

Ready to Add

Queen Of Pain 125/0/1100

Q: Deal 150/200/250/300 damage to an enemy and apply a dot for 4/6/8/10 turns for 4 rounds that does 20/30/40/50 damage at the end of each turn round.

W: Teleport to any tile CD 4/3/2/1

E: Orchid: Silence an enemy for 3/5/7/9 turns. At the end of each turn QOP attacks the target. At the end of the silence deal 50% of the damage taken during the silence. CD 25/4/3/2

R: Deal 6400 damage to all enemies in front of QOP lane and push them to the back row if able. CD 2

Upgrade Condition: An enemy hero has died in her lane

Necrophos 150/0/1200

Q: Death Seeker(use the shard ability, not the base Q) Doesn't exhaust Target an ally or unprotected enemy. Heal or deal 200/350/500/800 damage Restores 1 charge every round Whenever necro does 1500 damage or healing gain a charge Max amount of charges defined by E

W: Ghost Shroud Fast ability Necrophos becomes ephemeral for 2/3/4/5 turns. During this time healing and damage done by necro is increased by 25/50/75/100%. Death Seeker makes targets ephemeral when casted under Ghost Shroud for 2/3/4/5 turns CD2

E: **Heartstopper Aura** Passive. Whenever a unit dies in this lane necro gains 75/150/225/300 health. At the end of each of your turns each enemy loses 20/30/40/50 health. Add 1/2/3/4 max charges to Death Seeker

R: **Reaper's Scythe** Stun an enemy. After 2 turns deal damage to that enemy equal to its missing health. If an enemy hero dies under the effect of this ability their death timer is increased to 3 turns. CD2

Level up: 5 Units have died in this lane

In Progress

Windrunner 100/0/1000

Q: Javelin Attack an unprotected enemy for your attack damage + 60/120/180/300 magical damage CD1

W: Powershot Channeling 2 Target a horizontal line of enemies in any lane. After full charge deals 200/350/500/700 damage to all enemies. Deals half damage if interrupted CD2

E: Windrun Move to any empty space in lane or swap positions with an ally. Become immune to attack damage until the end of the round. Becomes fast ability at ability level 3 CD3/2/2/1

R: Focus Fire Target an enemy unit or a structure. Send an attack that is amplified by current level of Javelin every turn until round end CD1

Upgrade condition: dealt damage to 8 different targets

Viper 100/0/1200

Q: Vipers attacks apply a permanent stacking DOT that deals 25 damage at the end of each round and reduces the target's armor by 25. Activate to attack any enemy

W: Apply a poison that lasts until the end of the next round and does 15/30/45/60 damage at the end of each of your turns to all enemies in the lane

E: Viper gains 10/20/30/40% magic resistance. Whenever viper is dealt damage he applies a dot to the attack for 4 turns that does 25/50/75/100 damage at the end of each turn and gives -25/50/75/100 attack for the duration

R: Viper enters into a siege mode, attack target unit or building every turn until the end of the round

Viper 100/0/1200

Q: Vipers attacks apply a permanent stacking DOT that deals 5 damage at the end of each turn and reduces the target's armor by 10. Activate to attack any enemy and apply 2/3/4/5 stacks of Q. Can target buildings. If Viper dies all stacks of Q are removed from all enemies. Cd: 1

W: Apply a poison that lasts until the end of the next round and does 10/20/30/40 damage at the end of each of your turns to all enemies in the lane. Cd: 2

E: Whenever an enemy deals damage to this hero, apply a poison that lasts 5 turns and deals 25/50/75/100 damage per turn. Permanently gain 25/50/75/100 armor.

Passive Ability 5: Hero heals for amount of poison damage dealt

R: Apply a poison to an enemy that deals 150 damage at the end of each turn for 5 turns. During this time they take double damage from all other poison effects. Can target buildings

Dragon Knight 200/0/1200

Breath Fire: Deal 150/200/300/400 damage to enemies in a column and give them -50/100/200/400 attack this round.

Dragon Tail: Stun an unprotected enemy for 4/5/6/7 turns and deal 150/250/400/600 damage to it

E: gain 100/200/300/400 armor and heal 100/200/400/800 health at the end of the round

R: Become a dragon forever. At the end of each turn destroy the enemy tower.

Ogre Magi 200/50/1100

Fire Shield: Create a shield around an ally giving them 10/20/30/40% damage reduction until the end of round. Enemies who deal damage to the ally are dealt 50/100/150/200 damage

Ignite: Apply DOT that deals 50/100/150/200 damage at the end of each turn for 3/4/5/6 turns.

Effectuated enemies have -25/50/75/100 attack for the duration

E: Give an ally 125/250/375/500 bonus damage this round. Can target towers. If a tower is targeted it shoots all enemies during combat.

R: Ogre Magi's spells go off multiple times x2, x3, x4. (Same logic as when multicasted in dota, Stun goes off twice and has double duration, ignite is cast multiple times and can target the same units multiple times, E targets multiple allies)

Level Up Condition: I have casted or been targeted by casts 8 times. (Can level up 3 times)

Zeus 125/0/1000

Q: Deal 100/150/200/250 pdmg to all enemies in the lane CD1

W: Deal 300/400/500/600 pdmg to an enemy or a structure. Damage to structures is doubled. Stun for 1 turn CD2

E: Nimbus Choose any lane. After every 2 turns deal 100/200/300/400 damage to the lowest hp enemy in the lane CD3

R: Deal 350 To enemy heroes across ALL lanes, or deal double that damage to every enemy structure in each lane

Luna 150/0/1200

Q: Instant Deal 150/200/250/300 to any character(including allies) and stun it for 3 turns. Gain 1 charge of eclipse per cast. If the unit dies while under this effect, gain 1 extra charge.

W: Active: Luna attacks an enemy for 25/50/75/100% damage and marks it. Luna's attacks bounce to marked targets for 25/50/75/100% damage if Luna is in the same lane. Can target buildings

E: All allied units in the lane gain 50/75/100/125 attack. Luna gains double this effect

R: Deal 200 damage to every enemy in the lane. For every Eclipse Charge repeat. CD2

Necrophos 150/0/1200

Q: Death Seeker(use the shard ability, not the base Q) Doesn't exhaust Target an ally or unprotected enemy. Heal or deal 200/350/500/800 damage Restores 1 charge every round Whenever necro does 1500 damage or healing gain a charge Max amount of charges defined by E

W: Ghost Shroud Fast ability Necrophos becomes ephemeral for 2/3/4/5 turns. During this time healing and damage done by necro is increased by 25/50/75/100%. Death Seeker makes targets ephemeral when casted under Ghost Shroud for 2/3/4/5 turns CD2

E: **Heartstopper Aura** Passive. Whenever a unit dies in this lane necro gains 75/150/225/300 health. At the end of each of your turns each enemy loses 20/30/40/50 health. Add 1/2/3/4 max charges to Death Seeker

R: **Reaper's Scythe** Stun an enemy. After 2 turns deal damage to that enemy equal to its missing health. If an enemy hero dies under the effect of this ability their death timer is increased to 3 turns. CD2

Level up: 5 Units have died in this lane

Vengeful Spirit 150/0/1100

Q: Stun an enemy for 3/4/5 turns and deal 100/150/200/250 damage to them

W: Deal 125/175/225/275 damage to enemies in a column and give them -100/200/300/400 armor this round.

E: Allied heroes in every lane gain 10/20/30/40% bonus base damage.

R: Whenever Vengeful Spirit or another ally dies summon an illusion of them that lasts until the hero respawns. The illusion can cast spells but takes 200% increased damage. Venge Illusion does not have this ability.

Level up: Vengeful Spirit has died (Makes an illusion of her on her first death)

Windrunner 150/0/850

Q: Stun enemy target for 1 turn. If there's an enemy behind, stun both for 3 turns. CD 4/3/2/1

W: Deal damage to target, deal 25/50/75/100% damage to parallel backrow unit if any (from wind / target pos). CD 2

E: Become attack immune for the next 2/3/4/5 attacks. CD 3

R: Target enemy, send an attack every turn until round end. CD 2

Wraith King

Q: Stun an enemy for 3/4/5/6 turns and deal 75/100/125/150 damage and apply a dot for 2 turn that does 10/15/20/25 damage

W: Wraith King gains 20/30/40/50% life steal, allied heroes in his lane gain half this effect.

Whenever an enemy dies in this lane gain a charge. Activate to summon x/0/x skeleton mass where x is 100 times the number of charges. Skeleton mass has attack equal to its health. Max 2/3/4/5 stacks

E: Attack an unblocked enemy for 125/175/225/275% damage Cd 2

R: When Wraith King takes lethal damage he comes back from the dead. Resets cooldown on all abilities and is unexhausted.

Alchemist

Q: Fill the lane with acid until the end of the round giving all enemies -100/200/300/400 armor. At the end of the round all enemies take 100/200/300/400 damage

W: Channel until reactivated or for 5 turns: On activation deal 150/250/350/450 damage. For each round channeled stun for 1 turn, on full channel stun until the end of the round. If the channel ends it explodes dealing 1.5x the damage to all adjacent units. And stunning them until the end of the round

E: Whenever an enemy dies gain 2/3/4/5 gold and increase this value by 1/2/3/4 until the end of the round.

R: Gain chemical rage, a buff that lasts 5 turns. At the end of each of your turns he gains 150 life and attacks his combat target

Level up: You have gained 30 gold.

Axe 150/0/1300

Q: Taunt adjacent enemies for 2/3/4/8 turns. At the end of each of your turns they attack Axe.

Axe gains 200/300/400/500 armor until the end of the round. CD 3/3/2/2

W: Debuff an enemy until its combat target dies. At the end of each round that enemy loses 100/150/200/250 health. Affected enemies have -50/75/100/200 armor and Axe gains that amount of armor. CD 1

E: Whenever Axe is attacked he deals 75/125/150/250 pure damage to adjacent enemies

R: Kill an unblocked enemy with less than 400 health. On kill unexhaust Axe and give all allies in this lane +100 damage until the end of the round. R has no cd on kill

Level up: I have been attacked 10 times

Tidehunter 150/0/1450

Q: Deal 150/250/350/450 damage and give -50/100/150/200 armor

W: Gain 75/150/225/300 armor. Whenever Tide takes more than 400/300/200/100 damage he is purged

E: Deal attack damage +50/100/150/200 damage to adjacent enemies. Reduces affected enemies attack by 50/75/100/125 until the end of the round. For every Empty adjacent column, Tidehunter deals this damage to the tower.

R: Blink anywhere and cast Ravage. Stun all enemies in the lane for 4 rounds and deal 250 damage to them.

Level up: I have destroyed the enemy tower.

Mars: 150/0/1500

- 3CD: Point Target: Spear of Mars: Mars launches his legendary spear at an unprotected enemy, dealing 75/150/220/300 damage and moving the unit backrow if possible. If target is already in backrow, stun it until end of round.

- 2CD: No Target: God's Rebuke: Deal 125/150/175/200% critical strike to all adjacent enemies, pushing them backrow if possible.

- 4/3/2/1CD: For the next 3/4/5/6 turns whenever an ally is targeted by an ability that ability targets Mars instead. He gains 10/20/30/50% damage reduction for this time. (Channeled abilities that go off target Mars)

- 5/4/3 CD: Arena of Blood: Create an arena that can't be bypassed by any means, no one can get in or out. Last 3 rounds. Whenever an enemy moves they take 150 damage. During this time Mars can cast his other abilities as much as he wants

Level up: enemies have moved in this lane 5 times

EarthSalamander designed heroes:

Brewmaster: 150/0/1400

- 2CD No Target: Thunder Clap: Slams the ground, dealing 200/300/400/500 damage and granting quick strike in combat phase
- 3CD Unit Target: Cinder Brew: Drenches enemies in the lane in alcohol. When they take magic damage ignite them, dealing 100/200/300/400 damage (debuff removed on spell damage taken). Does not exhaust
- 2CD: Self Target: Drunken Brawler: Gain 25/50/75/100% physical damage reduction until the end of the round. Brewmasters next attack does 125/150/175/200% bonus magic damage
- 3CD: Primal Split: Splits Brewmaster into elements, forming 3 specialized warriors, adept at survival, each with their own abilities. If any of them survive until the end of the round, the Brewmaster is reborn. Brewlings attack damage is Brewmaster attack damage / 3 on cast.
- Storm: Cyclone: Send an ally or enemy in the air for the next 4 actions.
- Earth: Sends a projectile dealing 100/200/300 damage, stun on impact.
- Fire (heed my call): Immolation: Adjacent enemies take 50/100/150 damage on every action think.
- Note: Earth brewling appears at Brewmaster location without being able to choose, unlike Storm and Fire spirits. The return order in case a brewling dies is Earth, Fire, Storm. Both Storm and Earth brewlings are placed on the board, and the ultimate requires at least 2 empty grids to be cast. So while this ultimate is pretty strong, it requires a lot of space to be cast.

Dawnbreaker: 150/0/1600

- 2CD: Self-Cast: Starbreaker: Deal attack damage + 40/60/80/100 damage 2 times, the last hammer hit deals attack damage + 80/120/160/200 to adjacent enemies. Physical damage which benefits from orb modifiers such as critical damage or lifesteal. If Dawnbreaker cast the ability in backrow, move her frontrow if empty.
- 1CD: Point Target: Celestial Hammer: Launches her hammer to any grid in the lane. If there's an enemy on the target grid, deal 50/100/150/200 damage. Moves Dawnbreaker to the closest empty grid.
- Passive: Luminosity: After 3 attacks, Dawnbreaker charge her next attack: deal 120/140/160/180% critical damage and heal adjacent allies for 30/40/50/60% of the damage dealt.
- 3CD: Point Target: Solar Guardian: Teleport to any ally hero on the map dealing 200/300/400 to adjacent enemies and stun for 1/2/3 turns when landing, moving Dawnbreaker to the closest empty grid.

NOT COMPLETED

Kunkka

Q: Channel 1 Stun enemies in a column for dealing 150/200/250/300 damage to them.

W: 3 turn cd: Attack an enemy and deal 100/150/200/250% of Kunkkas damage to all other enemies in the lane.

X marks the spot, Fast: Teleport any unit up to 5 tiles away. Teleport them back after combat

Ghost Ship passive: after killing 5 units summon a ghost ship at the start of the next turn

Silencer

Q: Curse enemies in this lane for 3/4/5/6 turns. At the end of each turn they take 50/75/100/125 damage. Whenever an effected enemy casts a spell increase their duration by 2/3/4/5 turns.

W: Silencers attacks do 50/100/150/200 bonus pure damage

E: Attack an enemy

R: Silence all enemies for 3 turns.

Centaur 200/0/1750

Q: Stun adjacent enemies for 2/3/4/5 turns and deal 100/150/200/250 damage to them

W: Centaur deals 100/150/200/250% of his attack damage to himself and adjacent enemies

E: Retaliate 100/200/300/400

R:

Life Stealer 250/0/1200

Q: Become magic immune for 2/4/8/16 turns.

W: Deal bonus damage and gain health with each attack

E: (Open Wounds)

Storm Spirit

Q: Chose an empty ally tile in this lane. Move to that tile and drop a spirit remnant on his current tile. The remnant has 100 health and on death deals 150/250/350/500 damage to adjacent enemies. CD 1

W: Stun an enemy unit for 2/3/4/5 turns and deal 75/125/225/300 damage to them at the end of each turn

E: Whenever SS casts a spell he gains 50/100/150/200 damage until the end of the round. This damage is dealt to all enemies

R: