Orcs & Elves Patch 1.8.0

Game Modes

- Revives are now free, but with longer resurrection times.

- Upkeep penalty now take effect immediately when above 0 supply.

- Classic – A new mode that merge recent game play with some of the older game rules. *Players have unlimited lives with increasing revive costs. Elves have scaling death penalty. Trading are enabled for all players, but this time it is taxed and a portion of the gold sent are lost. The elves can build an unlimited amount of blockers. All pillage gold goes to the attacker, except for elf belongings, which are shared.*

Game Settings

- Added a map theme changer to game settings. *There are currently 3 themes to choose from: Summer, Winter and Ruins. The map will be visually altered based on your selection, changing things such as ground textures and cliff types. The current default is summer.*

- Added support for observer control to game settings. *The host can enable/disable this function in game settings. This is currently enabled by default.*

- Added trading tax as an option to game settings. *Trading tax remove a percentage of the gold sent to others. This only apply to the* -give *and* -ga *commands. For example, if red send blue 5 gold with 50% tax, red will lose 5 gold and blue will receive 2 gold. All decimals are also lost if the number is uneven.*

- Made adjustments to the ban system in game settings. *Players can now ban all spells and talents in the same menus. Listed objects are now sorted on different pages.*

General

- Added an interactive world builder system to the game. *I decided to erase the original maps and later recreated them with this system. The map is now blank until the host finish game settings. When the settings are done, this system will generate a playable field based on the map selection. The spawned maps are similar to the original, but with visual variations and some vision related differences. There are many advantages with this approach, because it allow us to make alterations to the map prior to start up, or even live during a match. It makes it possible to add unlimited map variations, new maps, dynamic maps, visual changes and even randomly generated maps all within the same map space and within the same game version. This will create many new and exciting possibilities for future versions.*

- Observers can now replace computers or inactive human players if conditions are met. *The host can determine if observer control is allowed or not and how it functions. If enabled, observers can replace missing players by writing* -Play (NR) *to claim control of a players units and resources. This command can only be used once per observer and the process cannot be reversed. Replaced players can only be claimed once, so the first one to control them will be their new owner. When the observer claim a player, all their observer functions are lost and they will experience the rest of the game from team perspective.*

- All base markers have been reworked and updated on the standard map. *The new layouts are primarily designed to help new players build their first base. The goal are to demonstrate build variety with some different techniques on each location. I am also trying to create placeholders that enable better support mines. But I suspect that corner bases with safe blockers are easier for them to learn, so I may change this later. New signs have been added to clarify blocker placements. Team bases have been removed to avoid confusion.*

- The player name of lost players are now only altered on the scoreboard. *This change will allow you to see who the original player was by using chat related commands etc.*

- Players can now be marked as AFK if certain conditions are met. *Players can toggle away status on/off by writing* -AFK *and can also mark other players with* -AFK (NR)*. Marked players will be tagged as AFK after a set delay, unless the owner take action. Players with AFK status active grant full shared control to all players on their team. This state will end immediately if the owner return and take action. When the game begin, all human players are automatically tagged as AFK shortly after start-up if no action are made.*

- Kicked human players now grant full shared control and their forces will remain in play if certain conditions are met. *If the kicked player are AFK or have leaver control enabled their forces will remain in play after the vote-kick. If the player is kicked again, their forces are removed completely.*

- When observers use the -POV function the scoreboard will now switch to team perspective. *The scoreboard will switch back to observer perspective automatically when you go back to full view by using the* -FW *command. You can also swap back to the observer scoreboard during the POV mode by typing* -Scoreboard*.*

- Excess gold held by inactive players are now re-distributed to their team at set intervals. *This change will prevent inactive players from hoarding large amounts of "frozen gold" that were acquired after their inactivity period began. This would sometimes occur during rare game interactions such as trading, reviving or via gold sharing systems that were initiated before the player became inactive.*

- Added 1 additional observer slot to the game. *Let me know if you run into problems when using different game functions while playing as player 15. All existing game systems need to be updated to support additional player slots and I likely missed some of them.*

- Reduced the visual size of health bars for most units and structures. *I recently discovered that health bars are linked to selection size. Selection size usually don't have any game play implications, so I decided to reduce it across the board to improve visibility.*

- Added the foundations for an interactive tutorial system to the game. *This system will try to teach new players how to play. The goal are to develop and improve it over time, but for*

now it is mostly unfinished and will only give some very basic instructions. The tutorial is enabled automatically for players that are feed reduced (below 100%) and can be toggled on/off manually by typing -**Tutorial**.

- Players will now revive automatically when all conditions are met. *The revive button has been removed to avoid confusion and manual labor.*

- The death message now also display the amount of gold fed by the dying player.

- Added a cage timer that display the remaining cage duration for all players.

- Fixed an issue that made it possible for inactive players to send and receive gold.

- Trading, reviving or using chat commands should no longer display a players battle tag.

- Trading is now allowed even when your worker is injured (if enabled).

- The upgrade menu now also display what spells the player picked (if any).

- Fixed an issue that prevented observers from using the -GPM function.

- The -GPM function now also display the combined gold per minute of the entire team.

- Some hotkeys have been changed, but affected objects still follow a QWERTY layout.

- Some abilities have received visual changes and/or sound effects.

Elves

- Added a visual range indicator to all towers that can be activated with an ability.

- Added build time to the description of most units, structures and upgrades.

- Army size for elf players has been reduced. *Most units now cost more supply, resulting in less units in total. This should help with issues like army control, control groups, base space, tower usage, visibility, supply progression, game performance and unit blocking etc.*

- Army feed for units and structures has been proportionally reduced by 50%. *The goal are to reduce snowballing from excessive base and army loss. This will make it easier for new elf players to adapt and learn, and for experienced players to recover and catch up again after losing an army or base. It also reduce the need for feed reduction on new players.*

- Feed values have been separated from build price. *The amount of pillage gold earned from an object are now based on the targets "feed value" rather than its "build price". This will be helpful for game balance in the long run. In general, the feed values are lower and build prices are higher.*

- Gold Mine feed changed from 0-3 to 2.5 gold. *This value is now constant and will not be altered by time. It now follow the same rules as other feed values and will differ based on pillage as well as the individuals feed percentage. This result in 1-2 gold with (40%-80%) pillage at 100% player feed. Now when it is linked to the newer pillage system it will also account for decimals, meaning that 60% pillage grant you 1.5 gold, instead of a 1 or 2 gold variance.*

Units

- Archer supply increased from 2 to 3. Damage changed from 8 (+4) to 12 (+6). Move speed reduced from 250 to 240. Build cost increased from 20 to 40 gold. Feed 15 gold.

- Hippogryph supply increased from 2 to 3. Damage changed from 8 (+2) to 12 (+3). Health reduced from 50 (+13) to 40 (+8). Move speed reduced from 340 to 280. Cost increased from 40 to 60 gold. Feed 30 gold. Build Time 15 seconds. Require Leadership 6. Built in Tree of War. *Hippogryphs can no longer be morphed from owl scouts.*

- Hippogryph Rider supply increased from 3 to 6. Damage changed from 20 (+7) to 50 (+14). Health increased from 40 (+6) to 80 (+12). Move speed reduced from 300 to 260. Cost increased from 60 to 100 gold. Feed 45 gold. Build time 30 seconds. Require Leadership 8. Built in Tree of War. *Hippogryph Riders can now be built separately, or combined.*

- Ent (Burrowed) sight range reduced from 800 to 400.

- Ent attack range reduced from 128 to 100. Feed 15 gold.

- Owl Scouts supply increased from 2 to 3. Feed 20 gold.

- Scout (Owl Scout) now also reveal invisible units when active.

- Druid supply increased from 3 to 6. Damage changed from 42 (+9) to 42 (+15). All abilities now scale with tenacity levels. Cost increased from 60 to 100 gold. Feed 60 gold.

- Slumber (Druid) has been removed from the game.

- Drain Mana (Druid, Reworked) – Now steal 10-30 mana over 10 seconds. Cost 5 mana. Cooldown 15 seconds. Requirement changed from Druid Training 3 to 4.

- Faerie Fire (Druid) cooldown changed from 15 to 90-30 seconds. Requirement changed from Druid Training 2 to 3.

- Cleanse (Druid) cost reduced from 75 to 40 mana. Area reduced from 200 to 150 range. Cooldown changed to 120-40 seconds.

- Healing Rain (Druid) cost reduced from 100 to 75 mana. Cooldown changed from 180 to 120-90 seconds.

- Watching Owl (Druid, New) – Create an invisible watching owl at the selected point that grant vision over 700 radius for 60-120 seconds. Cooldown 60 seconds. Cost 40 mana. Requires Druid Training 2.

- Sunfire (Druid, New) – Channel for 3 seconds. Enemies within 250 radius are stunned for 4 seconds. A marker will appear when the druid start channeling, which indicates the effect range. Cost 100 mana. Cooldown 120-60 seconds. Requires Druid Training 5. This ability replace Slumber. *The general idea are to create a more interactive skill that are easier to counter, but more punishing when applied.*

Buildings

- Tree of Knowledge (New) Cost 40 gold. Feed 35 gold. *This structure produce Owl Scouts, Ents and Druids. You can also find related technology linked to these units in this structure.*

- Tree of War production and upgrades have been reworked. *It can now produce Archers, Hippogryphs and Hippogryph Riders, as well as related technology.*

- Tech Structures build cost changed to 40 gold. Feed 35 gold. *Applies to Tech Center and Barracks of all variations.*

- Tower model size reduced from 0.75 to 0.7.

- Tower weapon type changed from Magic (Regular) to Magical (New). *They function mostly the same, but the new weapon type are not affected by magic damage reduction or immunity.*

- Magic Tower damage changed from 14 (+4) to 20 (+6). Supply increased from 2 to 3. Build time increased from 15 to 20 seconds. Cost increased from 20 to 50 gold. Feed 15 gold.

- Fire Tower damage changed from 12 (+4) to 21 (+7). Range increased from 450 to 600. Attack speed changed from 0.33 to 0.5. Supply increased from 5 to 6. Build time reduced from 20 to 10 seconds. Cost 30 gold. Feed 30 gold. *Fire towers have been redesigned to use the minimum standard range to make it a more accessible option on multiple base spots.*

- Earth Tower damaged changed from 14 (+4) to 40 (+12). Range increased from 600 to 700. Supply increased from 4 to 6. Build time reduced from 20 to 10 seconds. Mana increased from 0 to 50. Cost increased from 20 to 30 gold. Feed 30 gold. Earth towers can now only attack multiple enemies when "volley" is active. *Earth towers now deal much higher single target damage, but their multi-shot ability have been locked behind an active skill.*

- Frost Tower damage changed from 32 (+16) to 80 (+26). Range increased from 600 to 800. Supply increased from 3 to 6. Build time reduced from 20 to 10 seconds. Cost changed from 10 to 50 gold. Feed 45 gold. *Frost towers have been redesigned to a long-range tower that slow enemies. It will now deal less damage than before.*

- Lightning Tower damage changed from 65 (+24) to 80 (+27). Range reduced from 900 to 800. Supply increased from 5 to 6. Build time reduced from 20 to 10 seconds. Cost changed from 55 to 50 gold. Feed 45 gold. *Lightning towers deal less damage than before and have lower base-range. They have better up-time on their storm strike ability instead.*

- Volley (New, Earth Tower) when active the earth tower can attack up to 4 enemies at once, dealing 100% damage to nearby targets for the next 8 seconds. Cooldown 8 seconds. Cost 50 mana.

- Chill (Frost Tower) slow increased from 2%-10% to 3%-15% move speed reduction. Duration and cooldown increased from 12 to 15 seconds. Cost reduced from 35 to 25 mana. *The maximum slow value per player have been reduced, but since the towers take up less space per supply you may have access to more towers, or multiple tower builders instead.*

- Storm Strike (Lightning Tower) range bonus increased from 300 to 400. Duration and cooldown increased from 12 to 15 seconds. Ability cost reduced from 35 to 25 mana.

Upgrades

- Bird Training has been removed from the game.

- Path of Fire/Earth/Frost/Lightning has been removed from the game.

- Owl Specialist (Level 1) The stealth detection trait has been removed.

- Architecture supply bonus changed from 5/4/6/6/6 to 3/6/6/6/6. Attack range bonus for workers reduced from 50 to 25 on level 2-4. *The new standard is 6/12/18/24/30 available supply per architecture tier.*

- Deep Wounds damage changed from 4 (+1) to 6 (+1) damage. Move speed reduction increased from 2% to 3%. *The damage type has been renamed to "physical armor piercing damage" which mean that it is altered by armor type, but ignore armor value.*

- Tailwind (New, Upgrade) – Unlock the Tailwind ability. This ability increase move speed by 40% for 4 seconds. Cooldown 20 seconds. Cost 200 gold. Require Leadership 6 to learn. *The spell can be used by Hippogryph Riders and Hippogryphs.*

- Nourishment now only increase the life regeneration of blockers and towers.

- Construction has been renamed to Artillery. At level 6 the magic tower build time reduction changed from 66% to 75%. This effect will no longer change the upgrade speed of the other towers.

- Tenacity no longer increase druid mana at level 2/4/6/8. It now also increase the spell levels of Druids and Ent abilities by 1 per rank.

- Druid Training levels increased from 4 to 5. Mana regeneration changed from 0,35 (+0,15) to 0,3 (+0,125). Now also increase druid mana by 0/25/25/25/25 per level. Cost 100/150/200/250/300 gold. Require Architecture 1.

Elf Talents

- Persistence (Talent) has been removed from the game.

- Savior (Talent) has been removed from the game.

- Quicken (Talent, New) – Your next 2 upgrades finish immediately. *This effect only apply to upgrades found in your tech structures. Talent selection will not consume a charge.*

- Natural Bond (Reworked) – Spawn a free owl scout next to your worker. Cooldown 120 seconds. *This effect only activates when at 0 supply and when no visible enemies are nearby. The cooldown begin when any of your owl scouts are killed. The cooldown reset when your worker dies. Owl scouts spawned from this talent will not give gold when recycled.*

- Trickery (Talent) now also reduce resurrection time by 50%. *Moved from Natural Bond.*

- Shatter (Talent) now also increase the workers attack range by 100.

Magic

- Freeze has been removed from the game.

- Fade has been removed from the game.

- Watching Owl has been moved to Druid.

- Refill requirements changed from magic 2/3/5 to 2/3/4.

- Recycle mana cost changed from 25/15/10 to 20/15/10 mana.

- Reverse teleportation no longer grant evasion to the user. *Reverse teleportation will now follow the same rules as the miss system (when enabled). The ability can no longer be used to dodge attacks within hit range and projectile based attacks cannot miss the target.*

- Possess (Reworked) Duration reduced from 6/8/10 to 4/6/8 seconds. Enemies now have their attack rate reduced by 25/40% gradually over the duration and the debuff remain on the target for up to 0/3/5 seconds afterwards. The enemy move speed reduction and mana drain effects have been removed.

- Regrowth (Reworked) Cooldown reduced from 20/15/10 to 9/6/3 seconds. Cost reduced from 40 to 40/35/30 mana. Require 1/2/3 magic levels. When the healing cap are applied you now refund mana equal to the percentage of healing lost. The armor bonus and snare effects have been removed. *For example, if regrowth level 1 that restore 150 life are used on a 75 HP target, it lose out on 50% of it's total healing capacity and will return half of the mana spent, which would result in a 20 mana refund.*

- Disrupt (New) – Interrupt the targets cast or channeling action. Silence the target and reduce move speed by 60% for enemies within 0/0/175 range for 0/1.5/2 seconds. Cost 20 mana. Cooldown 60/50/40 seconds. Require 1/3/4 magic levels.

- Sprint (New) – Increase move speed by 110/150/200% for 0.75/1/1.25 seconds. When active the user cannot attack or cast spells. The ability cannot be used when invulnerable. Level 3 also grant unit walking. Cooldown 30/25/20 seconds. Charges 1/2/2 uses. Cost 35 mana. Require 1/3/5 magic levels.

- Stealth (New) – Turn invisible after 2 seconds delay. The effect is dispelled if an enemy hero come within 500/350/200 range of the caster. Most actions, aside from movement, will also interrupt this effect. Last for 4/5/6 seconds. Cooldown 120/105/90 seconds. Cost 50 mana. Require 1/3/5 magic levels. *This version does not provide unit walking, it cancels when you build a structure and it will probably not be ideal for run-by trapping. But unlike previous versions, you can now move at full speed when invisible.*

- Rapid Fire (New) – Channel for 8 seconds to fire up to 12 projectiles towards the selected point. Dealing up to 6/9/12% of the targets maximum life over the duration. Cost 40 mana. Cooldown 90/75/60 seconds. Require 2/4/5 magic levels. *This ability is primarily designed as a late game option for the elves. Since the early percentage scaling are very low and unlikely to kill the target. However, later into the match this become a powerful option against stronger opponents, a possible finisher, or even a win condition if enough players have access to it.*

Orcs

- The healing ward has been disabled and will no longer spawn in game. *The orcs will now regenerate life automatically if they don't take any damage for 8 seconds. Restoring 4% maximum life per second until they are back at full health. This effect are paused and placed on cooldown if they are damaged while regenerating.*

- Orc players will now spawn on a graveyard before returning to play. *Units are considered as "dead" while staying at the graveyard until they choose to return to play. The purpose of the graveyard are to allow optional death and strategical revives. Since there can be times when immediate resurrection are not ideal.*

- Resurrection Point (Altar) – Orc players can now set their resurrection point by spawning a banner with 3 hit points at the location of an allied orc hero (including your own character). You will resurrect at the banner when you leave the graveyard. If no banner exist, or if the area is blocked, you will revive in the middle instead. The banner can be killed by workers. Cooldown 60 seconds. *This will likely be a temporary solution to give resurrection control for orc players. There are many possibilities to explore here and this variation are not ideal. But I think additional revive points are necessary in this patch, so this is a placeholder for now until better options are discovered, tested and implemented.*

- Orc players now earn gems after collecting 100/300/500 gold. For a maximum of 3 gems. The gems can be exchanged for talents in a new building located close to the altar.

- Orc players are now invulnerable for 3 seconds after returning to the map.

- Morph names are now the same between evolution stages.

- Morph ability cost reduced from 75/50 to 50 gold.

Upgrades

- Armor (Reworked) – Now increase armor by 2 per level for all orc characters. The health bonus still varies between morphs and life values have been slightly adjusted.

- Rage levels increased from 3 to 4. Attack rate bonus changed from 4 (+8)% to 5 (+5)%. Move speed bonus changed from 10 (+15) to 11 (+13). Requires morph level 0/0/1/2.

- Conjurer mana regeneration increased from 0,1 to 0,15 on level 2-5.

- Recover (Upgrade) has been removed from the game.

Orc Talents (New)

- Mending – Regenerate 0.25% of the users maximum life per second.

- Resistance – Reduce the damage taken from spells by 25%.

- Intuition – Alert the user when there are enemy units within 600 range that are outside of your field of view. Cooldown 40 seconds.

- Trail – When in continuous motion, create a vision trail behind you that last for 6 seconds. This effect are placed on cooldown for 10 seconds after taking damage.

- Snare – Your basic attacks reduce the targets move speed by 40% for 3 seconds. This effect does not apply to Elven Workers. Cooldown 8 seconds.

- Recall – Reduce resurrection time by 50% and spawn with 50% of your maximum mana when you leave the graveyard.

Abilities (Conjurer)

- Recover (New) – Channel to restore 20/30/40% of the casters maximum life over 8 seconds. This effect can be interrupted manually by the user at any time or by the enemy to cancel it early. Cooldown 90/75/60 seconds. Cost 50 mana. Requirement 1/2/3 conjurer levels. *This is a reworked and more interactive version of "First Aid" that are easier to counter and without immediate effects. This skill will replace the upgrade.*

- Haunt health changed from 100/500/1000 life to 5/10/15% of the users maximum life. Gold removal changed from 50 to 3% of the mines max gold (at level 3). Haunt will now last forever on gold mines with 1 remaining gold, unless the spirit is killed. *You can now use this ability to more effectively establish map control in the mid/late-game. This change will also function as a soft win condition, as it enable counterable map revelation and building prevention in long games where all mines are empty. At level 3, orcs can choose to trigger this effect "on demand" via gold drain. The elves will have to more actively seek out and destroy the spirits if they want to reclaim lost terrain.*

- Turret level 3 no longer increase attack rate. Cloaking time increased from 6 to 8 seconds.

Tauren

- Tauren move speed increased from 240 to 270.

Witch Doctor

- Dispel has been removed from the game.

- Purge (New) – Cleanse an allied unit and increase its move speed by 20% for 3/5 seconds. Cooldown 90/75 seconds. Cost 30 mana.

- Proxy Ward (Reworked) – Place a ward with 3/5 hit points at the selected location that activate after 4 seconds delay. When active, it restore 0.2/0.4% to 1/2% of the casters maximum life per second to allies within 250 range. The healing effect ramp up over time, but the total healing cannot exceed 150/200% of the users maximum life. The ward last up to 120/180 seconds, but may expire earlier if killed or if the healing cap are reached. The ward can no longer be dispelled. Cooldown 120/90 seconds. Cost 50 mana. *The purpose of this change are to create a more useful, interactive and counterable version of the spell. The proxy ward have a larger healing capacity than before, but may require strategic placement and map control to remain in play. It should also be easier to counter now since the healing is timed and zone restricted.*

Hunter

- Trail has been removed from the game.

- Hunting Party (Upgrade) cost reduced from 75 to 50 gold. Removed the bonus ward mana and improved the effect description.

- Doubleganger (Reworked) – Damage received changed from 10000x/10x to 10x. Damage dealt changed from 50/100% to 0% (+10% per weapon upgrade). Duration changed from 120/180 to 120 seconds. Cost reduced from 50 to 40 mana.

- Imprison (New) – Place a ward that activate after 4 seconds delay. When active the ward become invisible and last for 90/120 seconds. Whenever an enemy worker step on it they are trapped inside a 3/5 HP cage for 40/60 seconds. Imprisoned units are invulnerable, but unable to act. The cage can be killed by allies and enemies, or canceled by the user. Cost 30 mana. Cooldown 90/60 seconds. *Invisible wards can be detected by owl scouts and will die from one worker hit if attacked.*

Inventor

- Vortex (Inventor) channel time reduced from 4 to 0 seconds. Activation delay increased from 0 to 3 seconds.

- Ward (New) – Create a ward at the selected location that activate after 5 seconds delay. Active wards can become Vision Wards, or Dark Wards. The ward will expire in 30 seconds if no option is selected. *This ability replace the previous Vision Ward skill.*

- Dark Ward (New) – Reduce the sight range of enemy units within 2000 range to 400. The ward has 2 hit points and can be killed by workers. This effect does not apply to buildings or owl scouts. Last for 120 seconds. *This is available as a sub-skill in the inventors ward spell.*

- Warp Gate (Reworked) – The spell is now a unit targeting ability that can be used on allied heroes (or self) to create a portal at their location. Cast range increased to 3000. Cooldown increased from 45/30 to 90/60 seconds. Duration increased from 90/120 to 120/180 seconds. This ability now have 2 charges and the cooldown is set to the remaining countdown time of your first charge (if applied). *Portals now remain in play when the caster is killed, but disappear when the owner become inactive. Portals that are about to expire are now visible to allies by a countdown. The spell now allow orc units to bounce when the portal location are set to the middle.*

Shaman

- Lightning (Reworked) – Damage changed from 100% weapon damage to 15/20 (+3 per weapon upgrade) physical damage. It now pierce through ground units, but can no longer harm workers. Cost 20 mana.

- Storm Shield (Reworked) – Activate to become immune to spell damage and block 1 harmful single target ability from affecting the user for 15/20 seconds. Cooldown 75/60 seconds. Cost 30 mana. *The counter effect has been removed and the shield will no longer protect the user from magic type attacks (like towers, druids etc).*

- Firestorm damage changed from 75/150 to 30/50 (+7 per weapon upgrade). Effect area reduced from 300/500 to 300/400. Cooldown reduced from 150/120 to 90/75 seconds. Mana cost reduced from 50 to 40. Reduced the maximum number of meteor spawns per wave

from 8/10 to 5/8 (visual change). Added a marker that more accurately display the effect range. The channel can no longer be interrupted by dispels. *The new damage scaling encourage build investment and will reduce the effect of cheese strategies.*