

# Patch Notes 1.7.5

## Game Settings

- Shared lives have been changed to individual knockouts when players are on their last life.
- Cooperative – Team lives changed from 20/10 to 13/7 for elves/orcs. *Same as before, but the first 12/6 lives are shared and the last life for every player is individual.*
- Added a new trial template to game settings for variety and testing purposes. *This game mode use 1600 Gold Mines, free revives, longer re-spawn times and leaver control is enabled for both teams.*
- Savior (Talent) are now banned from some game templates where it has no effect.
- Renamed “Hardcore” to “Lives” in the game settings menu.

## General

- Map theme was changed from “snowy winter” to a “rainy summer” variation. *This change was made based on your poll votes of the top-rated cliff type and ground texture at the time of implementation. The host can type -rain to enable/disable the weather effects.*
- Fixed an issue with orcs gold sharing that sometimes gave more gold than intended.
- Slightly moved the position of a gold mine on the bottom left team base.

## Orcs

- Lightning (Shaman) search radius increased from 50 to 130. *Lightning will now detect obstacles in a larger area and should no longer pierce through structures as easily.*
- Turrets will now remain in play when the caster morph or is killed. Requirement changed from conjurer level 1/3/5 to 2/3/5. *Knockout will still clear all turrets.*
- Haunt will now remain in play when the caster morph or is killed. *Knockout will still clear all haunts. The blight should now be properly removed as well.*
- Corruption (Level 3) cooldown increased from 0 to 2 seconds.
- Scryer cost reduced from 25/20/15 to 20/15/10 mana.

## Elves

- Fade (Level 2) added a visual sign when the unit become invisible.
- Restore range changed from 200/300/400 to 200/250/300. Level 3 will now remove most debuffs from the target when they are healed.
- Slumber (Druid) cooldown increased from 10 to 40 seconds.
- Stone Blocker health increased from 264 to 277 life.