage allies.

v11b:

Increased each Wiston's attribute gain per level by 0.5 (now it's 2 for strength, 1.75 for agility and 1.5 for intelligence). Also increased all base attributes by 4 (now it's 17 strength, 16 agility and 15 intelligence).

Fixed a critical error with Joe's Greater Pulverize, where it only dealt damage to neutral units.

Increased range of Agni Brothers' Kaboom! from 0 to 128 (standart melee attack range).

Worsened Serena's attack cooldown from 2.13 to 2.3.

Increased Serena's Send Wolves wolf attack damage from 40 to 60, and their chance for critical strike from 20% to 50%, while the critical damage itself - reduced from 2x to 1.5x.

Increased Serena's Dark Arrows bonus damage from 40/80/120 to 50/100/150. Also increased lesser dark minion's attack damage from 20 to 40, normal dark minion's from 14 to 60, greater dark

minion's from 15 to 80; dark minion's hit points from 240 to 350, greater dark minion's from 320 to 500.

Reverted Mistress Lilith's attack range to 450 due to how much the agility changer buffed her.

Reworked how Pain & Pleasure works. Now only heals when there are non-allied units in the area of effect, and the heal equals a third of the damage dealt.

Improved various area-of-effect ability triggers.

v11a:

Fixed an oversight where Buried Giant's attack range was 1 instead of 500. In fact, reverted the acquisition range changes for every objective-type unit in the game.

Lowered Derak's Greater Bash cooldown from 15 to 10.

Balial's abilities now cost mana. Like, come on dude, he's not, like, an anti-mage, right? He's a mageslayer! He fights fire with fire!! (The real reason is - his abilities began dealing damage, which was not in their original design). Rift now costs 40/55/70/85/100 mana, Mirror Images - 30 on all levels, and Hatred - 225/250/275. Also fixed the spelling mistake on his ultimate.

Changed the proper name for Demonic Dominatrix from Mistress Vengeance to Mistress Lilith (how couldn't I think of this one before??). Also fixed some of her wrong ability tooltips.

Reduced Fanadin's additional base armor from 2 to 0.

Reduced Fanadin's starting strength from 17 to 15.

v11:

Introduced two different "jungle modes": intense and mild. Intense is the standard mode, which has no differences from the before, and is designed primarily for 3v3. Mild has no Draenei (now Nightmareling), Wolves and Voidwalker camps, as well as no Well of Wishes. This mode is designed primarily for 2v2 so that there would be no need for a jungler instead of a top laner.

However, jungle modes are not assigned automatically: instead, they are picked by player vote at the very start of the game. This is so that the old way of playing 2v2 was still available and to create a new way to play 3v3, with either a duo-lane or a roaming role.

Increased gold gained from destroying structures: towers from 100 to 150, barracks from 200 to 300 and final towers from 300 to 500. Also fixed an oversight where one of the Sentinel bottom base-gating towers didn't give any gold.

Hit points per 1 strength point were reduced from 25 to 20. However, health regeneration given was increased from 0.03 to 0.05.

From now on, agility doesn't give armor. However, it now gives 2% attack speed increase instead of 1% per each point of this attribute, and an additional 0.2 bonus movement speed. Mana regeneration per 1 intelligence point was increased from 0.07 to 0.1, and mana points given - from 15 to 20.

Increased physical damage reduction given from 1 point of armor from 1% to 2% (reduction per each subsequent point is still the same, meaning base 10 armor gives 17% reduction, not 20%).

Restricted the area where objective-type jungle units (Miners, Lizard Elder and Buried Giant) can go, so that they couldn't be sent on lanes and didn't interfere with jungle "clearing".

When an objective-type jungle unit reaches their respective restriction area - it gets instantly healed to maximum health to evade abuses.

Made Buried Giant's lair deeper, so that there was constant vision over this boss due to him being close to shops.

Added Stunning Axe: a new 1400-gold special item, which gives 10% chance to bash for 0.1 second and deal bonus 60 damage.

Added High-Tech Glaives: a new 1700-gold special item, gives ranged heroes 100% split shot on 2 additional units in 600 area. Additional hits don't apply attack modifiers and don't proc along with crits (much like Agni Brothers' Hellish Bombs).

Added Warmonger's Helm: a new 3150-gold strength item, which is built from 2 Belts of the Ogre Lord and a Book of Death. It gives 24 strength and upon activation deals 400 magical damage

to the target unit + 10% of your hero's current health as spell damage in 300 area. Doesn't cost mana, but instead lowers your HP by the same 10% of current health.

Added Corrupted Skull: a new 2700-gold strength item, which is built from 3 Belts of the Ogre Lord. It gives 30 strength and a unique active ability, which transfers 400 of your health into 400 mana. This ability cannot kill the user, leaving them with no less than 1 HP, and transferring remaining health into mana.

Added Electrifying Basher: a new 3200-gold agility item, which is built from 2 Masks of the Spirit Warrior and a Stunning Axe. It gives 24 agility and 20% chance to bash for 0.1 second, dealing bonus 100 damage.

Added Urn of Lost Souls: a new 2700-gold agility item, which is built from 3 Masks of the Spirit Warrior. It gives 30 agility and a unique passive, which deals damage equal to 2% of attacked unit's maximum health as bonus spell damage with each attack.

Added Winged Figure: a new 3300-gold intelligence item, which is built from 2 Wands of the Elder Mage and a Flashy Spear. It gives 24 intelligence and a 400-meter blink, which also heals your hero for 15% of their maximum mana.

Added Voodoo Doll: a new 2700-gold intelligence item, which is built from 3 Wands of the Elder Mage. It gives 30 intelligence and a unique passive, which deals damage equal to 5% of target unit's maximum health as bonus spell damage upon each cast of a unit-targeted ability.

Added Rocket Launcher: a new 3100-gold universal item, which is built from 2 Major Beads and High-Tech Glaives. It gives +18 to all stats and 100% split shot on 3 additional targets with bonus 20 damage.

Buffed Miracle Hand. Now, on top of 400 base heal, this item restores 10% of item owner's maximum health to the target.

Increased Spiked Anti-Mana Shield's mana burn from 300 to 400.

Deus Ex Machina now burns and restores 600 health and mana instead of 400, and the health burn isn't tethered to the amount of mana burn (meaning that if a unit has 400 mana - 600 damage would still be dealt).

Baronette's Domination now also deals 2/2.5/3/3.5/4x her strength as spell damage on top of the hex.

Tygore's Shockwave damage was reduced by 50 on each level (now it's 150/200/250/300/350).

Changed how Tygore's Realm-Bending Stomp deals damage. Now, instead of static 100/150/200/250/300 magical damage, it deals 2/3/4/5/6x your hero's strength as spell damage.

Reworked Krovikan. His W and E are now one skill ([E] Eternal Hunger): both skills' effects remained the same, but its active portion's cooldown was increased from 40 to 60 and lifesteal was rescaled from 10/20/30/40/50% to 20/25/30/35/40%. He also got a new W - Impale: it sends a wave of stakes - much like Lucifer's Hellspikes - but with much shorter range (200), doesn't

knock up and deals bonus damage to the main target, which scales with Krovikan's strength.

Wiston's movement speed was increased from 240 to 270.

Changed how Derak & Joe's Greater Bash and Greater Pulverize deal damage. They no longer have base damage, but deal 1/1.5/2/2.5/3x and 1.5/2/2.5/3/3.5x their strength as spell damage respectively.

Increased Derak's Sap Strength cooldown from 20/18/16/14/12 to 20 on all levels and reduced the amount of stolen strength by 2 on all levels (now 4/6/8/10/12).

Reduced Void Demon's Demonic Chains base damage to 50 on all levels, but added 2.5/3/3.5/4/4.5x scaling with his strength.

Reduced Yoshinobu's Raging Winds base damage from 75/150/225/300/375 to 75/100/125/150/175, but increased agility scaling from 4x to 4/4.5/5/5.5/6x.

Increased Yoshinobu's Weak Spot proc chance by 5% on each level (now it's 20/25/30/35/40%).

Balial's Rift now deals damage in a 300 area around the target point, which deals 3/3.5/4/4.5/5x Mageslayer's agility.

Fixed Balial's Hatered not dealing damage.

Agni Brothers' Kaboom! base damage was reduced from 400/600/800 to 300, but to it was added 6/8/10x hero's agility.

Rescaled damage on Serena's Poisoned Dagger. Now it initially deals 3/3.5/4/4.5/5x her agility as spell damage, and then, after the dagger hits, 60/70/80/90/100 magical damage each second.

Buffed wolves on Serena's Send Wolves: now they have 400 health instead of 300, 0.5 health regeneration instead of 0.25, and 40 attack damage instead of 30.

Increased duration of minions on Serena's Dark Arrows from 20 to 30 seconds.

Worsened Darae's attack cooldown from 1.35 to 1.5.

Changed how Darae's Fan of Knives deals damage. Now, instead of static 50/75/100/125/150 physical damage, it deals 1.5/2/2.5/3/3.5x your hero's agility as spell damage.

Added better visual indication for Darae's Spirit Walk.

Increased Darae's Flash & Slash damage by 50 on all levels (now 200/275/350).

Increased Mistess Vengeance's attack range from 450 to 550, but worsened her attack cooldown from 1.77 to 1.8.

Increased Lucifer's Angelfall damage from 50/75/100/125/150 to 120/140/160/180/200.

Added 2/3/4/5/6x hero's intelligence as spell damage to the cast of Lucifer's Devil's Mark.

Increased Lucifer's Descension damage scaling with target's hero level by 10 on all levels (now 40/50/60 per level).

Fanadin's attack range was reduced from 750 to 650.

Reduced Fanadin's Engulf base damage to from 125/175/225/275/325 to 100/125/150/175/200, but the skill now deals bonus 3.5/4/4.5/5/5.5x Flame Lord's intelligence as spell damage in 300 area around target point/unit. To compensate that, mana cost was increased by 20 on all levels (now it's 105/115/125/135/145) and cooldown is now 12 on all levels instead of 12/11/10/9/8.

Increased damage per second on Fanadin's Meteor Shower by 15 on all levels (now it's 70/85/100/115/130), but also increased mana cost by 15 on all levels (now it's 100/115/130/145/160).

Increased damage per second on Fanadin's Fireball by 8 on all levels (now it's 16/24/32/40/48).

Increased damage per second on Fanadin's Immolation by 25 on all levels (now it's 100/125/150), but also increased mana cost per second by 10 on all levels (now it's 40/50/60).

Reduced Aquasoul's Flood base damage from 100/150/200/250/300 to 30/60/90/120/150, but added bonus 4/4.5/5/5.5/6x hero's intelligence as spell damage. Water Clone also deals this portion,

but it scales with the original's intelligence. To compensate, increased mana cost by 20 on all levels (now it's 110/130/150/170/190).

Increased Aquasoul's Healing Rain heal by 20 on all levels (now 80/90/100/110/120), but also increased mana cost by 40 on all levels (now 120/140/160/180/200).

Changed how Ingvar's Healing Touch works. Now it doesn't have base heal or intelligence scaling, but instead heals in percentage of target's maximum health (15/18/21/24/27%, to be specific).

Reworked Ingvar's Crippling Light. It now has 400 radius instead of 600, 15-second cooldown instead of 18/16/14/12/10, and 120/140/160/180/200 mana cost instead of 120 at all levels. However, it now also deals 0.25/0.5/0.75/1/1.25 Royal Paladin's intelligence as spell damage each 0.5 seconds in the same area around him.

Reworked Legendary Reina's Cold Embrace. Now it deals 50/75/100/125/150 magical damage in a 600 area, plus the same amount to the main target, plus 3/3.5/4/4.5/5x Frozen Zombie Dragon's

intelligence as spell damage in 300 area around the target. Cooldown was increased from 10/9/8/7/6 to 10 on all levels, while mana cost - by 20 on all levels (now it's 80/100/120/140/160).

Increased Legendary Reina's Ice Storm damage by 40 on all levels (now it's 160/200/240), but also increased mana cost by 50 on all levels (now it's 200/250/300).

Elden's Portal Shield now gives 100 armor instead of 99999 and 50% magic resistance instead of 100%.

Fixed a duping bug with some of the item combinations.

Fixed right side's bottom ranged creep coming "late to the party" and making the lane pushed in slightly faster for the Scourge side.

Removed the snowing effect from the map due to visibility complaints.

Changed the race name of all Draenei creeps to Nightmaring (want to have as little connection to the WC3 lore as possible).

Renamed Helmet of Courage to Mask of Courage (purely aesthetic change).

v10a:

Krovikan no longer can instantly kill the Lizard Elder with his Eternal Hunger. Do not forget that this is done through a trigger, which still allows to target this type of unit, and will still consume mana if you do!!

Eternal Hunger's cooldown was also increased from 30/26/22/18/14 to 40 on all levels.

Meanwhile, its mana cost was reduced from 50/60/70/80/90 to 40 on all levels, and the healing improved

from 200/275/350/425/500 to 200/300/400/500/600.

Redone Aquasoul's Water Clone. It now spawns not a simple unit, but a second hero, who has the same stats as the original hero, the same level as your Water Spirit and even repel/dispel.

The ability was also severely fixed and now works as intended - as before the Water Clone's abilities were always level 1; now they are the same level as Aquasoul's. This skill's mana cost

was also rescaled from 250/300/350 to 300 on all levels.

Water Clone's Water Form now slows for 40/60/80% instead of 60/70/80%, lasts for 4 seconds instead of 4/5/6, and its mana cost was increased to 100 from 50/60/75.

v10:

Changed the formula for respawn times. If before it was $3a+10$, where a = level of the dying unit, then now it's $3a+10b$, where b = killstreak of the dying unit. This makes it so that the better a player does - the more of a chance they will give to the enemy team to comeback if they get taken down.

Players no longer lose gold when their heroes die.

Each side now spawns 1 less melee minion on each lane, and the interval of creeps spawning in a pack is increased from 0.25 seconds to 0.5. To counteract this, melee minions now give 60 gold instead of 40 and have level 3 instead of 2 (essentially making them equivalent to a ranged unit in terms of the amount of gold and experience they give).

Super Minions are now level 5 instead of 2, increasing the amount of experience they give to that of a hero.

From now on, every single non-boss jungle creep respawns after 60 seconds (which is a whole ton faster than before for almost every jungle creep).

Reworked the top jungle. Now the Buried Giant is located to the top of the map, close to the shops, while Voidwalker camps are at the bottom - where previously was the dragon's lair. The Wolf camp is moved closer to the new position of the dragon, and each of their attack damage was increased by 5, while at their previous position there is a new camp: the Draenei camp. They contain units of levels 5, 4 and 3 (meaning each of them can be killed with a Talon-esque ability); they also have powerful skills and abilities, so you gotta be careful with them!

Added 300-seconds expiration timer to the Buried Giant so that you couldn't stack the boss for a combined offensive.

Added Well of Wishes. It is placed at the middle of the top jungle and can once in 100 seconds either: 1) restore 400 health and mana; 2) give a 20% movement+attack speeds buff for 20 seconds; 3) grant 100 gold. Only works if you're in 300 range of the Well.

Added Shady Merchant - a shop in the middle forest right at the centre of playable area, who only sells items to players in close proximity to him. He sells 4 consumeable items: 1) Otherworldly Cheese, which, with a short delay, restores user 200 health and mana; 2) Scroll of Haste, which increases movement speed of nearby allies by 40% for 2 seconds; 3) Shard of Shadows, which grants 10-second invisibility to the user and 100 bonus damage to the first attack from invisibility; 4) Crippling Banner, which reduces target non-ally's damage and attack speed by 20% for 4 seconds. Each of those items cost 200 gold.

Adjusted the Spider camp location, as well as right team's first bottom tower position, so that you could "cut" your way there from the bottom lane and control whether the spiders attack the tower or not.

The Treant camps were moved closer to the first bottom towers.

Reworked Lizard Elder. It is now located at the bottom of the playable map area (where the treant camps were located before); has twice as much health (from 1775 to 3550) and attack damage

(from 43 to 86); has no endurance aura and doesn't give Strength of Lizard Elder buff upon dying anymore, but instead has 15% chance to bash and 15% bonus magic resistance; its unit level

was increased from 5 to 10 (meaning it no longer can be killed with any instant-kill abilities such as Starter Talon); it now respawns each 3 minutes instead of 2; and when killed - it gives each hero on the allied team +2 to all attributes, stacking up to 10 times. Be careful: to get the bonus you must kill it with a player-controlled unit; if the Lizard is killed, for example, by an allied minion or tower - it won't give any bonuses and you'll have to wait until the next Lizard spawns!

From now on, heroes can target trees with their manual attack command (hotkey - A), and destroy them.

Increased Baronette's Unholy Frenzy duration from 6/7/8/9/10 to 10 on all levels, rescaled cooldown from 20/19/18/17/16 to 20/18/16/14/12 and mana cost from 60/70/80/90/100 to 100 on all levels.

Lessened Baronette's Healing Coil heal reduction per bounce from 15% to 10%. Also reduced its cooldown from 16 to 12.

Increased Yoshonobu's Bladestorm damage from 100/130/160/190/220 to 130/160/190/220/250.

Increased Yoshinobu's Raging Winds damage from 75/125/175/225/275 to 75/150/225/300/375. Also added bonus 4x Wind Walker's agility as damage on top to this skill.

Rescaled Yoshinobu's Weak Spot: now it has 15/20/25/30/35% chance to proc instead of 10/20/30/40/50%.

Increased Yoshinobu's Wind Walk damage from 225/450/675 to 300/500/700.

Rescaled Mageslayer's Mirror Images duration from 6/8/10/12/14 to 10 on all levels, and reduced its cooldown from 20 on all levels to 18/16/14/12/10.

Rescaled Mageslayer's Hatered radius from 250/500/750 to 500 on all levels, duration from 6 on all levels to 4/5/6, and cooldown from 80 on all levels to 80/70/60. This skill now also damages affected heroes by 6/7/8x their intelligence.

Added 4x agility scaling on top of base damage to Serena's Poisoned Dagger.

Reduced Mistress Vengeance's movement speed from 350 to 300 and worsened her attack animation from 1.57 to 1.77.

Added 2/2.5/3/3.5/4x intelligence scaling on top of the base heal to Ingvar's Healing Touch.

Reduced Ingvar's Crippling Light cooldown by 2 seconds on all level (now it's 18/16/14/12/10).

Rescaled Ingvar's Cursed Sword. Now it gives 2/2.5/3/3.5/4x critical strike instead of 3x on all levels and costs 50 mana on all levels instead of 60/50/40/30/20.

Redone Ingvar's Divine Shield so that it was based on a different ability than Cursed Sword (removing some of the jank that comes from this).

Starter Glyph now restores 16 health with each attack instead of 8, and Hunter's Footgear - 32 instead of 16.

Replaced Darae's visuals. Now she uses Darkfang's Avatar of Vengeance texture.

Reworked most area-of-effect spell triggers, so that they did their effects not in a squared region, but in circular area.

P.S. Elden's Orbs of Destruction bug was indeed fixed by the change in previous patch! It turns out WC3 stores picked up items as invisible objects that could still be destroyed. Yayy!!!

v9a:

Reduced First Blood bonus gold from 400 to 150.

Fixed resurrection of trees. Now each 4 minutes of the match the game attempts at resurrecting every destructable on the map. Be careful, as it can trap you and you would need to buy Scroll of Homecoming!

Tygore's base movement speed was increased from 250 to 270.

Derak & Joe's Greater Bash duration was rescaled from 1/1.5/2/2.5/3 to just 1.5 at all levels.

Agni Brothers' base damage was increased from 0 to 10.

Agni Brothers' Hellish Bombs damage was rescaled from 20/28/36/44/52 to 0/20/40/60/80.

Agni Brothers' Kaboom! cooldown was reduced from 180/150/120 to 120/90/60 and its damage was increased from 400/550/700 to 400/600/800.

Mistress Revenge's agility per level was reduced from 2.7 to 2.5, starting agility from 21 to 19, and starting intelligence from 19 to 18.

Mistress Revenge's Bondage root duration was reduced from 2/3/4/5/6 to 1/1.5/2/2.5/3.

Mistress Revenge's Sadism ward attack cooldown was improved from 0.2 to 0.1.

Attempting to fix the critical bug with Elden's Orbs of Destruction where its proc can randomly remove items from caster's inventory. My blind guess is that it is because of the fact that Elden's AoE of attack can target items, and (as a user named Retera guessed at HIVE forums) this can accidentally find hidden models of equipped items on the map. Hope this guess is correct and this change will fix the problem.

Fixed some incorrect valuables on the multiboard.

Made some ability descriptions better.

v9:

From now on, every single controllable unit in the game has ZERO cast point and backswing - meaning they can use ALL of their spells without cast time instantaneously!

Every unit in the game, who appears in the playable area, now have Ghost (Visible) ability - meaning that there is no longer collision between units! The only exception is structures, for whom this ability doesn't work properly. Keep in mind: if a unit attacks or uses a spell - he can't be passed through for 1 second afterwards, even if the attack/spell is cancelled.

Every playable unit in the game now has turn rate of 3.00 - meaning they turn with the fastest speed the game allows. Doesn't change visuals of it though for some reason.

Allied creeps and towers can no longer be denied except for certain abilities which were designed around that (like Krovikan's W).

Final Towers and the Buried Giant no longer damage allies and self with their splash.

New agility hero: Mistress Vengeance, the Demonic Dominatrix. A ranger with short reach, but high movement speed, who specializes in locking an opponent down and continuously damaging

them. Difficulty: Easy.

New intelligence hero: Elden, the Corrupted Elder Mage. A powerful mage, who relies on his basic attacks to deal insane damage, and can teleport to allies, shielding them. Difficulty:

Medium.

Reworked Darae's Spirit Walk. Its effect now depends on who the target is: if it's Darae herself or her ally - they become invulnerable for short duration; if it's her enemies or jungle creatures - their physical and magical resistances are reduced for 4 seconds.

Increased Legendary Reina's starting strength from 18 to 21, and her base health from 100 to 200.

Reworked three intelligence items. Saviour's Staff is now built from Enchanted Ruby instead of Cloak of Intelligence, giving 12 INT, not 18, but compensating it with +600 maximum health.

Meanwhile Lightning God's Totem does not require Battle Cleaver anymore, instead asking for Cloak of Intelligence; doesn't give splash attack to melee units, but instead of 12 INT gives 18. To compensate drastic price reduction, the damage of its active ability now reduces by 25% with each bounce. Hand of a Mad God didn't have its recipe changed, but its damage was - from

600 to 400 + 20% of target's maximum health.

Improved various triggers.

Thanks to Himperion's permission, Abyssal Commander is now female again! Yayy!!

Changed Baronette's Abyssal Ghoul startup animation so that it can't be confused with Wiston's Airstrike.

Changed Void Demon's Demonic Chains projectile to make it a little bit more visible.

Changed Darae's model from Spirit of Vengeance to Maiev. Though not what I want from the hero aesthetically, got a lot of complaints about the visibility of that hero, and changing size of the model didn't fix the issue.

Changed Fanadin's Immolate animation so that it looked more like Saturated Cloak and less like Repel.

Changed Wand of the Spellbreaker's name to Wand of the Elder Mage (purely a "lore in my head" thingy).

Every non-neutral creep and tower in the game now has allegiance and type in their name.

v8:

From now on, every single ultimate ability in the game can be upgraded starting on 6/10/14th level (instead of 6/12/18 like before) to make it more likely that in the late game all heroes had a maxed out ultimate ability.

Area of effect of all splashing items and skills was increased from 150 to 300.

Added a new strength hero: Derak & Joe, the Ogre Lord. A versatile bruiser, who is more complex than you could expect from a two-headed ogre due to two sets of basic abilities which you

need to actively swap. Difficulty: Hard.

Wiston's Leg Shot no longer reduces attack damage or speed (movement slow is still there), but its damage scaling with strength is increased from 2/2.5/3/3.5/4x to 2/3/4/5/6x.

Reverted range increase of Agni's Cluster Rockets (now it's 800 as always, not 1000).

Added two new and simple items: Unholy Shield and Bracer of Insanity. The first one builds from two Two-Handers and a Chainmail, giving 100 damage and 40 armor; second one builds from two

Flutes of Madness and an Enchanted Ruby, giving 100% bonus attack speed and 500 health.

Key of True Strike, Moon Stone and Eyeball Wand are now located in Strength, Agility and Intelligence combination shops respectively, while the new items are all in Universal Combinations.

Fixed death timers: now they show correct death times for each player. Also each team can see their enemies' death timers.

Fixed an oversight of the original author which showed Red Player's deaths in multiboard twice (instead of Blue Player's deaths).

The Spiderlings of Black Spiders in the jungle are now spawning on the position of Black Spider's death, not where it spawns.

Changed Sentinel's tower model to Watch Tower.

Changed Agni's Hellish Bombs projectile to Agni's starting attack projectile.

v7fix

SIGNIFICANTLY debloated the map (from 2.7 mb to 1.2) by deleting unused assets (which also eases up the verification process on HIVE).

v7:

Baron's attack cooldown was reduced from 2.33 to 2.

Baron's base damage was increased from 0 to 10.

Increased Baron's Abyssal Ghoul cast damage from 200/300/400 to 400/500/600. Reduced duration of summoned ghoul from 40/60/80 to 40 on all levels, but instead made unit's stats scale with

level of this ultimate, and also gave the ghoul poison damage. Mana cost was also rescaled from 175/200/225 to 150/200/250.

Tygore's Shockwave and Realm-Bending Stomp damage is increased by 50 on all levels (now it's 200/250/300/350/400 and 150/200/250/300/350 respectively).

Tygore's Pulverize damage is increased by 20 on all levels (now it's 40/60/80/100/120).

Tygore's World Ender building damage per second is increased from 20/30/40 to 30/40/50.

Completely reworked Wiston. His name is now Alien Stormtrooper and his voicelines are now of StarCraft: Brood War's Marine. The only thing left of his old kit is the ultimate and most of the stats; everything else is different. His attack range was nerfed from 600 to 400; his Q is now Leg Shot - it cripples target for a short time and deals damage, which scales with

Wiston's strength; his new W is Adrenaline Injection - it heals an ally or self over 4 seconds and gives movement speed buff for 8 seconds; and on E he has Raise Morale - a passive aura, which increases attack speed of nearby allies (including Wiston himself).

Wiston's Airstrike mana cost was reduced from 250/300/350 to 50/100/150, and its damage was increased by a hundred on all levels (450/600/750).

Increased Agni Brothers' Cluster Rockets range from 800 to 1000.

Reworked Legendary Reina. Now Ice Storm is her ultimate, which deals 120/160/200 magical damage (instead of 70/80/90/100/110) in an 800-radius area (compared to 200 radius before).

Cast

range is still 800, but cooldown was increased from 0 to 30 seconds.

Meanwhile Cold Embrace became her Q: it now deals significantly less damage (from 300/450/600 area to 25/50/75/100/125 area; from 150/200/250 target to 100/150/200/250/300 target) and

slows for 3 seconds instead of 6, but cast range and area of effect are still the same and massive, while cooldown was reduced from 30 to 10/9/8/7/6 and mana cost - rescaled from 100/150/200 to 60/80/100/120/140.

Reina's Frost Armor defence buff was increased from 5/8/11/14/17 to 20/30/40/50/60. Its duration though was reduced from 15 to 5 seconds, cooldown - increased from 9/8/7/6/5 to 12/11/10/9/8 and mana cost - from 40/50/60/70/80 to 70/90/110/130/150.

Swapped icons for three of the boots, which used custom icons - probably permanently, since I have no idea who made them and who to ask permission.

Changed some item names for the reason above: Slippers of the Spirit Warrior are now Mask of the Spirit Warrior and Magician's Footwear is now Magical Poulaines.

Changed Scourge's tower model so that it had death animations.

Changed hero descriptions a little bit.

v6:

Reworked Void Demon. Now two of his passive abilities are combined into new E - Void Staff: it gives 10/15/20/25/30 armor break as well as 10/15/20/25/30% chance to evade a basic attack. Meanwhile his W is now Obliterate: it deals magical damage each third of a second in an area and slows affected enemies for 3 seconds.

Void Demon's Demonic Chains now also deal 50 less damage on every level (100/150/200/250/300), but can damage structures (not teleporting them obviously).

Fixed an oversight where Tygore's Pulverize could be upgraded each level, not requiring a 1-level skip. Similar errors were found in a couple of other abilities.

Reduced Wiston's Airstrike cooldown from 100/80/60 to 60 at all levels.

All armor break now works on structures.

All structures now have 25% magic resistance.

Increased gold gained for killing a ranged minion from 39 to 60.

Increased gold gained for killing a super minion from 40 to 120.

All of the structures no longer give gold specifically to the hero - only to the whole team.

Team gold for destroying a tower is reduced from 150 to 100.

Team gold for destroying a barrack is increased from 0 to 200.

Team gold for destroying the final tower is increased from 150 to 300.

Temporarily swapped gender of Abyssal Commander due to waiting for a permission to use Female Death Knight model.

Increased size of Flame Lord's model.

Changed name of the "Inhibidor" to "Barrack".

Fixed descriptions of Flame Lord's W and Frozen Zombie Dragon's Q (it continued to say that these skills deal damage to allies while they no longer did).

Removed that annoying arrow above heroes' heads (as it turned out - it's all due to heroes being selected by the shops at all times).

v5:

Towers now have 2000 health instead of 1300, but they are no longer invulnerable to magic. Moreover, most of the offensive HERO spells (but not item spell) can now target structures, and if not - it will be specified in their description.

Near inhibitors, there are now two towers placed very close to each other.

The final tower is now much more powerful: it has 4000 health and a 400-radius 100% damage splash. Also has its own models for each side.

The Mother Tree and the Demonic Shrine (main buildings) now have 5000 health instead of 2500.

Both Miners are no longer immune to spells, however their health was increased from 1775 to 2500 and they became level 8 instead of 5 (meaning they give more experience).

The Buried Giant now has 6000 health instead of 4200 and 300 damage at any range instead of 225 when further from the enemy and 258 when closer. He also is now level 20 instead of 16.

Starter Talon and Hunter's Footgear now cannot be used on Miners or the Buried Giant (works similarly to how you cannot attack your allies in most cases: your hero simply stops when you try to do that). Be careful, since it still uses up your mana!

Changed experience reduction table for jungle creeps from 30 to 90, but also XP gain range is now at its maximum possible value. This means that jungle experience is now spread among all of the teammates, but normally, when all 3 allied heroes are alive, they give the same amount of XP as before to one hero. If there are 2 allied heroes alive - they give 1.5 times the normal XP, and if only 1 - triple the amount of normal XP.

From now on Starter Talon doesn't give health regeneration bonus, but is given to everyone at the start of the game and isn't sold in any of the shops. It can also be sold for 400 gold, but that would obviously lock you out of using it for the rest of the game and wouldn't allow you to build Hunter's Footgear. BE CAREFUL: if it takes more than 1 minute for you to pick a hero - you won't get a Starter Talon!

Added Starter Glyph: a new 475-gold item, which gives 2 health regeneration and restores 8 health when attacking neutral units. Attacks can be cancelled for quick heal.

Hunter's Footgear can no longer be bought, only combined. Starter Glyph was added as a fourth item to the recipe, and the boots now restore 16 health when attacking a neutral unit (can also be heal-cancelled).

Deny threshold increased from 50 to 100, meaning it's now easier to deny allied creeps.

Went through EVERY SINGLE item and ability descriptions, adding to them useful information like damage/restoration amounts, effect durations, cooldown durations, cast range and area of effect etc. Also changed hero descriptions so that they would more accurately reflect their playstyle and difficulty. Some bugs are also fixed along the way.

You can now sell items anywhere on the map. Thus resellers on each team's base were removed, since they are no longer needed.

There are now special invulnerable vision wards near the shops, so that players could browse them even when dead.

Removed EVERY SINGLE frog, rabbit and vulture.

Baronette's Unholy Frenzy was reworked. Now it gives its buff in a 400-radius area around the target. Its cooldown is now 20/19/18/17/16 instead of 4/3/2/1/0 and duration is 6/7/8/9/10 instead of 6.

Baronette's Healing Coil bounce heal reduction is reduced from 25% per bounce to 15%. This skill from now on can also be cast on towers.

Reworked Destroyer of Worlds. Now Pulverize is his basic ability (E) and deals 20/40/60/80/100 damage, and its radius was increased to 300 (full damage) and 500 (half damage). Meanwhile Earthquake is now called World Ender; it is an ultimate ability, which slows non-allies ANYWHERE on the map by 40/60/80% for 10 seconds. However, has a much bigger cooldown (120/100/80)

and mana cost (150/200/250). It also deals 20/30/40 damage per second to buildings.

Tygore's Realm-Bending Stomp now stuns for 1/1.5/2/2.5/3 seconds instead of 2 on all levels.

Tygore's agility per level was reduced from 1.5 to 1.

Krovikan's intelligence per level was reduced from 2.5 to 2.

Wiston's strength per level was reduced from 1.9 to 1.5, agility from 1.7 to 1.25 and intelligence from 1.5 to 1.

Void Demon's Phantasmagoria duration increased from 15 to 20.

Rescaled Mageslayer's attribute gain per level: they are now 1.5 for strength (instead of 2.4), 3 for agility (instead of 1.5), 1 for intelligence (instead of 2.1).

Increased Mageslayer's starting agility from 22 to 24.

Swapped Yoshinobu's attributes gain: now they're 2.1, 2.4 and 1.5 respectively.

Mageslayer's Mirror Images now have 20 second cooldown on all levels, but their duration is changed from 10 to 6/8/10/12/14.

Mageslayer's Feedback now burns more mana on hit: 20/40/60/80/100 instead of 20/35/50/65/80.

Swapped Serena's attributes gain: now they're 1.5, 2.6 and 1.9 respectively.

Swapped Serena's starting strength and intelligence: now they're 15 and 18 respectively.

Redone how Serena's Send Wolves scales with levelling. Now it spawns 1/2/2/3/3 wolves for 10 seconds, its cooldown is now 20/20/15/15/10, and mana cost was changed from 100 on all levels

to 70/80/90/100/110.

Increased Spirit Warrior's agility gain from 3.0 to 3.2, but reduced her strength gain from 1.4 to 1.2. Also increased her starting agility from 24 to 25, but reduced starting strength from 15 to 14.

Reduces Darae's Spirit Walk mana cost from 100/120/140/160/180 to just 120. Can now be used on allies, too.

Fixed a bug with Spirit Warrior's Flash & Slash, where, if selected a point to walk to in 0.1 second delay between starting the damage portion of the ability and blinking to selected point, you would be sent to the center of bottom lane (default target of an ability being cast I guess??).

Increased Morning Star's Hellspiker damage by 25 on each level (now it's 100/175/250/325/400).

Reduced Morning Star's Angelfall mana cost from 200/215/230/245/260 to 140/155/170/185/200.

Fixed Lucifer's Descension. Now it deals bonus damage based on hero level, not unit level. Also reduced cooldown from 80/70/60 to 60/50/40.

Reduced Flame Lord's Engulf's cooldown from 16/15/14/13/12 to 12/11/10/9/8.

From now of Flame Lord's Meteor Shower doesn't damage allies.

Aquasoul's intelligence gain per level is reduced from 3.2 to 2.8.

Ingvar's Divine Shield can now be used on buildings.

Increased Legendary Reina's Ice Storm damage *again* from 50/60/70/80/90 to 70/80/90/100/110. It also doesn't damage allies anymore.

Increased Legendary Reina's Frost Armor defence bonus from 5/7/9/11/13 to 5/8/11/14/17. Also changed skill's buff duration from 8/10/12/14/16 to 15 on all levels, but cooldown was increased from 5 on all levels to 9/8/7/6/5. Lastly, from now on can be cast on buildings.

Spiked Anti-Mana Shield and Deus-Ex Machina cooldowns were changed from 9 to 15 and 10 seconds respectively (is actually an oversight, since the Mana Burn those item abilities were based

off had a default cooldown of 9 seconds).

Heroes now cost 1 lumber and you're given 1 lumber at the start of the game. This fixes an issue where you could kill the Buried Giant and lead him towards taverns to buy yourself more heroes.

Changed Alien Rifleman's soundset to Uther (probably temporarily, want to import Marine's quotes from StarCraft: Brood War) and Phantom King's to Varimathras.

Changed Agni Brothers' Kaboom! sound to an imported one.

Changed Flame Lord's name from Frod to Fanadin.

Changed Mageslayer's name from Burning to Balial.

Changed Serena's Q ability's name from Shadow Dagger to Poisoned Dagger.

Fixed A LOT of trigger bugs.

Removed some annoying text pop-ups, fixed some grammatical mistakes and generally renewed text in the game so that it reflected my vision for the map.

v4:

Added a new map objective: Jungle Mines in the middle jungle. From the start of the game, each team controls one mine (the one which is closest to their base). It passively gives the whole

team 5 gold each 5 seconds. The miners there are invulnerable, but starting at the 5-minute mark each team can kill opponent's miner to gain their afore-mentioned passive gold buff. For the next 2 minutes after capturing a mine, new miner is invulnerable, and then the mine can be retaken by those who lost it.

Changed picking mode from All Pick to Blind Pick. This means that each team has its own separate taverns on the opposite sides of the map, and they have their separate character stock

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therefore teams can now pick same heroes, but can't know which heroes are picked on the other side until players meet each other.

Alongside this, I reworked most of hero ability triggers, so that they won't conflict with themselves when there are two of the same hero in a match. This also allowed to identify and fix some of the bugs - like problems with Wiston's Airstrike animation, the fact that Aquasoul's Clone didn't gather ability levels from the original hero, and Ingvar giving his Cursed Sword to targets of Divine Shield (now definitively).

Changed how spell immunity works: now skills, which were ultimates in Warcraft III, don't pierce spell immunity. I don't know how we didn't notice it, but before it led to Starter Talon and Hunter's Footgear being able to kill the Buried Giant (since their active ability is based on Alchemist's Transmute). Now they can't.

Changed experience reduction table for jungle creeps from 80/70/60/50/0 to 30. This means that at the first 4 hero levels jungle camps will give less experience than before, but starting with level 5 they will continue to give experience - as opposed to before, when they stopped giving XP altogether.

Now heroes are revived with 100% of the mana.

Added Void Demon, the Phantom King: an illusionary bruiser, who makes sure enemies cannot escape nor hit him. Difficulty: Easy.

Redone Agni Brothers' Kaboom!. It essentially has the same functionality, but is now based on Inferno with 0 cast range and better animation. The only real difference in use will be that it's targeted, much like the original Kaboom! in WC3.

Buffed Baronette's Unholy Frenzy. Its cooldown was decreased from 6/5/4/3/2 to 4/3/2/1/0, mana cost changed to 40/50/60/70/80, while duration became 6 and attack speed increase - +50% at all levels.

Rescaled Baronette's Domination: now its cooldown is 12 seconds at any level, meanwhile effect duration is changed from 3 seconds on all levels to 2/2.5/3/3.5/4.

Increased Ingvar's Divine Shield cooldown from 60 to 120 and its duration from 3/4/5 to 4/5/6.

Increased Legendary Reina's first skill damage from 30/40/50/60/70 to 50/60/70/80/90.

Reworked Scroll of Homecoming *again*. Now it doesn't have a cooldown and can be cancelled by player (only by using the "Stop" command), but can also be stopped if the user is stunned, teleportation time is increased from 3 to 4 seconds, and it costs 150 gold instead of 70. The scroll is used up either after successful teleportation or its cancelling, not in the process.

Changed Mana Potion gold cost from 40 to 25.

Changed Sight Ward gold cost from 55 to 50.

v3:

Introduced a timeout mechanic. If neither team destroys enemy base by the 40 minute mark, the game will try to automatically decide a winner. First priority is the Tower Score - amount of enemy buildings destroyed. If both teams have equal TS, then the Kill Score (total kills of enemy heroes by team's real players) is counted and compared. Finally, if both TS and KS are equal, the Sudden Death even begins, where the very next death of an enemy hero wins you the game.

Added Legendary Reina, the Frozen Zombie Dragon: a support mage, who has decent damage, a lot of slow and goes well with mana-dependent allies, as well as those who have low physical sustain. Difficulty: Easy.

Added a new item: Gem of Detection. Costs 1000 gold, passively reveals nearby units around the owner.

Added 3 universal combinations with the above-mentioned item:

1) Key of True Strike: builds from Belt of the Orge Lord, Gloves of Agility and Gem of Detection. Gives +9 Strength, +3 Agility, invisibility detection and true strike (attacks never

miss).

2) Moon Stone: builds from Slippers of the Spirit Warrior, Cloak of Intelligence and Gem of Detection. Gives +9 Agility, +3 Intelligence, invisibility detection and an active ability, which deals 100 damage to an enemy and stuns them for 2 seconds.

3) Eyeball Wand: builds from Wand of the Spellbreaker, Cloth of Strength and Gem of Detection. Gives +9 Intelligence, +3 Strength, invisibility detection and an active ability, which is an additional dispel for your hero that can be cast on self.

Reworked how Kaboom! (Agni Brothers' ultimate) works. Now, instead of killing Bombardiers from Hell, it makes them invulnerable for 3 seconds. The damage was rescaled, and cooldown of this ability was increased 160/140/120 to 180/150/120.

Gave Bombardiers a visible projectile for their basic attack.

Increased Alien Rifleman's attack cooldown from 0.9 to 1.2 (in other words: Wiston's attacks are slower, but still fastest in the game).

Increased Water Clone's movement speed from 220 to 350.

Increased Water Clone's mana pool from 500 to 1000.

Reworked Scroll of Homecoming. Now costs 70 gold, has a 3-second delay and only 60 second cooldown. However, does not give invulnerability and still cannot be cancelled at all.

Reduced Sight Ward's cost from 70 to 55.

Fixed the "double dragon" bug AGAIN. It was probably triggering when somehow the Buried Giant died by the hands of Neutral Passive or AI-player units, so I have specifically written that she ONLY instantly respawns when killed by a real player.

Probably fixed a bug where the target of Ingvar's Cursed Sword was given to the unit upon whom the Shield of Immortality was cast (both of those skills are based off one and the trigger for Cursed Sword initialization was seeking for "target unit of ability being cast", not "Triggering unit"). If it doesn't work - I'll redo the trigger entirely.

Fixed item descriptions a little bit *more*.

v2:

Added multiple one-symbol chat commands. Just enter one of the next letters/numbers in the chat to:

c - fix camera distance (useful when accidentally scrolled mouse wheel)

p - place camera to the region with taverns (useful if your mouse pointer was near the edge of the screen at the map loading phase)

b - place camera to the region with shops

1 - select starter item shop

2 - select main item shop

3 - select special item shop

4 - select active item shop

q - select strength combinations shop

w - select agility combinations shop

e - select intelligence combinations shop

r - select universal combinations shop

Removed (or at least severely reduced) neutral passive units on the map (like frogs, bunnies etc.) so that they don't block the movement of heroes in crucial moments.

Buried Giant no longer has health regeneration. Also fixed a bug where two Buried Giants could spawn in its lair.

Added Darae, the Spirit Warrior: glasscannon-assassin, who relies on her abilities with short cooldown and ability to turn immune to physical attacks. Difficulty: Medium.

Nerfed Wiston, the Alien Rifleman, by:

- 1) reworking his passive (now it doesn't give bash, but gives armor break on 2nd level, while critical scale got reduced from 3 to 2 and range became the last upgrade in the chain);
- 2) reducing his movement speed, making him the slowest character in the game;
- 3) reducing his attributes even more, so that he would be REALLY easy to kill in the early game.

Fixed an oversight where Water Form (R of Aquasoul's clone) didn't have cooldown (now it has a 10 second cooldown, the same as clone's duration).

Fixed item descriptions a little bit.

Added map preview on map select and lobby screens.