



Patch #400030 - September 2021

General changes

- Added support for [extended community map configuration](#).
- Added new polished artwork for Firesworn.
- Players can now look at lobbies while they are in a ranked queue.
- Added new Skylords Reborn logo in mails. Improved the texture used for the background of mails.
- Allowed "I vow" and 'I vow' as valid inputs (with quotation marks) when creating your character.
- Added the new “Rebirth Edition” symbol. We settled on the most popular option, the Ouroboros.
- Fixed inventory sorting, it should now properly sort the cards as specified. You can now see all promo cards at the end of your inventory by sorting by “Rarity”.

General fixes

- Your saved password will not be reset anymore when your login fails.
- Fixed an issue where some cards in maps had no (or a wrong) name and description.
- Adjusted default max shader option to SM 5.0 from SM 3.0.
- Disabled SSAO by default in the settings menu, since it often causes flickering issues for players.
- Improved loading screen texts for Russian and French.
- Added an experimental fix for an issue where Discord thinks you are playing “Skylords Reborn” even after the game is closed.

Map changes

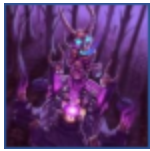
- Added a power well and a monument for each player in the forge.
- Added a new map script function “PlayerGeneratorRefresh”. It refreshes a power well to its original capacity. It takes one parameter: the tag of the power well. Example:
PlayerGeneratorRefresh ({Tag = “power_slot_name”})
- Added a new map script function “Log”. As opposed to outcries, which relies on the chat, this function logs directly to the log files in Documents/BattleForge/Diag. It has the same syntax as the MissionOutcry function.

- Fixed a bug in the map “Ocean” that caused the scenario to crash in some cases due to QueekQueek being attempted to be spawned even though he was already there.
- The maximum match duration on all official spectator maps has been decreased from 45 minutes of a 3vs3 to the regular 30 minutes of a 1vs1.
- Added spawn blocking south to the southern orb and wells that are located in the center to prevent M-sized ground units from getting stuck in the map “Elyon”.

Card changes

In this document we only highlight the major balance changes to cards. However, this patch also comes with a lot of bug fixes, descriptive fixes, preview adjustments, upgrade adjustments, and various other minor things. A detailed list of changes can be found on the [Skylords Reborn Wiki](#).

PvE card changes highlights



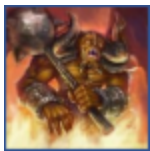
Altar of Chaos

- Enemy presence no longer blocks the spawning of the bomb.

Reducing some of Altar of Chaos's block restrictions should open up more potential uses for the Shadow T4 superweapon.

Batariel (purple)

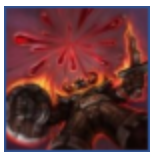
- Changed the aura of Batariel (purple) from a flat armor shred to a percentage armor shred
 - First stage - 0% increased damage taken debuff
 - Second stage - 35% increased damage taken debuff applied to all enemies in range
 - Third Stage - 75% increased damage taken debuff applied to all enemies in range.



This change should give the red and purple affinities distinct identities. Batariel (red) is a one-man wrecking machine while Batariel (purple) functions as a force multiplier. This has seen a lot of testing and we feel these changes to Batariel (purple), along with the Bloodthirst changes, have increased the viability of Pure Fire, which we will continue to focus on moving forward.

Bloodthirst

- Reworked Bloodthirst to be an AoE healing spell.
 - Mania - "Up to 7 own units in a 20m radius will enter a frenzy and deal 20% more damage. Additionally, every affected unit will regenerate 175 life points per second over the next 4 seconds per every 400 damage it deals. Lasts for 20 seconds. Reusable every 25 seconds."
 - Power cost: 120p → 160p



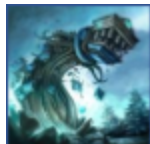
Comet Catcher & Lifestream

- Removed initial cooldown.

Giving a minor boost to Fire and Nature's T4 superweapons to help us better judge their current strength.

Core Dredge

- Increased damage from 2240/2295/2400/2665 to 2880/2930/3050/3325.
- Increased the blue affinity's bonus damage against frozen units by 25%.
- Reduced the fire affinity's siege damage by 35% on each upgrade (damage against buildings unchanged).
- Reduced knockback strength from 10 meters to 5 meters.
- Coredredge (blue)'s Shatter Ice ability now works on frozen buildings

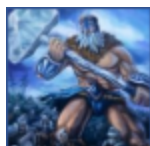


Giving Core Dredge some stat buffs makes it able to compete with other T3 options. Damage to buildings is unchanged. The reduced knockback strength will make it less likely Core Dredge spreads squads to the point it will no longer be able to damage them.

Dreadnought

- Added new passive ability "Shattering Blow" - "Unit deals 50% more damage against frozen enemies. Additionally, the unit is able to ignore the usual damage reduction of frozen targets."
- Added new passive regeneration aura "Thrall of Winter" - "Within a 25m radius around Dreadnought friendly units with an Ice Shield will regenerate 3% of their maximum life points every second. Also affects the caster."

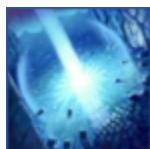
Dreadnought as the only Pure Frost T4 unit in the game should bring something to the table and be worth the orb investment. As it stands, Pure Frost lacks legitimate sustain forcing players to go the primitive route of standing around an Ice Barrier between games or rely on the generosity of their comrades. Thrall of Winter gives Pure Frost the ability to heal their units without implementing the equivalent of a Pure Frost regrowth. The condition of possessing an



Ice Shield also means units caught out can still be burst down if not supported. Shattering Blow will allow Dreadnought to deal substantially more damage to frozen targets. Freeze and Ice Shields are two of the primary tools in the Frost toolkit. We wanted to give the ultimate Frost unit something that synergized with both tools.

Frost Shard

- Reduced cost from 150 to 140.
- Added full damage against frozen targets
- Added the ability to freeze enemy buildings.
- Increased Freeze duration from 15s → 20 seconds (same as Coldsnap).
- Total Damage: 2600 → 3850.
- Reduce damage per target to 700 on U3.

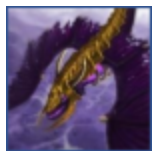


Frost Shard is a 2 Frost Orb, 1 Neutral UR card. It is the counterpart of Shadow's Infect and Nature's Enlightenment but does not measure up to either card's unique and powerful effects. These changes give Frost Shard a unique place as the only spell able to freeze buildings which synergizes well with the new Shatter Ice.

Grim Bahir

- Change Crawler tier from T3 → T4.
- Debuff timer reduced to improve Nether Crawler spawn consistency.
- Nether Crawlers now have Steadfast and L-counter
- Allow active ability to be cast while at full health.

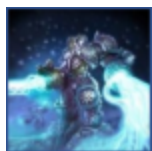
With these changes Grim Bahir's crawlers now synergize with Offering in T4 and provide a lot more combat power due to the fact that they won't be knocked around by every random enemy. We have also modified the debuff timer of Grim Bahir's passive to allow the purple wyrm to apply its passive more consistently and thus spawn more Nether Crawlers. We are still working on an update to Grim's ability which will receive a rework in the future.



Ironclad

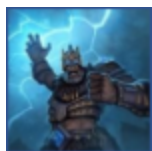
- Reduced duration of active Winterfall from 15 seconds → 10 seconds. Increased radius of Winterfall from 20m → 25m. Increased Blessed Winterfall's Ice Shield duration to 20 seconds.
- Decreased health from 4980/5320/6000/6750 to 3980/4320/5000/5750.
- Increased attack speed 4s → 3s
- Removed initial cooldown for ability "Winterfall".

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. With these changes Ironclad's total stat efficiency is approved by over 16% and its ability Winterfall should feel more powerful and less clunky, with the blue affinity providing protection to the Ironclad and the red affinity granting a powerful AoE damage buff to its allies against frozen targets.



Jorne

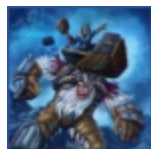
- Increased radius of his passive ability from 20 to 30 meters.



With the changes to Ravenheart we have given Jorne more targets for his strong damage reduction aura, but in T4 with an XL-unit army a 20m radius is far too small for a melee unit. We are buffing the radius to 30m to allow Jorne to wade into the mix while still allowing him to protect his companions.

Kobold Engineer

- Add a mode-change "Fix it Up!" which turns off Kobold Engineer's auto-attack and only allows him to repair, or vice versa.

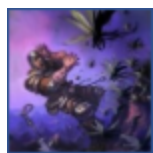


Kobold Engineer is a building-support unit with mediocre stats who likes to run off after much stronger foes with suicidal tendencies, much to the chagrin of the Skylord who summoned him. This will allow the player to have much more control over the actions of their energetic engineer.

Plague

- Completely reworked Plague.
 - Mass Epidemic - "Infects up to 5 hostile units in a 25m radius with weakening parasites. Each parasite deals 100 damage every second and prevents its host from using ranged attacks. After 15 seconds or the host's death, the parasites will move over to a new available target within a 25m radius. Every initial parasite may affect a total of 3 unique hostile targets. Upon the death of an initial parasite's host, they will explode and spread a wave of new parasites to infect up to 2 hostile units in a 25m radius. Each secondary parasite will not cause its host to explode and can only spread to 2 hostile targets. If no new target is in range, parasites without a host will vanish immediately. Reusable every 30 seconds."
- Changed orb requirements from 2 Shadow / 2 Neutral → 3 Shadow / 1 Neutral.

Plague has been substantially reworked into what is the equivalent to a new card. The card has had its orb requirements increased to 3 Shadow orbs to open up its power budget and provide a

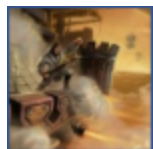


reason to pick up a 3rd Shadow orb. Plague now provides a strong CC effect that can deal with strong PvE enemies like Lost Archfiends and Windhunters while also having a cascading effect on death which, if enabled by the player, is able to deal substantial amounts of damage through the second wave of parasites.

Ravenheart

- Completely reworked Ravenheart
 - Ravenheart 350p: 4330 XL damage, 5000 HP
 - "Broadside" - 6 guns, 90/120 damage in an 8m radius every 2 seconds
 - "Harpoon" - Changed damage to 2500 damage within a 15m radius. Allowed to hit air units. Reusable every 60 seconds.
 - "Reassemble the Ravens" - 250 power - "Activate to summon 2 Ravenships (2280/3000), up to 3 of them may be present at a time. Reusable every 90 seconds." Can exceed unit-limit minorly via ships (as in, can summon more ships if at cap).
 - "Fleet Support" - Passive - "Within a 25m radius of a Ravenship, Ravenheart will lose Slow."
 - "Mines" removed

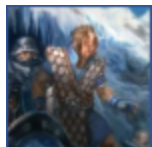
Ravenheart has long been a lackluster unit in need of a buff. These changes give Ravenheart a place as a powerful flying unit in combination with its ships. Changes to Jorne allow the possibility of an all-Legendary deck. The slow can now be conditionally removed and the Harpoon will deal significant amounts of single-target damage, which can be paired with buffs like Unholy Hero. Additionally, the attack values of Ravenheart and the Raven Scout ships may come off as deceptively low. This is because we have decided to introduce a new formula for multi-attack units which we believe accurately conveys how strong units with multiple attacks



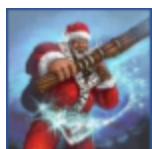
are in general. Right now, some units, such as Spitfire, have idealized attack values, while others such as Lost Horror and Lost Spirit Ship show attack values far below what occurs in practice. Only Ravenheart is getting changed this patch but expect this change to slowly roll out for all multi-attack units in the game.

Rogan Kayle

- Increased radius of his passive ability from 15 to 20 meter. This also includes the promo version.



Rogan is a melee unit and as such needs to get up close and personal. This means allied ranged units and even other melee units quickly leave the aura's radius. We are polishing up his shoes to shine even brighter, allowing him to inspire allies from a farther distance away.



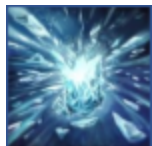
Santa Claus

- Changed Attack and Life Points from 2000 to 2512 and therefore added the unique ability of being able to show the player the date when he was available.

Shatter Ice

- Reduce cooldown 30 sec → 20 sec.
- Changed Shatter Ice to work on all frozen targets: unit or building.

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. Given that we

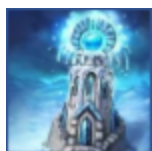


are changing Frost Shard to freeze buildings, we have decided to allow Shatter Ice to damage all frozen enemies and not just units to create synergy between the two cards. This should give Frost decks more tools in dealing with buildings outside of Ice Tornado and provide more reasons to consider including Shatter Ice in your deck.

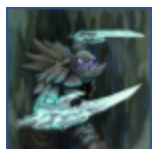
Shrine of Martyrs

- Increased void return per frozen target from 8% of current void power → 12% of current void power.
- Void is also returned now whenever a building is frozen.

Shrine of Martyrs is currently lackluster in its own right. Even though it is Frost's only void manipulation tool, the player often cannot justify either the bound power or the deck slot for



the current effect even when using spell-based Frost decks. This should open up the option of a spell cycle style Frost deck with the recent buffs to a number of Frost spells. Given you must spend power to freeze units in order to recycle void power, Shrine of Martyrs remains the most interactive of the void power shrines with a distinctive Frost feel.



Stone Warrior (blue)

- “Blessed Shatter Lance” now works on frozen buildings. Description unchanged.
- The card now properly deals splash damage with its melee attack.

Synergizes with the changes to Frost Shard and the bugfix to Rageflame.

Tempest

- Added spawn effect, “Frigid Birth” – “When being spawned the unit is undazed and causes an explosion of ice that freezes up to 3 hostile units in a 15m radius for 20 seconds. Can be spawned nearby enemy units and structures excluding walls. Affects ground targets only.”
- Charges: 12 → 16

Tempest lacks an attack before mode-changing, but summoning sickness blocks mode-changes.

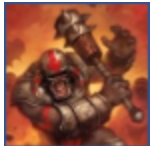


This limitation is useful as a balancing lever on lower tiers and in PvP in the case of Stone Tempest, but it is unnecessary in T4. As with other cards that spawn undazed, we decided to give Tempest an on-spawn effect. Given the card deals extra damage to frozen units, we thought it fitting to allow the card to apply Freeze itself.

Thugs

- New passive: Gang Up – “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 gang members relative to each unit’s current life points. Each gang member will receive at least 10% of the damage dealt to any other gang member, with up to 10 gang members being affected in total. Additionally, affected units take 15% less damage.”
- Looter removed.

Our goal with adding Gang Up is to create an effective frontline unit for Fire and introduce an alternative playstyle to Nomads. To achieve this, we created an ability which works like Unity(b) and only triggers when there are 4 Thugs in place. This should avoid issues with Thugs' balance in PvP.



The current version of Looter is being removed from the game. We are currently working on an alternative version which we think could make its way onto several units in the future, but given it is rather complex and Thugs' new ability Gang Up is also complex, we will be removing Looter from Thugs to avoid overloading Thugs with too many complex mechanics.

Unity



Blessed Sharing:

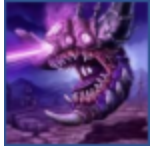
- The effect is now refreshable by recast or using the other affinity.

Gifted Sharing:

- The effect is now refreshable by recast or using the other affinity.
- The healing is now stackable.

Void Maw

- Increased charges: 8 → 12
- Reduced ability cost: 150p → 75p
- Ability now deals 8,000 true damage instead of instantly killing non-boss units.
- Increased attack range: 30m → 40m
- Buffed "Nether Strike" to deal 380 damage to enemies in a 10m radius, up to 420 in total.
- Added new passive ability "Disruption" - "Hostile units and structures attacked by Nether Strike will have their armor dissolved and take 30% more damage. Lasts for 10 seconds."

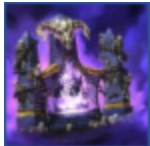


Void Maw has been a lackluster card for a long time. This change gives it a purpose as a long range debuffer with a high stat efficiency and a far less costly ability. The ability's transition to dealing true damage will help to make Void Maw a viable splash option for decks that struggle with bosses in RPvE.

PvP card changes highlights

Altar of Nihil

- HP reduced 2190 → 990
- Initial cooldown won't decrease with U3 anymore
 - Cost increased 80 → 110



Increased the amount of counter play by adding drawbacks to the altar and making it more fragile, so it can be destroyed in the first place. By increasing its cost and initial cooldown, playing the Altar should be riskier and punishable.

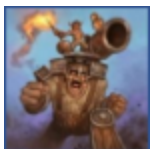
Backlash

- Cost decreased 130 → 120



Currently Backlash doesn't really generate enough value to be very useful. A small decrease in cost might be reasonable to give Fire splashes more power, if a player opts for an extended T3 with many slots. This could enable players to scale to the 700+ void T3s which enables more explosive trading through using backlash.

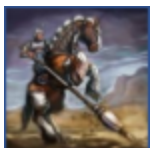
Bandit Gunner



- Cost decrease 110 → 100

Shifting a little bit more power towards Bandits units T3. Bandit Gunner struggles to find a consistent place in the meta, therefore we'd like to buff it a little bit. Might be reviewed further once we find a way to fix his inconsistent attack.

Bandit Lancer



- HP increase 980 → 1020

Combined with charge buffs Bandit Lancer might find their place in the meta now. The HP buff helps them survive the initial burst especially against high HP Nasty Surprise combinations, which are capped at 990 damage per target.

Crystal Fiend (green)

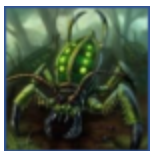
- Reduced self heal: 30 per second → 25 per second



Allowing factions without access to heavy burst damage (mostly Stonekin, pure Nature & pure Frost) to punish poor positioning of the Crystal fiend. This should make large Stonekin armies a little bit less self-sufficient and therefore might lead to more interesting gameplay overall.

Drones

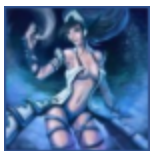
- Cost decreased 120 → 100
- Damage decreased 2000 → 1840
- Health decreased 1800 → 1750



Drones are completely outclassed by Silverwind Lancers and even got cut out of current nature splash options that have no access to a frost orb. This change should help Drones to find a more stable place in the current meta and also provide more consistent counter options to strong L-Siege units like Tremor or supported Ashbone Pyros.

Frost Sorceress

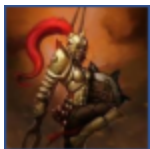
- Decreased Ability Cooldown 10s → 8s



Buffing the core unit of Fire Frost T2 setups. This change should enable one Frost Sorceress to support up to three units with ice shields. Currently this wasn't possible due to the long animation time on her ability. This change will reduce the power demand for Fire Frost unit compositions as you will be able to apply more ice shields with less bound power into Frost Sorceress.

Gladiatrix

- Ability cost reduction 75 → 55
- Can cast her ability on allied units now



Gladiatrix, while being a necessary pick in at least 2 decks, currently appears to be quite underwhelming in many PvP scenarios. The card is an essential anti air tool but doesn't really do a great job against buffed L/XL units, where the unit is supposed to shine. The cost reduction on her ability should make her more useful under these circumstances and the new mechanic should also make Gladiatrix more flexible to support attacks once she transitions after a successful defense.

Global Warming

- Cost decreased 65 → 50
- Range decreased 25m → 15

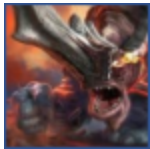


With easier access to Frost shields we intend to bring Global Warming into a stronger position as pure Fire, which already struggles in pure Frost and Fire Frost matchups, should get a little bit more counter play to empower Frost Sorceress play and area ice shielded War Eagles. With this drastic cost decrease we also reduce the radius by a little bit to enable counter play by splitting properly against it.

Juggernaut

- Increased initial cooldown 20 → 25
- Increased ability cooldown 20 → 25

Juggernaut has been dominating T3s for years, but has also been the only good choice for picking 3 Fire orbs on the other hand, which makes it difficult to balance (only alternative is Spitfire, which has a much more problematic design). For that reason, we don't want to touch unit stat efficiency right now. Since pure Fire was still a dominating force on T3 in several matchups, adding a little bit more counter play towards one of the most powerful abilities in the game seems appropriate. This change is supposed to make pure Fire less powerful on 2 card T3s, that essentially enable full T1 setups without any downsides in the late game making pure



Fire very hard to deal with at any given ELO stage. This also should help decks without access to building protection spells to react more appropriately against disenchant stampede setups. Pure Fire should find more success on 3 card T3s now considering some of its other options receive buffs.

Icefang Raptor

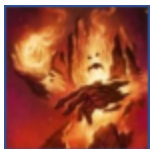
- HP increase 895 → 900
- Added new passive ability "Protected Rush" - "While under the effect of an Ice Shield the unit gains significantly increased movement speed."
- Added new passive ability "Stomp"

Icefang Raptor couldn't fulfill its purpose as an S-Counter due to a lack of Stomp meaning it had a lower effective splash radius than units like Lyrish Knight. Fixing this will already help Icefang find its place as a proper counter unit. On top of that we want to strengthen pure Frost and Fire Frost synergies by granting this unit extra movement speed once it's affected by an ice-shield.



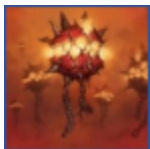
Magma Hurler

- Damage increased 1500 → 1730
- Increase splash radius by 3m
- Fixed description: Attacks every 4 seconds → Attacks every 5 seconds



Overall, this unit underperforms in PvP. Would be useful as a potential L counter and anti-air unit in Fire Nature, synergizes with bandit lancer for some fun strategies and would give Fire Frost a ranged unit to support Timeless One T3 setup. While increasing the on-hit damage we also improve its splash radius by 3m to make sure that their attacks can't get dodged by swift units anymore.

Magma Spore



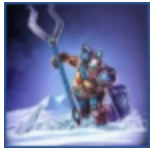
- Damage increased 1440 → 1760

These changes make the unit more consistent as a specific counter to air units to give more deck building options. Charge changes will have an impact on its usability as well, which shouldn't be too powerful though.

Mountain Rowdy

- Ability self-damage reduction reduced 75% → 50%
- Change Counter Type M → L
- Cost increased 55 → 60
- HP decreased 860 → 800
- Ability Range increased 20m → 30m
- Ability now only works against ground units
- Ability cannot be used anymore if it would be prevented by Freeze Immunity
- New Effect: Ability now applies a slow effect as well

Mountain Rowdy currently lacks an identity in pure Frost and we want to give it a new meaningful role in the deck. Therefore, we will first of all switch its counter type to L since pure

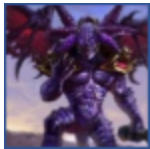


Frost already has extremely powerful tools against M units. On top of that we want to make him synergize with the remaining T2 kit pure Frost has, therefore a slow effect on its ice block ability gets added. This should synergize nicely with War Eagle & White Rangers making it easier to hit the ability.

Satanael

- Cost Decrease 220 → 210
- Ability Cost decrease 100 → 70
- Ability Cooldown decrease 60s → 30s
- Snapjaw counts reduced 3 → 2

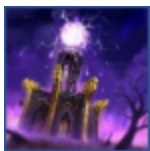
While Satanael doesn't seem weak as a ranged XL unit, it requires a lot of deck slots to be



supported efficiently and the resource demand stacks up quickly. By lowering the power requirements, Satanael might see more play again and also makes the options in pure Shadow T3's path more interesting. Ability cooldown was adjusted to make sure you can get similar Snapjaw counts over time for PvE use cases.

Shrine of Greed

- Enemies get 50% void refund on activation as well

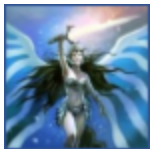


Shrine of Greed has been a problematic card in 2v2 scenarios, where its void manipulation generated huge tempo leads with extremely limited counterplay. Therefore, we want to remove its impact on PvP while keeping it untouched for PvE use cases. Might see further fine-tuning adjustments in the future.

Skyelf Templar

- HP decrease 850 → 700

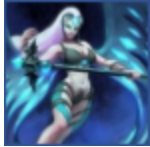
While we introduce new buffed options to play pure Frost we also need to weaken one of its



most oppressive ones. Skyelf Templar can easily secure air superiority against Fire splashes effectively making War Eagle untouchable leading to extremely snowball oriented games. We want to remove Skyelf Templar as a pure Frost meta card to make more room for healthier gameplay options.

Skyelf Sage

- HP increased 975 → 1040
- Damage increased 1440 → 1645
- Counter Type changed L → XL

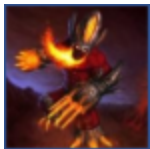


Providing a potential compensation for Skyelf Templar nerfs to keep a strong anti-air tool for frost splashes and also increase the number of options of viable T3 choices in general. The counter type change will give it a more unique role as a unit, considering that Frost didn't have a reliable XL counter so far.

Sun Reaver

- Damage increased 1000 → 1100

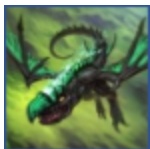
Sunreaver currently isn't in the best position. Its passive ability makes it too unreliable to be an all-round counter unit and only keeps it relevant in extended siege scenarios or in combination with hard cc, that enables the Sun Reaver to apply its passive burn. While buffing the passive



could quickly get out of hand as we know from the past, adding a little bit of base damage shouldn't hurt. We might add more power to the active ability in the future, but as there are some inconsistencies with the way metal spikes work, we will postpone these buffs by one patch rotation and try to get this fixed first.

Swamp Drake

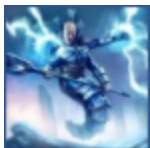
- Ability cost decreased 30 → 20
- Damage increased 1500 → 1650



With buffs to some anti-air units and the removal of critical cliffing positions on 1v1 maps we want to buff up some air units for a higher diversity in T3. This could also help some factions at countering long range air units like Spitfire in 2v2. Making the active ability of Swamp Drake cheaper should also elevate its role as a support unit during skirmishes.

Timeless One

- Cooldown increased 20 → 25
- HP reduced 950 → 900

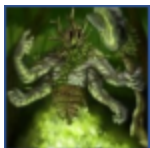


After buffing up multiple T3 targets we also removed some power from Timeless One, which currently allows double Frost splashes to outscale most decks pretty heavily. While this is not that big of a conceptual issue considering Timeless One decks also require more deck slots than most alternatives, we want to make it slightly easier to break through its defense upon achieving a tempo lead on single area fights.

Timeshifter Spirit

- Increased Healing 240/120/60/30/15 → 275/220/165/110/55

Small QoL buff for an underperforming unit. Increasing its potential to set up aggressive anti-magic auras is dangerous; therefore, it is less risky to buff other parts of its kit. The



empowered healing ability might allow use cases in defense and make the unit more useful as an actual healer. This lets you work with better transitions rather than using it purely for the anti-magic aura. Also increasing multitarget healing to give its heal a more meaningful role in PvE.

Scorched Earth

- Cooldown increased from 30s to 45s

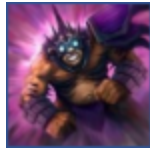
While single Scorched Earth uses are not problematic, the potential of permanently preventing orbs of going up in later stages can lead to very obnoxious gameplay on small maps like Yrmia or Simai, where it gets near impossible to set up a T3 without getting targeted by continuous



Scorched Earth cancel attempts. We tried to add a building immunity against consecutive scorched earth uses, but that didn't work out due to technical limitations. Therefore, we will increase the cooldown to prevent the ability to hit an orb with a scorched Earth twice before it gets fully constructed.

Unstable Demon

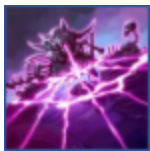
- Added a new ability “Demonic Rage” - “Activate to sacrifice 500 life points and gain increased movement speed for 5 seconds. Cannot be used anymore once life points have been reduced below 500. Reusable every 20 seconds.”



In the past, the Critical Mass ability restricted the use cases of Unstable Demon to an extent where it just wasn't worth utilizing the unit despite its solid combat power. Making the unit more versatile by allowing players to manually reduce their hp should help the Demon to finally find a place in the T3 PvP meta.

Voidstorm

- Cooldown increased 30s → 60s

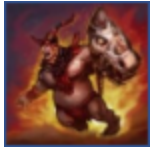


Increasing the cooldown of this card should lower its efficiency to stabilize from heavy tempo deficits. Opening up proper time windows to punish a poorly timed Voidstorm should be desired as its global map clear function has extreme implications in 1v1, but especially 2v2.

Warlock (blue)

- Changed cost from 65 to 45
- Change orb requirements from 2 Fire Orbs to 1 Neutral and 1 Fire Orb
- Decrease health from 660 → 510
- Reworked the ability “Blessed Witchcraft” - “Every 5 seconds, Warlock casts a spell on a friendly unit that enables it to ignore the usual damage reduction of frozen targets and additionally deals 50% increased damage against them. Lasts for 15 seconds.”

Fire Frost has no unique faction cards, so we reworked the completely underplayed Warlock,



which has no meaningful role as a pure Fire faction carrier and pushed him towards a Freeze synergy, which should lead to more unique gameplay options. The red affinity might receive some tweaks in the future as well to keep the two affinities more similar based on orb requirements and power costs.

Razorshard (Red)



Infused Bombing Raid:

Adjusted projectile effect to visually detonate after seconds instead of only 3.

White Rangers

- Decreased cost 70 → 60
- Remove ability cost 10 → 0
- Decrease health 990 → 720
- Change attack type M → S
- The ability doesn't affect orbs and power wells anymore (regular buildings still work)



White Rangers have been an underwhelming faction carrier despite their interesting design. We will buff its power level to give pure Frost more depth in its counter system and make the faction less reliant on War Eagles while defending.

Max Charge Increases

- | | |
|--------------------------|--------------------------|
| • Bandit Lancer 20 → 24 | Swamp Drake 8 → 12 |
| • Fallen Skyelf 8 → 12 | Twilight Creeper 12 → 16 |
| • Fathom Lord 8 → 12 | Twilight Hag 12 → 16 |
| • Magma Spore 16 → 24 | Unstable Demon 12 → 16 |
| • Mutating Maniac 8 → 12 | Virtuoso 8 → 12 |
| • Sun Reaver 8 → 12 | Vulcan 8 → 12 |