

# Direct Strike 4.0 Team OZE

## Changelog

May 11th, 2024

### Human - Balance Changes

Type	Unit	Change
<b>BUFF</b>	<b>Archmage</b>	"Water Elemental" Lvl 1 HP increased from 275 to 330. "Water Elemental" Lvl 2 HP increased from 420 to 475. "Water Elemental" Lvl 3 HP increased from 550 to 605.
<b>NERF</b>	<b>Paladin</b>	"Divine Shield" Lvl 1 Duration increased from 6 to 5. "Divine Shield" Lvl 2 Duration increased from 9 to 8. "Divine Shield" Lvl 3 Duration increased from 12 to 11.
<b>BUFF</b>	<b>Bloodmage</b>	"Siphon Mana" Lvl 1 Mana drained increased from 18 to 35. "Siphon Mana" Lvl 2 Mana drained increased from 35 to 65. "Siphon Mana" Lvl 3 Mana drained increased from 55 to 95. "Siphon Mana" Duration increased from 6 to 3. "Mana Transfer" Ability replaced with "Banish" "Banish" Lvl 1 Cooldown decreased from 5 to 3,5. "Banish" Lvl 2 Cooldown decreased from 3 to 2,5. "Banish" Lvl 3 Cooldown decreased from 1 to 1,5.
<b>BUFF</b>	<b>Footman</b>	HP increased from 204 to 220. "Defend" Cost decreased from 150 to 100.
<b>BUFF</b>	<b>Sorceress</b>	Damage increased from 8-10 to 11-13.
<b>BUFF</b>	<b>Rifleman</b>	HP increased from 140 to 150. Damage increased from (18-24)-(21-36) to (20-26)-(23-38). "Long Rifles" now unlocks at Tier 2 instead of Tier 3.
<b>BUFF</b>	<b>Priest</b>	Damage increased from 8-9 to 11-13.
<b>BUFF</b>	<b>Spell Breaker</b>	Mana Pool increased from 250 to 350.
<b>BUFF</b>	<b>Flying Machine</b>	HP increased from 85 to 90.
<b>BUFF</b>	<b>Mortar Team</b>	Cost increased from 280 to 260. HP increased from 140 to 160. Damage increased from (32-35)-(35-47) to (34-37)-(37-49). "Flare" Cost decreased from 50 to 25.

## Orc - Balance Changes

Type	Unit	Change
<b>BUFF</b>	<b>Blademaster</b>	"Mirror Image" now deals 15% of the Hero's damage. "Mirror Image" Lvl 1 decreased cooldown from 25 to 20. "Mirror Image" Lvl 3 decreased cooldown from 15 to 20. "Wind Walk" increased cooldown from 10 to 12.
<b>BUFF</b>	<b>Far Seer</b>	"Spirit Wolves" Lvl 1 HP increased from 170 to 225. "Spirit Wolves" Lvl 2 HP increased from 250 to 325. "Spirit Wolves" Lvl 3 HP increased from 330 to 425.
<b>BUFF</b>	<b>Shadow Hunter</b>	"Serpent Ward" Cooldown decreased from 12 to 6. "Serpent Ward" Lvl 1 Damage increased from 11-13 to 13-15 "Big Bad Voodoo" Cooldown increased from 80 to 180.
<b>NERF</b>	<b>Tauren Chieftain</b>	"Endurance Aura" Lvl 1 MS decreased from 10 to 7,5. "Endurance Aura" Lvl 2 MS decreased from 20 to 15. "Endurance Aura" Lvl 3 MS decreased from 30 to 22,5. "Reincarnation" Respawn delay decreased from 5 to 3.
<b>BUFF</b>	<b>Shaman</b>	Damage increased from 8-9 to 11-13.
<b>BUFF</b>	<b>Troll Witch Doctor</b>	"Healing Ward" Cooldown decreased to half.
<b>BUFF</b>	<b>Troll Batrider</b>	"Unstable Concoction" Damage increased from 300 to 325.
<b>BUFF</b>	<b>Catapult</b>	"Burning Oil" Cost decreased from 125 to 50. "Burning Oil" Full-Burn-Damage increased from 6 to 12. "Burning Oil" Half-Burn-Damage increased from 3 to 6.
<b>BUFF</b>	<b>Tauren</b>	"Pulverize" Cost decreased from 200 to 100.

## Night Elf - Balance Changes

Type	Unit	Change
<b>BUFF</b>	<b>Demon Hunter</b>	"Mana Burn" Lvl 1 Mana burned increased from 75 to 100. "Mana Burn" Lvl 2 Mana burned increased from 135 to 150. "Mana Burn" Lvl 3 Mana burned increased from 195 to 200.
<b>BUFF</b>	<b>Keeper of the Grove</b>	"Force of Nature" Cooldown decreased from 30 to 20. "Force of Nature" Armor increased from 0 to 3. "Force of Nature" HP increased from 170 to 275.
<b>BUFF</b>	<b>Warden</b>	"Fan of Knives" Lvl 1 Damage increased from 40 to 50. "Fan of Knives" Lvl 2 Damage increased from 70 to 85. "Fan of Knives" Lvl 3 Damage increased from 100 to 120. "Avatar of Vengeance" Armor increased from 2 to 5. "Avatar of Vengeance" HP increased from 1200 to 1600. "Avatar of Vengeance" Damage increased from 25-36 to 50-72. "Spirit of Vengeance" HP increased from 140 to 450. "Spirit of Vengeance" Damage increased from 14-18 to 16-20
<b>BUFF</b>	<b>Priestess of the Moon</b>	"Searing Arrow" Lvl 1 Damage from 10 to 15. "Searing Arrow" Lvl 2 Damage from 20 to 30. "Searing Arrow" Lvl 3 Damage from 30 to 45.
<b>BUFF</b>	<b>Dryad</b>	"Abolish Magic" Damage to summonings increased from 120 to 150.
<b>BUFF</b>	<b>Glaive Thrower</b>	Cost decreased from 240 to 220. HP increased from 117 to 160. Damage increased from (30-32)-(33-34) to (33-35)-(36-44). Projectile Speed increased from 1400 to 2000.
<b>BUFF</b>	<b>Hippogryph Rider</b>	Damage increased from (16-18)-(19-27) to (18-20)-(21-29).
<b>NERF</b>	<b>Mountain Giant</b>	"Taunt" Cooldown increased from 16 to 20. "Taunt" Area of Effect decreased from 450 to 350.

## Undead - Balance Changes

Type	Unit	Change
NERF	Death Knight	"Unholy Aura" Lvl 1 MS decreased from 10 to 7,5. "Unholy Aura" Lvl 2 MS decreased from 20 to 15. "Unholy Aura" Lvl 3 MS decreased from 30 to 22,5.
BUFF	Crypt Lord	"Carrion Beetles" Lvl 1 HP increased from 100 to 150. "Carrion Beetles" Lvl 2 HP increased from 200 to 250. "Carrion Beetles" Lvl 3 HP increased from 300 to 350.
BUFF	Ghoul	HP increased from 159 to 165.
BUFF	Crypt Fiend	Cost decreased from 200 to 195.
BUFF	Banshee	Damage increased from 9-13 to 11-13.
BUFF	Necromancer	Damage increased from 8-9 to 11-13.
BUFF	Gargoyle	Cost decreased from 150 to 145.
NERF	Obsidian Statue	Cost increased from 195 to 210.
NERF	Meat Wagon	"Disease Cloud" Damage per second decreased from 5 to 4.
NERF	Abomination	"Disease Cloud" Damage per second decreased from 5 to 4.
BUFF	Destroyer	"Devour Magic" Damage to summonings increased from 120 to 200.

## Neutral - Balance Changes

Type	Unit	Change
NERF	Beastmaster	"Bear" Cooldown Increased from 20 to 30. "Bear" Lvl 2 HP decreased from 695 to 615. "Bear" Lvl 3 HP decreased from 900 to 800. "Quilbeast" Cooldown Increased from 20 to 30. "Hawk" Cooldown Increased from 20 to 30. "Hawk" Lvl 3 Damage decreased from 93-102 to 85-94 "Stampede" Duration decreased from 30 to 15.
NERF	Pitlord	"Cleave" Lvl 2 Splash Damage from 40% to 35%. "Cleave" Lvl 3 Splash Damage from 60% to 50%.
NERF	Naga Sea Witch	"Mana Shield" Lvl 1 Damage-absorption/MP from 1 to 0,5 "Mana Shield" Lvl 2 Damage-absorption/MP from 1,5 to 1 "Mana Shield" Lvl 1 Damage-absorption/MP from 2 to 1,5 "Frost Arrows" Lvl 1 AS/MS reduction increased from 30% to 50% "Frost Arrows" Lvl 2 AS/MS reduction increased from 50% to 65% "Frost Arrows" Lvl 2 AS/MS reduction increased from 70% to 80%
NERF	Tinker	"Goblin Factory" HP of Clockwerk Goblins decreased from 175 to 150.
BUFF	Firelord	"Lava Spawn" Attacks required to split decreased from 12 to 11. "Lava Spawn" Lvl 1 HP increased from 200 to 270. "Lava Spawn" Lvl 2 HP increased from 300 to 370. "Lava Spawn" Lvl 3 HP increased from 400 to 470. "Incinerate" Lvl 1 Cumulative Damage increased from +1 to +2. "Incinerate" Lvl 2 Cumulative Damage increased from +2 to +4. "Incinerate" Lvl 3 Cumulative Damage increased from +3 to +6. "Volcano" Amount of Eruption Waves decreased from 8 to 5.

## Items - Balance Changes

Type	Item	Change
<b>BUFF</b>	<b>Boots of Quel'thalas</b>	Cost decreased from 375 to 350. Attributes increased from +9 Agi to +10 Agi.
<b>NERF</b>	<b>Belt of Giant Strength</b>	Cost decreased from 265 to 250. Attributes decreased from +12 Str to +10 Str.
<b>BUFF</b>	<b>Robe of the Magi</b>	Cost decreased from 240 to 150. Attributes decreased from +12 Int to +10 Int.
<b>NERF</b>	<b>Helm of Valor</b>	Cost decreased from 310 to 300. Attributes decreased from +6 Agi to +5 Agi. Attributes decreased from +6 Str to +5 Str.
<b>BUFF</b>	<b>Hood of Cunning</b>	Cost decreased from 320 to 250. Attributes decreased from +6 Agi to +5 Agi. Attributes decreased from +6 Int to +5 Int.
<b>BALANCE</b>	<b>Medallion of Courage</b>	Cost decreased from 240 to 200. Attributes decreased from +6 Str to +5 Str. Attributes decreased from +6 Int to +5 Int.
<b>NERF</b>	<b>Circlet of Nobility</b>	Cost decreased from 280 to 225. Attributes decreased from +4 Agi to +3 Agi. Attributes decreased from +4 Str to +3 Str. Attributes decreased from +4 Int to +3 Int.
<b>NERF</b>	<b>Gem of Health</b>	Cost increased from 240 to 250. HP decreased from 300 to 225.
<b>NERF</b>	<b>Pendant of Mana</b>	Cost increased from 100 to 150. MP decreased from 250 to 200.
<b>BUFF</b>	<b>Ring of Protection</b>	Cost decreased from 240 to 225.
<b>NERF</b>	<b>Claws of Attack</b>	Cost decreased from 220 to 200. Attack points decreased from +12 to +10.
<b>BUFF</b>	<b>Gloves of Haste</b>	Cost decreased from 180 to 140.
<b>NERF</b>	<b>Orb of Darkness</b>	HP of Dark Minions decreased from 250 to 225.
<b>NERF</b>	<b>Orb of Corruption</b>	Cost increased from 275 to 300.
<b>BUFF</b>	<b>Orb of Venom</b>	Cost decreased from 275 to 250. Poison Damage increased from 9 to 14.

## Items - Balance Changes

<b>BUFF</b>	<b>Orb of Slow</b>	Cost decreased from 275 to 200. AS Reduction increased from 25% to 50%.
<b>BUFF</b>	<b>Orb of Lightning</b>	Cost decreased from 275 to 200. Bonus Purge Damage to summonings increased from 150 to 200. Purge proc chance increased from 35% to 50%.
<b>BUFF</b>	<b>Orb of Fire</b>	Cost decreased from 275 to 150. [New Debuff] Reduces the effectiveness of healing abilities and HP regeneration by 90% for 5 seconds.
<b>NERF</b>	<b>Talisman of Evasion</b>	Evasion chance decreased from 20% to 15%
<b>BUFF</b>	<b>Cloak of Flames</b>	Cost increased from 250 to 300. Immolation damage increased from 10 to 14.
<b>NERF</b>	<b>Amulet of Spell Shield</b>	Cost increased from 80 to 120.
<b>NERF</b>	<b>Runed Bracers</b>	Cost increased from 80 to 120.
<b>BUFF</b>	<b>Gem of True Seeing</b>	Cost increased from 100 to 140. Range increased from 800 to 1000.
<b>BUFF</b>	<b>Scourge Bone Chimes</b>	Cost decreased from 490 to 460.
<b>BUFF</b>	<b>Khadgar's Pipe of Insight</b>	Cost decreased from 400 to 370.
<b>BUFF</b>	<b>The Lion Horn of Stormwind</b>	Cost decreased from 430 to 400.
<b>BUFF</b>	<b>Warsong Battle Drum</b>	Cost decreased from 550 to 520.
<b>BUFF</b>	<b>Alleria's Flute of Accuracy</b>	Cost decreased from 450 to 420.
<b>NERF</b>	<b>Ancient Janggo of Endurance</b>	Cost decreased from 590 to 560. MS bonus decreased from 10% to 7%.
<b>NERF</b>	<b>Legion Doom-Horn</b>	Cost decreased from 590 to 560. MS bonus decreased from 10% to 7%.

## Bugs & Mechanical Changes

Type	Title	Change
REWORK	Goldmines	[1st Goldmine] Cost increased from 150 to 200. [2nd Goldmine] Cost increased from 225 to 250. [4th Goldmine] Cost increased from 375 to 350.
REWORK	Heroes	Cost decreased from 500 to 450. Amount of Inventory Slots increased from 4 to 6. [Mixed] Random Heroes changed to Single Draft Heroes. [Mixed] Duplicate possibility removed.
REWORK	Model & Collision size	[Hippogryph Rider] Model Size decreased from 2x2 to 1x1. [Hippogryph] Model Size decreased from 2x2 to 1x1. [Beastmaster] Collision size decreased to typical. [Pitlord] Model Size decreased from 3x3 to 2x2. [Pitlord] Collision size decreased to typical.
BUG FIX	Blademaster: Mirror Image	Fixed a bug where Mirror Images would spawn with only 70% of their total HP.
BUG FIX	Firelord: Volcano	Fixed a bug where Firelord includes air units, when searching for a target to cast volcano.
BUG FIX	Dryad: Abolish Magic	Fixed a bug where Abolish Magic would not be triggered by Howl of Terror.
BUG FIX	Item: Warsong Battle Drums	Fixed a bug where War Drums Aura from Kodo Beast, would stack with the Aura applied by Warsong Battle Drums.