

DotA Classic

Total Team Gold Gain (Individual + Team Bonus)

| | | |
|---------------------|-------------|---|
| 200 + 9*VictimLevel | (solo) | |
| 325+21*VictimLevel | (2man Gank) | ← Tower Suicide splits this amount evenly |
| 280+29*VictimLevel | (3man Gank) | |
| 230+27*VictimLevel | (4man Gank) | |
| 224+33*VictimLevel | (5man Gank) | |

Killer Base Gold: **200+9*VictimLevel**

Killer Base XP Gain: **100/120/160/220/300/400/500/.../2300**

$$XP(lvl) = \begin{cases} 10 \cdot (lvl - 0,5)^2 + 97,5 & \text{for } lvl \leq 6 \\ (lvl - 2) \cdot 100 & \text{for } lvl > 6 \end{cases}$$

AoE XP Table for Kills

- 1 Hero: XP = 120 + 20 × VictimLevel
- 2 Heroes: XP = 90 + 15 × VictimLevel
- 3 Heroes: XP = 30 + 7 × VictimLevel
- 4 Heroes: XP = 20 + 5 × VictimLevel
- 5 Heroes: XP = 15 + 4 × VictimLevel

Assist Table for Kills

- 1 Assist: Gold = 125 + 12 × VictimLevel
- 2 Assist: Gold = 40 + 10 × VictimLevel
- 3 Assist: Gold = 10 + 6 × VictimLevel
- 4+ Assist: Gold = 6 + 6 × VictimLevel

| | | |
|--|---------------------|------------------|
| Bonus Kill Gold for ending sprees | Gold Lost on Death: | Hero XP AoE 1300 |
| For kills $3 \leq k \leq 8$ reward $(k - 2) \cdot 125$ | $30 * HeroLvL$ | |
| ⇒ Max: 1000 gold | | |

| | | | |
|-----------------|-------------------|---------------|-------------------|
| Start Gold: 625 | Random: +200 Gold | 1 Gold / 0.6s | Buyback CD: 7 min |
|-----------------|-------------------|---------------|-------------------|

RespawnTimeFormula: **5 + 3,8*HeroLvL**

BuybackFormula **100 + (Level * Level * 1.5) + (Time * 0.25) //Time in seconds**

BuybackPenalty **+20 sec RespawnTime**

Neutral Suicide $\max(5 + 3,8 * \text{HeroLvL} ; 22 \text{ sec})$
Tower Suicide $13 + 3,8 * \text{HeroLvL}$ // no enemy heroes around

Melee Creep: 40 ± 2 Gold / 62 XP Range Creep: 45 ± 3 Gold / 41 XP
+2 Gold / 7:30 min (Upgrade Cycle) Vision: 850/800

Siege Creep: 66-88 Gold / 88 XP

Player Denies: Constant 32 XP/ Unit Neutral Denies: 35% XP

Neutrals spawn at 00:30 \Rightarrow Iron Talon available at 3:30 min.

PowerUp Runes starting at 4:00 ; BottleCrowing Allowed ;

- 5 couriers (230 ms, +15 ms/min ; 380 ms MAX ; Speed Unlocked at 7 min ; Automatically Crow at 3:30),
- No "Backpacks" as they got used before, but an empty TP Slot and one additional Slot for Recipe / obs / sentry / dust / smoke for happy supports
- A full SideShop for Phase/PT/PMS/etc
- Reverting the huge Neutral nerf of 7.06: 31%(25%) more Gold and 25% more XP

[All heros were balanced and fine-tuned with the attribute bonuses in mind. No more bullshit power spikes for free after lvl 16]

Gameplay:

- [Tower](#) last hit bonus between 150-250
- [Melee Barracks](#) HP regen 5, 100-150 Gold for Killer, 175 to each player
- [Ranged Barracks](#) HP regen 0, 100-150 Gold for Killer, 100 to each player
- Ranged Barracks HP 1200 and armor 10
- Glyph of Fortification cooldown is now refreshed whenever you lose a Tier 1 tower
- Tier 2 Tower's armor 25
- Tower bounty gold for destroying Tier 1/2/3/4 to 160/200/240/280 (denied is 50%)
- NO Glyph multishot / No Creep Glyphing
- Scan added, but it's on CD first 5 min
- NO Shrines, NO Outposts
- No Rooting ancient Bastards ruining stacking
- **Tower and enemy Heroes CANCEL** regen effects like salve, urn, etc.

XP Table for Heroes (Ultimate levels in yellow)

| Hero level | Total XP to reach | XP needed for next level |
|------------|-------------------|--------------------------|
| 1 | 0 | 200 |
| 2 | 200 | 300 |
| 3 | 500 | 400 |
| 4 | 900 | 500 |
| 5 | 1400 | 600 |
| 6 | 2000 | 600 |
| 7 | 2600 | 800 |
| 8 | 3400 | 1000 |
| 9 | 4400 | 1000 |
| 10 | 5400 | 600 |
| 11 | 6000 | 2200 |
| 12 | 8200 | 800 |
| 13 | 9000 | 1400 |
| 14 | 10400 | 1500 |
| 15 | 11900 | 1600 |
| 16 | 13500 | 1700 |
| 17 | 15200 | 1800 |
| 18 | 17000 | 1900 |
| 19 | 18900 | 2000 |
| 20 | 20900 | 2100 |
| 21 | 23000 | 2200 |
| 22 | 25200 | 2300 |
| 23 | 27500 | 2400 |
| 24 | 29900 | 2500 |
| 25 | 32400 | - |

HUGE XP gap between 11 and 12 for enemy team to catch up and a longer midgame!

Roshan

Rosh Bounty: 150-400 Gold for Killer; 200 for each player ;

1264 XP + 15/min Capped at: 1789 XP (35 min) //nerfed but still better than current

Mostly OLD Item Buildups but some modern Buildups / new items as well + effects

Ideas for ClassiX mode (Classic + X):

- Changes attribute bonus from +2 all stats/lvl to +3/lvl
- Attribute Bonus with 3 lvl gaps and max 6 Levels, i.e. 1, 4, 7, 10, 13, 16
- Replaces Talents with an extra “perk skill” improving your spells, can be learned at 10,15,20,25
- Adds 4 Shrines that lose their TP-function if you lost one T2 Tower
- Agha for every hero
- Added a secondary boss on the other side of the river that can be slain between every 10 min mark for 2 tokens that can be exchanged for 2 neutral items.
- SecondaryBoss will be replaced with a stronger version of himself at each 10 min mark, only giving tokens for the next neutral tier then. Tokens exchanged at side shops.
- Every Hero gets 1 distinct neutral item slot
- ClassiX changes ult levels from 6/11/16 to 6/12/18
- ClassiX adapts Hero XP LvlUp Table from old to modern XP Table, reducing neutral XP and Gold gain by 20%, and adapting lane XP gain to modern standard.
- ClassiX changes neutral spawn time to 1:00 and adds 4 bounty runes spawning every 5 min
- Stack Bounties as usual

[Talents don't make sense balance wise and give the illusion of choice, since there is the same best choice at each branch almost every game for most heroes. Moreover, they ruin the distinct power spikes heroes had before and homogenizes their power level. Thus the replacement with a “perk-skill” which makes balancing in the future easier]

QOL Improvements:

- Naga Illusions, CK, etc have different colors than manta and illu rune.
- Better ingame Shop UI with item recommendations (3 Styles)
- Bigger XP Circle showing the XP numbers without pressing ALT
- HP/Mana Bars below Hero Pictures (allies) without pressing ALT
- Primary Attribute with yellow circle around them in UI.
- Distinct Icons or Colors for Attack Types and Armor Types
- True Sight Visual for Gem Carriers, Sentries and Towers
- Better UI for controlling multiple Units?
- UI showing gold and XP of neutrals to be expected from the kill
- Visible Aura Effects around heroes
- Panorama UI increased by 20%, also showing Attack Time, MR and SpellAmp.

Small Creeps

| Name | HP | Mana | HP Regen | Mana Regen | Damage | Range | Armor | Magic Resist | Move Speed | BAT | Missile Speed | Sight Day / Night | Experience (Level) | Bounty | Abilities |
|--------------------------------------|-----|------|----------|------------|----------------|-------------|-----------|--------------|------------|------|---------------|-------------------|--------------------|--------|--|
| Kobold | 240 | | 0.5 | | 10 (Basic) | 100 (Melee) | 0 (Basic) | 0% | 270 | 1.35 | Instant | 1400 / 800 | 25 (1) | 7-9 | |
| Kobold Soldier | 325 | | 0.5 | | 14-15 (Basic) | 100 (Melee) | 1 (Basic) | 0% | 270 | 1.35 | Instant | 800 / 800 | 25 (1) | 17-18 | |
| Kobold Foreman | 400 | | 0.5 | | 14-15 (Basic) | 100 (Melee) | 1 (Basic) | 0% | 330 | 1.35 | Instant | 800 / 800 | 41 (2) | 23-28 | Speed Aura |
| Hill Troll Berserker | 500 | | 0.5 | | 28-37 (Pierce) | 500 | 1 (Basic) | 0% | 270 | 1.6 | 1200 | 800 / 800 | 41 (2) | 23-26 | |
| Hill Troll Priest | 450 | 500 | 0.5 | 1 | 25-32 (Pierce) | 600 | 0 (Basic) | 0% | 290 | 1.8 | 900 | 1400 / 800 | 41 (2) | 21-25 | Heal , Mana Aura |
| Vhoul Assassin | 370 | | 0.5 | | 30-36 (Pierce) | 500 | 1 (Basic) | 0% | 270 | 1.6 | 1500 | 400 / 400 | 41 (2) | 29-35 | Envenomed Weapon |
| Fell Spirit | 400 | | 0.5 | | 14-15 (Basic) | 100 (Melee) | 1 (Basic) | 0% | 350 | 1.5 | Instant | 800 / 800 | 41 (2) | 25-27 | |
| Ghost | 500 | 400 | 0.5 | 1 | 45-50 (Pierce) | 400 | 1 (Basic) | 0% | 320 | 1 | 900 | 800 / 800 | 63 (3) | 31-39 | Frost Attack |
| Harpy Scout | 400 | | 0.5 | | 28-37 (Pierce) | 300 | 1 (Basic) | 0% | 280 | 1.6 | 1200 | 1800 / 1800 | 42 (2) | 24-27 | |
| Harpy Stormcrafter | 550 | 400 | 0.5 | 1 | 30-37 (Pierce) | 450 | 2 (Basic) | 0% | 310 | 1.6 | 1200 | 1800 / 1800 | 63 (3) | 33-37 | Chain Lightning |

Medium Creeps

| Name | HP | Mana | HP Regen | Mana Regen | Damage | Range | Armor | Magic Resist | Move Speed | BAT | Missile Speed | Sight Day / Night | Experience (Level) | Bounty | Abilities |
|-----------------------------------|------|------|----------|------------|----------------|-------------|-----------|--------------|------------|------|---------------|-------------------|--------------------|--------|--|
| Centaur Courser | 350 | | 0.5 | | 18-21 (Basic) | 100 (Melee) | 1 (Basic) | 0% | 350 | 1.3 | Instant | 800 / 800 | 41 (2) | 21-24 | Cloak Aura |
| Centaur Conqueror | 1100 | 200 | 1 | 1 | 49-55 (Hero) | 100 (Melee) | 4 (Basic) | 0% | 320 | 1.5 | Instant | 800 / 800 | 119 (5) | 71-80 | War Stomp |
| Giant Wolf | 500 | | 0.5 | | 21-24 (Pierce) | 100 (Melee) | 1 (Basic) | 0% | 350 | 1.45 | Instant | 800 / 800 | 62 (3) | 24-27 | Critical Strike |
| Alpha Wolf | 600 | | 0.5 | | 30-33 (Basic) | 100 (Melee) | 3 (Basic) | 0% | 350 | 1.35 | Instant | 800 / 800 | 88 (4) | 40-46 | Critical Strike , Packleader's Aura |
| Satyr Banisher | 300 | 500 | 0.5 | 1 | 7-10 (Pierce) | 300 | 0 (Basic) | 0% | 330 | 1.7 | 1500 | 800 / 800 | 41 (2) | 16-18 | Purge |
| Satyr Mindstealer | 600 | 600 | 0.5 | 1 | 24-27 (Basic) | 100 (Melee) | 1 (Basic) | 0% | 270 | 1.35 | Instant | 800 / 800 | 62 (3) | 29-33 | Mana Burn |
| Ogre Bruiser | 850 | | 0.5 | | 24-27 (Basic) | 100 (Melee) | 1 (Basic) | 0% | 270 | 1.35 | Instant | 800 / 800 | 41 (2) | 27-47 | |
| Ogre Frostmage | 600 | 400 | 0.5 | 1 | 24-27 (Basic) | 100 (Melee) | 0 (Basic) | 0% | 270 | 1.35 | Instant | 800 / 800 | 62 (3) | 38-46 | Ice Armor |
| Mud Golem | 800 | 400 | 0.5 | 1 | 29-33 (Basic) | 100 (Melee) | 0 (Basic) | 50% | 310 | 1.35 | Instant | 800 / 800 | 42 (4) | 32-35 | Hurl Boulder , Shard Split |
| Shard Golem | 240 | 400 | 0.5 | 1 | 9-10 (Basic) | 100 (Melee) | 0 (Basic) | 50% | 310 | 1.35 | Instant | 800 / 800 | 22 (4) | 11-16 | Hurl Boulder |

Large Creeps

| Name | HP | Mana | HP Regen | Mana Regen | Damage | Range | Armor | Magic Resist | Move Speed | BAT | Missile Speed | Sight Day / Night | Experience (Level) | Bounty | Abilities |
|-------------------------------------|------|------|----------|------------|----------------|-------------|-----------|--------------|------------|------|---------------|-------------------|--------------------|--------|--|
| Satyr Tormenter | 1100 | 400 | 1 | 1 | 49-55 (Hero) | 100 (Melee) | 0 (Basic) | 0% | 290 | 1.35 | Instant | 800 / 800 | 119 (5) | 83-94 | Shockwave , Unholy Aura |
| Hellbear | 700 | | 0.5 | | 39-44 (Hero) | 100 (Melee) | 3 (Basic) | 0% | 320 | 1.5 | Instant | 800 / 800 | 87 (4) | 48-57 | Cloak Aura |
| Hellbear Smasher | 950 | 300 | 1 | 1 | 49-55 (Hero) | 100 (Melee) | 4 (Basic) | 0% | 320 | 1.55 | Instant | 800 / 800 | 119 (5) | 76-85 | Thunder Clap , Swiftess Aura |
| Wildwing | 350 | | 0.5 | | 20-25 (Basic) | 128 (Melee) | 2 (Basic) | 0% | 300 | 1.35 | Instant | 800 / 800 | 25 (1) | 14-18 | |
| Wildwing Ripper | 950 | 400 | 0.5 | 1 | 50-56 (Hero) | 128 (Melee) | 4 (Basic) | 0% | 320 | 1.35 | Instant | 800 / 800 | 119 (5) | 69-85 | Tornado , Toughness Aura |
| Hill Troll | 500 | | 0.5 | | 24-27 (Pierce) | 400 | 0 (Basic) | 0% | 270 | 1.35 | 1200 | 800 / 800 | 62 (3) | 28-33 | |
| Dark Troll Summoner | 1100 | 550 | 0.5 | 1 | 40-45 (Hero) | 400 | 1 (Basic) | 0% | 320 | 1.35 | 1200 | 800 / 800 | 119 (5) | 58-65 | Ensnare , Raise Dead |
| Skeleton Warrior | 250 | | 0 | | 24-25 (Basic) | 90 (Melee) | 1 (Basic) | 0% | 270 | 1 | Instant | 800 / 600 | 15 (1) | 9-15 | |

Ancient Creeps

| Name | HP | Mana | HP Regen | Mana Regen | Damage | Range | Armor | Magic Resist | Move Speed | BAT | Missile Speed | Sight Day / Night | Experience (Level) | Bounty | Abilities |
|---|------|------|----------|------------|----------------|-------------|------------|--------------|------------|------|---------------|-------------------|--------------------|---------|--|
| Ancient Black Drake | 950 | | 0.5 | | 34-45 (Pierce) | 300 | -1 (Basic) | 0% | 350 | 1.8 | 900 | 800 / 800 | 62 (3) | 36-44 | |
| Ancient Black Dragon | 2000 | 500 | 2 | 1 | 48-81 (Hero) | 300 | 3 (Basic) | 70% | 300 | 1.5 | 1500 | 800 / 800 | 155 (6) | 154-186 | Fireball , Splash Attack , Dragonhide Aura |
| Ancient Rock Golem | 800 | 400 | 0.5 | 1 | 29-33 (Basic) | 100 (Melee) | 4 (Basic) | 70% | 270 | 1.35 | Instant | 800 / 800 | 119 (5) | 55-62 | |
| Ancient Granite Golem | 1700 | 600 | 1.5 | 1.5 | 77-87 (Hero) | 128 (Melee) | 8 (Basic) | 70% | 270 | 1.35 | Instant | 800 / 800 | 155 (6) | 109-120 | Granite Aura |
| Ancient Rumblehide | 800 | 400 | 0.5 | 1 | 41-48 (Basic) | 300 | 2 (Basic) | 70% | 270 | 1.8 | 1500 | 1400 / 800 | 119 (5) | 61-69 | |
| Ancient Thunderhide | 1400 | 400 | 0.5 | 1 | 60-65 (Hero) | 300 | 2 (Basic) | 70% | 270 | 1.8 | 1500 | 1400 / 800 | 124 (6) | 89-96 | Frenzy , War Drums Aura , Slam |
| removed ↓↓↓ | | | | | | | | | | | | | | | |
| Ancient Prowler Acolyte | 600 | 0.5 | 400 | 1 | 33-38 (Basic) | 100 (Melee) | 10 (Basic) | 0% | 270 | 1.5 | Instant | 800 / 800 | 50 (3) | 59-66 | Prowler Aura |
| Ancient Prowler Shaman | 1200 | 0.5 | 400 | 1 | 59-65 (Hero) | 100 (Melee) | 11 (Basic) | 0% | 300 | 1.5 | Instant | 800 / 800 | 95 (5) | 69-78 | Desecrate , Petrify |