

PvE Testserver – May Update 1

General Announcements:

- All future card changes will be released as affinities to allow easy comparison between the new version and the original
- All future changes will go first to the Test Server before release (no more surprise Nether Warp)
- We will be restructuring the discord server soon, hopefully to make it more intuitive to use and remove bloat
- Balancing Philosophy document is in final stages. Sorry for the wait, both PvE Faction Designers had real-life obligations which are now past.
- A PvE Taskforce will be created in the near future.

Released Last Week:

Plague (purple):

Changed the effect to: "Infects up to 7 hostile or friendly units with a parasite that deals 100 damage every second and weakens them for that duration and prevents them to use any ranged attacks. After 15 seconds the parasites pass over to the next available targets within a 25m range. Every parasite may affect a total of 3 hostile or friendly targets. Parasites will vanish if no more targets are nearby. What is more, all shadow units are immune to the parasite's effects. Reusable every 30 seconds."

This change allows the parasites to do damage to units and function as a ranged silence. This should hopefully allow Pure Shadow decks to deal with pesky ranged units in the enemy backline.

Grove Spirit (green):

1. Increased life points from 1100 on all upgrades to 1700 on all upgrades.
2. Replaced Healing Song with Bond of the Dryad. "Grove Spirit connects herself with a friendly nature unit. As long as the bond exists Grove Spirit and her target will be immune to any kind of crowd control. Lasts until Grove Spirit or her target dies or when they move more than 40 meters apart from each other. Grove Spirit can only create a bond with one unit. Can still move and act during the bond. Reusable every 10 seconds."

The goal of this change is to give Pure Nature ways to deal with CC-effects such as Willzapper in RPvE.

Global Changes:

Healing/Rejuvenation Changes

- Change all flat healing to be stackable.
- This means all flat healing (fountain of rebirth, soul splicer (g), unity (g), etc.) stack with each other.
- Only one percentage heal can occur at a time but can stack with infinite amounts of flat healing. Thus Regrowth + Viridya will not stack with each other, but Viridya/Regrowth will stack with all flat healing effects.

Goals:

Improve clarity among various rejuvenation effects by providing a consistent rule for determining whether or not an effect stacks. Remove annoying interactions where weaker flat heals overwrite stronger percentage heals.

Card Changes:

Altar of Chaos – Iteration 1

1. Enemy presence no longer blocks the spawning of the bomb. Bomb cannot be placed inside of enemies but can be placed right next to enemies.

Goals:

Altar of Chaos is currently unused because it requires enemies to walk towards its bomb. This unfortunate feature is paired with several others: the bomb requires sacrifices, the card is T4, and the bomb has a rather large countdown before exploding where it can be destroyed. With these already existing limitations, we see no reason to not allow the bomb to be spawned next to enemies, potentially creating a new tool for Shadow decks.

Frost Shard - Iteration 1

1. Damage: Total damage 2600 -> 3480.

Goals:

Minor buff, Frost Shard can now deal full damage to up to 4 targets.

Ironclad - Iteration 1

1. Winterfall: Increase radius to 25m over 20 seconds.
2. Infused Winterfall: clarify in the description how the ally buff works and its radius (should match new Winterfall radius). Change description to say +150% more damage against frozen targets.
3. Increase attack speed 4s -> 3s (3400dp20 -> 4680 dp20), {2720 -> 3426 single target}

Goals:

Ironclad is an ultra-rare T4 frost unit costing 3 frost orbs. With these restrictions and the additional cost of 280 power he is punching far below his weight. His ability is slow and rarely worth using, so we are increasing the radius and duration. This will allow the red affinity to provide its damage buff for a longer period of time. We are also clarifying how powerful the red affinity is, hopefully encouraging people to use the ability as an army-wide damage boost. The frost affinity offers safety to an Ironclad using its ability while the fire affinity offers a substantial damage buff to all surrounding units (+150% against frozen targets).

Ironclad's cost efficiency is also rather low even for a ranged unit. This change makes him almost a mirror of Magma Fiend in terms of single-target damage, a card which costs 30 power less with lower orb restrictions. He should serve as the kingpin of freeze decks now, an archetype we will be working to fill-out in the near future.

PENDING ISSUES

We wanted to fix several issues with his ability, including removing the initial cooldown and adding proper ability descriptions when hovering over the tooltip, but since it is currently coded as a Mode-Change and not a channel ability we were unable to achieve our goals. The ability could be redesigned in the future for function as a channel ability, but this could potentially cause unforeseen issues so we have tabled these changes for now.

Kobold Engineer - Iteration 1

1. Kobold Engineer now starts in a repair-only mode
2. Add a mode-change which allows Kobold Engineer to attack

Goals:

Kobold Engineer is a building-support unit with mediocre stats who likes to run off after much stronger foes with suicidal tendencies, much to the chagrin of the Skylord who summoned him. This will allow the player to have much more control over the actions of their energetic engineer.

Shatter Ice - Iteration 1

1. Reduce cooldown 30 sec -> 20 sec.

Goals:

Shatter Ice is a very thematic card for a T4 Frost damage spell. It does high damage but only works on frozen units. This is important, only frozen, and only units. Shatter Ice in terms of damage seems to measure up okay with its Fire equivalent in Fire Sphere. Both have major limitations and Shatter Ice actually deals more total damage than Fire Sphere, with three differences. (1) Shatter Ice does not affect buildings and (2) Shatter Ice cannot affect bosses. (3) Shatter Ice has a 30 second cooldown while Fire Sphere has a 10 second cooldown.

Fire sphere = 10 sec, Cluster Explosion = 20 sec, Noxious Cloud = 20 sec, Earthshaker = 20 sec. Reducing the cooldown of Shatter Ice to 20 sec allows it to be used more frequently and removes it as an arbitrary outlier from the cooldown of other T4 damage spells.

Thugs – Iteration 2

Gains new passive ability: Overwhelming

Description:

The unit will join a gang with other Thugs within a 25m radius. When being surrounded by at least 3 Thugs, all incoming damage will be spread equally among all members relative to each unit's current life points. None of the units can die as long as the group still has more than one life point left. Additionally, affected units take 15% less damage.

Implementation:

- Ability which triggers similar to Nomads once there are 4 or more Thugs in a 25m area.
- The effect is just like Unity; all Thugs will share their life points and benefit from a 15% damage reduction.

Goals:

We want to create an effective frontline unit for Fire's effective but squishy backline. To achieve this, we want an ability which only triggers when there are 4 Thugs in place. We would like to have it work like Unity (blue). This shouldn't disturb the PvP interaction and is hopefully more fun and useful in PvE

Unity - Iteration 3

- Change to only affect own-units.

Goals:

Fire has only very few support spells and Unity is a crucial spell to Pure Fire. Unlike spells like Regrowth, Unity has a unit limitation which limits its potential for mass team-support. While Unity can be a useful gimmick by casting it on an allied Dreadnought + your own squishy units, we believe that this niche is exceedingly rare.

Instead, we want Unity to become a simple and reliable support spell that only affects your own units, which is important in 4 player maps when the units of many players are bunched up in one place. And Fire is the faction that needs good spell support the most.

Void Maw - Iteration 2

1. Charges 8 -> 12
2. Add new affinity for testing: Ability now deals 10k true damage
3. Bugfix: Void Maw now has 40m range. (previously mentioned)

Goals 2:

For a suicidal unit Void Maw has awfully few charges. We are increasing them. We are testing a version with 10k true damage to give Void Maw a possible use as a boss-killer unit.

Potential Future Changes:

Amok -

We are still exploring the design space of Amok (p) as well as additional buffs to Amok (r). The goal is for the purple affinity to affect both allies and enemies, and thus present a "riskier" option. We are still considering how to make this downside payoff in terms of additional effects compared to the red affinity and any suggestions are welcome.

Batariel –

We are happy with the change to Batariel (p) so far. As it stands, the purple affinity functions as a force-multiplier and fits better in Pure Fire decks, while the fire affinity is a one-man-wrecking-ball and fits better in Enlightenment decks. Batariel (p) is currently strong, and we think that is fitting for a card meant to be the payoff for choosing Pure Fire, but we want to let it sit for another iteration in

the PTS before moving to live to make sure we don't accidentally release a better Bateriael-Enlightenment combo.

Bloodthirst –

We are unable with the way bloodthirst currently feels. The goal of the card is to provide Pure Fire (and other 2-fire decks) with a fire-themed alternative to Regrowth, but right now it feels chunky and unintuitive. Pure Fire especially though needs spell support, as most of the existing fire spells are simply more damage. We are open to a larger redesign, and if we keep the delayed lifesteal concept which Bloodthirst currently utilizes, we'd like to be able to provide some sort of visual indicator of when the player could expect healing.

Grim Bahir –

We posted some of our recent ideas in the #grim-bahir channel. We are still working on finalizing changes to the ability, as well as buffs to the nether crawlers. We hope to have a second iteration of changes to Grim Bahir in the next round of changes.

Necrofury –

We have been wanting to change Necrofury for awhile and recent issues with Kobold Engineer caused an implementation breakthrough. The changes would constitute a large departure from the artillery battery feel the card currently possesses to be more like a walking tank. As such we want to spend some more time thinking about the design to make sure we get it right. We are hopeful we will be able to release the first iteration in the next round of changes.