

Darkest Dungeon Revised

(From beta to release to post-release)

Patch Notes History

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Patch 1 (Update from DD Reforged 1.3.7 Final Version)

Features

- The terrain now actively changes depending whichever room the group enters. It used to be exclusive to the Ice/Snow Room.
- Toxic Pathfinder has been reworked. The boss now summons portals which teleports his projectiles. The boss no longer explicitly 1-shots, but the damage is still high.
- The Fountain now offers two different consecrations: the regular one and a lesser one. The lesser one is cheaper but affects limited curses.
- The Executed skin for Executioner has been replaced by the Blackhand skin, which comes with imported voice lines. Skin prices have been updated accordingly.
- Added the Baron skin for Death Knight.
- Added two new talents for Ancient Guardian.
- Added the Chosen by the Light talent for Priest.
- Added the Fervor talent for Legionary
- Added the legendary skin Razim the Bloodhunter for Hunter, with the ability “One Last Hunt” which replaces Searing Strikes.
- The legendary skin Ethelred the Templar for Priest has been reworked to be strength-based and has received the ability “Only a Man” which replaces Mantra Healing.
- Added the legendary skin Damasus the Damned for Priest. Featuring unique visual effects and voiceover.
- Added three more cursed items and consecrated variants.
- All new skins have unique dialogue in cinematics.
- The End-of-Game event now has more interactive choices.
- Added a curio interaction for The Broken King.
- Added a curio interaction for The Shady Merchant.
- Added a curio interaction for The Pitiful Child.
- Added a curio interaction for the Fiery Soul.
- Added a curio interaction for The Fallen Hero.
- Added the Damned enemy room with four new enemies and one old one.
- Added the Abyssal enemy room with two new enemies and one old one.
- Added three new curio icons to replace old ones.
- Death Knight/Zealot Knight’s Bind the Soul/Strike the Unholy talents now increase the souls’ damage instead of increasing the attack’s damage.

Balance

- The Dreamer's Eyestalk deal less damage and have reduced range. They now have a chance to cast sleep with their attacks.
- Spiders summoned by Widow's Pendant attack slightly faster.
- Floor Boss Jaina's ice shots deal slightly less damage.
- Floor Boss Ancient Necromancer deal slightly increased damage.
- Floor Boss Guardian deal reduced damage on one of his attacks.
- Floor Boss Naga Queen's Torrent attack damage is higher early but scales less harsh.
- Frost Dragon's ice balls now deal the correct amount of damage.
- Chaos Warlocks can now be hit by most hero spells. Their armor and health has increased.
- The Collector can no longer use Collect Call during the first 10 seconds of the battle.
- The Salamander's Fireball is twice as large.
- Lost Cleric's Raise Champion ability cooldown has been increased to 32 seconds from 20.
- Gladiator's Eldritch Prowess has been updated. It will activate more often but deal less damage.
- Shadow's Throwing Knives' AoE has been increased by 25%.
- Shadow's Throwing Knives now inherit the critical chance and crit damage from Dusk Walker.
- Priest's Smite talent has decreased mana cost and cooldown.
- Hunter's Brotherhood can no longer be used on enemy heroes.
- Legionary's Order of the Phoenix ability has a lower affected angle but 5% extra damage reduction.
- Legionary's Flame Shield now costs 15 mana at all ranks.
- Legionary's Cleansing Blade now heal for 2/3/4/5/6% of Legionary's maximum health instead of a percentage from the damage dealt.
- Death Knight/Zealot Knight's Q abilities now cost 15 mana.
- Death Knight/Zealot Knight's Overflowing X/Y talents now provide 25% shield increase from 50%.
- Executioner's Phantoms of the Past now costs 10/15/20/25/30 mana from 0, and its cooldown has been changed to 40/37/34/31/28 from 35 at all ranks.
- Dragon Bow's stun effect has been reduced, significantly against heroes.
- The Self-Immolation ability now deal three times as much damage (18 from 6).

- The Shoo Away Kid curio interaction now has a 33% success chance instead of 25%.

Quality-of-Life

- Red player will now choose whether to accept the final challenge or not, if the player amount is fulfilled.
- The Crossroads now require all players to move to the arrow before the room will change.
- The Crossroads has been updated to provide more space.
- The curio descriptions in the Crossroads have been updated.
- Flavortext and descriptions for certain curios and interactions have been updated.
- The Purification Well has been renamed to simply Fountain and received a new visual.
- The Holy Chapel has been renamed to simply Chapel and has a larger radius.
- The Fallen Hero has received new visuals.
- Certain item models have received different colors depending on their effect.
- Consecrated items are now much harder to destroy.
- Updated the descriptions of certain talents, abilities and hero skins.
- Updated the text that appears at the end of game.
- Maw Inquisitor (Jailor skin)'s attacks now have an arc.
- Maw Inquisitor's model has been updated with attachment points.

Fixes

- The Dreamer's functionalities are now restored.
- Voidgazer Soheir's attacks are no longer massively displaced.
- Fixed an issue caused by a Blizzard updated, causing several enemies' projectiles to become incorrect sizes.
- The Collector will no longer summon too many heroes.
- Executioner's Splitting Blade properly adds extra damage.
- Mystic's Light and Darkness now has an accurate AoE indicator.
- The following heroes have received better functionalities for PvP fights: AG, Executioner, Shaman, Archer, Jailor, Gladiator, Sniper, Minotaur, Priest, Death Knight, Legionary.
- Shadow's abilities have their proper positions now.

- Fixed an interaction where Warlock's double-attack would not work for Dreadlord Jaina and Hin Onde skins.
- Naga Lord skin for Legionary will no longer miss its icon.
- Ancient Guardian's Spiked Back no longer affects all angles.
- Ancient Guardian's talent From the Depths now has the correct icon.
- Executioner's Bleed now properly doesn't damage bosses, and the damage dealt counts as the Executioner's own damage.
- Warlock's Demonic Form talent has been optimized and will no longer provide an infinite duration.
- Fixed a cinematic bug with Hin Onde and the Maw Inquisitor.

Misc

- Cleaned up unused assets for Sniper.
- Heroes will now use quips about half as much and no longer while using potions.
- Cleaned up The Forgotten's ability.
- Switched places on Hunter's abilities Searing Strike and Rampage.
- Ancient Guardian's Spiked Back no longer affect bosses.

Patch 2

Fixes

- Fixed an issue causing the size of the borders of the main area to be incorrect.
- Fixed an issue where the Damned enemy room would create an infinite number of Crowns of Tranquility.
- Fixed an issue where the Priest would receive a shield upon casting a spell without the proper talent.
- Fixed a bug where the wrong Imp would be spawned in the Abyssal room.
- The Abyssal's damage aura will have a visual alongside their damage. This will be improved in the future.

Patch 3 (Hotfix)

- Fixed a bug which prevented movement to Right (West) rooms.

Patch 4

Fixes

- The enemy Crown of Tranquility from the Damned enemy room should now function properly and should no longer reappear on different units.
- Fixed a bug where Loathing wasn't properly applied to certain enemies. This will also prevent a specific memory leak.
- Demonic Incarnation talent for Warlock has been temporarily disabled because of a serious bug.
- The damage dealt from Self-Immolation now appear on the damage scoreboard.
- Legionary's Knight of the Phoenix Order (E) has an updated description to match its previously changed values.
- Gift of Greed (curio) now properly cost 0 gold.
- Updated the Trap Room zones near the arrows to make it easier to move forward.
- Priest's Chosen by the Light talent should now properly trigger.

Patch 5

- The Curio area has been updated to improve movement.
- Changed the name of the forces and the Dungeon's computer players.
- Drive Out the Nightmares curio option will no longer let the players keep the item.
- Toxic Pathfinder and Guardian floor bosses now have inventories for Cursed and Consecrated items again.
- Updated a cinematic to fix an issue impacting dialogue.
- Shaman's Lightning Prison talent now lasts 1.5 seconds from 5 seconds against heroes.
- Hunter's Ensnare talent now lasts 2 seconds from 4 against other heroes.
- Updated an incorrect description with Chosen By the Light talent for Priest.
- Razin the Bloodhunter's name is now correctly displayed.
- The Red player will now have some breathing room before making a decision after the final floor boss has been slain.
- Fixed an issue where heroes could damage each other in a certain situation.
- Damned Soul's base health has been decreased by 15.
- Damned Priest's base health has been decreased by 5.
- The Forgotten's base Health has been increased by 100.
- Toxic Pathfinder's base health has been increased from 2000 to 5000.
- Fleshrender's base health is increased by 25.

Patch 6

- Updated the Crossroads area to allow better movement (again).
- Added the -crossroads command for the Red player which temporarily makes it easier to move away from the crossroads.
- Empty rooms will now provide a scaling amount of EXP. It's much less at the start but evens out at 10 rooms. Afterwards the heroes will benefit from the change.

Patch 7

Balance

- Poison Spikes talent has been buffed and rewritten.
- Updated Apparition's effect and description.
- Fleshrender has slightly increased health and base damage.
- Soulhounds are much faster and have a tiny increase in base health.
- Damned Souls have decreased health and slightly increased base damage.
- Ghosts gain 25% more damage from scaling.
- Collected Executioner has much less health.
- Black Knights have faster movement speed and base health.

Fixes

- Golden Endless Mix now has its proper sell value.
- Fixed a bug with the A Good Gesture curio interaction which made the effect last for longer than intended.
- Fixed a bug with the Rest Up curio interaction which prevented the heroes from receiving their effect.
- Fixed a bug preventing Jailor's Sharping Resolve from activating.
- Clarified the description of Jailor's Aerodynamic talent for rare cases where it would not work.
- Fixed a bug causing the talent Tempered Organs to act weird.
- Fill Up a Vial curio option will now always appear every time the group visits a fountain.
- Fixed a bug where Warlock's Tormenting Fire talent would have a reverse effect.
- Fixed the bug causing the Dreamer to not have his entrance nor use his abilities correctly.

Misc

- The terrain in the Ice enemy room will now disappear like different special room terrain.
- Replaced the Zealots' old Zealot Shield with a new one to allow them to be Loathing at the same time.
- The Dreamer's Tentacles have updated targeting.
- Small update to the Damned Priest script.
- The Forgotten attacks faster and has slightly increased base health.
- The Prelate of Darkness has slightly increased base health.
- Flenser's base health has been slightly decreased.
- Updated Issia the Blighted's skin with a newer version.

Patch 8

Fixes

- Fixed a bug causing Warlock's Searing Fire talent to crash the game. The talent should work properly now but it does not count the extra damage dealt as the Warlock's damage.
- Fixed a bug causing the Zealots to gain an increasing amount of armor without losing it. They now properly have their Zealot Shield as intended.
- Fixed a bug causing the Damned Priest to not give shields to Damned Souls and Burdens of Life.
- Demonic Incarnation talent for Warlock has been updated and returned to availability.
- Fixed an issue causing the Rest Up curio interaction to not provide an increase in hero level.

Balance:

- The critical chance from Jailor's Sharp Resolve talent has been decreased to 30% from 40%.
- The critical chance from Executioner's Warrior talent has been decreased to 30% from 40%.

Patch 9

Balance

- The Abyssal has lower damage but is tankier.
- Maw Eye is slightly faster.
- Zealot Shield (enemy) lasts 0.3 seconds longer to take cast animation into account.
- The Zealot, Absolver and Sanctifier enemies deal less base damage. Their scaling is the same.
- The Dreamer has 200 less base health.
- Death Elementals have 10 extra base health.
- The Prelate of Darkness' illusions have a 7% extra chance to spawn.
- Enemy Bleed damage now increases based on the amount of rooms passed.
- Hostile Fire Damage now deals 2 base damage and scales based on the amount of rooms passed.
- Reapers are slightly tankier. Reaper and Colossi's teleportation effect has been clarified.
- Mystic's Call from Beyond now has 20% chance of occurring instead of 10%.
- Martyr's Sword now provides 4 Health regeneration. Eternal Guardians' Sword's Health regeneration has been increased to 8 from 6.
- Foolish Wizard's Ring now provides 40% Mana Regeneration. The Grand Wizard's Authority now provides 80% Mana Regeneration instead of 75%.
- The AoE of Gladiator's Forbidden Protection has been increased by 50%.
- The damage scaling of Death Knight/Zealot Knight's Haunted Weapon/Blessed Weapon has been increased to 25/40/55/70/85 from 20/30/40/50/60.

Fixes

- Warlock's Demonic Form no longer lasts indefinitely.
- A Good Gesture curio interaction will now properly re-enable the Health and Mana freeze.
- Fill Up a Vial will always be available in the Fountain after the Floor Boss is killed.
- Fixed a bug which could cause the Vampire Lord's quest line not to provide the proper reward.
- Minotaur and Herald's Totem/Watcher and Multicast abilities now inherit their passive spell damage bonus. The shockwaves from Totem/Watcher now scales with the Minotaur's level.

Patch 10

New

- The Ancient Guardian's Impale ability has been removed and replaced by the Ancient Plague ability (brand new). Spiked Back has been moved to the (E) slot.
- The Gladiator's Forbidden Protection ability has been replaced by Ink-Pumping Frenzy (previously a talent). Vulgtmoth the Ascended still has the Forbidden Protection ability and can learn the Ink-Pumping Frenzy talent.

Balance

- The enemy fire damage scaling has been decreased.
- The Salamander's Fireball damage calculation has been reworked.
- The Ice Elementals' damage-over-time scaling is much lower, and their armor has been lowered. Their base health has been increased to compensate.
- Revenants now have a high base armor.
- Lost Clerics have less health and base damage.
- Damned Soul has received a tiny increase in health.
- Chaos Orcs have slightly increased health.

Fixes

- The Templar ability Only a Man now scales properly and has the correct buttons.
- Fixed a bug where the proper bleed damage wasn't displayed.
- The Pitiful Child's Treasure will now always provide its bonuses.
- Fixed a bug causing Sniper's Optics ability to provide less range than intended.
- (Probably) Fixed a bug where the Warlock could permanently enter Demonic Form in a very specific situation.

Misc

- The 'A Good Gesture' curio option has been temporarily removed.
- When the Dreamer spawns, the water will now be easier to see through on Classic graphics.

Patch 11

Balance

- Mystic's Teleport talent has cooldown reduced to 10 seconds from 20.
- AG's Spreading Plague ability now deals 35/40/45/50/55% damage instead of 30/40/50/60/70. Removed the visual effect for hit heroes.
- DK/ZK's Haunted/Blessed Weapon damage has been lowered to 30/40/50/60/70% from 25/40/55/70/85%.
- Gladiator's Embrace Insanity cooldown has been lowered from 180 seconds to 90 seconds.
- Gladiator's Ink-Pumping Frenzy has its mana cost decreased from 75 to 50.
- Revenants' armor has been decreased to 3 from 6.
- The Abyssal's damage aura has been updated to proc less frequently and now scale in damage.
- The DoT caused by Ice Elementals is twice as high. *This should prevent instances of negative damage.*
- Sniper's Optics ability has been decreased to 100/200/300/400/500 from 150/300/450/600/750.

Fixes

- All known bugs associated with Warlock's Demonic Incarnation talent have been fixed.
- Chosen by the Light will only activate when an ability is fully cast.
- Damasus the Damned will now have its proper visual effects. Its Crown of Tranquility will now properly disappear.

Misc

- The Eredar and Dreadlord Jaina skins for Warlock have received updated prices.
- Removed an old and unused asset.

Patch 12

<File exists, patch notes are missing>

Patch 12.1 (Hotfix)

Fixes

Reverted the Abyssal's new functionality and restored its previous damage aura. The Abyssal will no longer crash the game.

Patch 12.2

Reverted

- Abyssal's fire aura update to prevent crashing.
- Death Knight/Zealot Knight Haunted Weapon/Blessed Hammer nerf.
- Ice Elemental's damage scaling changes. It's now only based on the attack's damage again.

Balance

- Death Knight and Zealot Knight's Overflowing [] talents now deal a third of the shield's damage instead of half.
- Death Knight and Zealot Knight's Haunted Weapon/Blessed Hammer now only applies on auto-attacks.
- Banish the Undead's negative effect now has a 4% chance to occur when you enter a enemy room/crypt. The Banished Hero has become even stronger.
- Offer Help curio interaction (formerly Ask to Help) now has a downside. Be careful on your next run.
- Damned Souls' attacks have a lower range buffer.
- Chaos Warlocks have a slightly higher base attack.

Fixes:

- All heroes will now have an exact amount of attack damage. This increases every hero's average damage by 0.5.
- Mystic will no longer have a higher varying amount of attack damage.
- Some assets such as icons and models will no longer be missing.

Patch 12.3

<File exists, notes are missing> *It likely turned into patch 13.*

Patch 13

New

- Corruption Modifier Stolen Magic has been replaced by Dreadful Presence (new).
- Corruption Modifier Abominable Bones has been added.

- Corruption Modifier Blackened Mind has been added.

Balance

- Awakened's Poison (E) has been changed from 100% extra damage to 50%.
- Ancient Guardian's (W) Spreading Plague implosions have been decreased to 2/3/3/4/5 from 3/4/5/6/7, and damage lowered to 30/35/40/45/50% from 35/40/45/50/55%. Removed visual hit indicator.
- Shadow's Throwing Knives (Q)'s range has been changed from 500/600/700/800/900 to 700/750/800/850/900.
- Shadow's Sea of Blood talent now only increases the damage dealt from Cloak and Dagger by 50% instead of 100%.
- Corruption Modifier Diabolical Haste provide twice as much movement speed.

Fixes

- Death Knight and Zelaot Knight's Haunted Weapon/Blessed Hammer will now properly activate. It will not activate off Self-Immolation.
- Ancient Guardian's From the Depths talent works properly now.
- Jailor's Justice talent now provides the correct buff to affected enemies.
- Corruption Modifier Boundless Depravity and Reconstructing Organs now have accurate descriptions.

Misc

- Self-Immolation no longer counts as the Hero's damage.
- Sniper's Optics ability has been updated. Its description is now correct and it now provides a 2% chance to miss on every attack for every 100 units of distance between him and the target.
- Points progression has been updated. Every 10th room cleared will provide 1 additional point. Meanwhile certain interactions that provide points will either provide less or nothing. Beating bosses provides the same as before.

Patch 14

New

- The Abyssal now strikes all heroes with a fire explosion every 6 seconds.

- Cultists' Heal ability has now been recreated as a script for scaling purposes. It will also display the amount healed.
- Sniper's W ability (Optics) has been entirely reworked.

Balance

- Prelate of Darkness has lower damage scaling in exchange for a higher base health.
- Increased the splash damage AoE of The Forgotten.
- Damned Soul now provides less EXP since it's a common summon unit.
- The Doom Lord now summons Elite Doom Guards which are stronger, faster and tankier than the original variants. They provide less because they count as adds.
- Sniper's Crystal Explosion talent now deals three times as much damage instead of twice as much.
- Sniper's Movement Speed has been decreased to 260 from 270. Other AGI DPS still have 280.

Fixes

- Reverted the linear point progression to properly enable enemy ability scaling again.
- Player leaving message will now have proper formatting.
- The Doom Lord will now cast Sleep more consistently and will always target the closest Hero.
- Returned the Sleep visual to the Dreamer Eye's special effect.

Misc

- Reduced the collision size of the small tentacles.
- Updated two specific interactions to be more cruel :)

Patch 14.1 (Hotfix)

Fixes:

- Obsessed will no longer cast sleep and cause lag.
- Cultist's Healing value will now be green instead of red.

Patch 15

Sniper

- Dodge (Q) will now reset the damage bonus from Optics. The description has been updated to reflect this change.

- Optics (W) tick rate has been changed to 1.4/1.25/1.1/0.95/0.8 from 1.4/1.2/1/0.8/0.
- Scorched Earth talent now deals 100% of AGI instead of 75%.

Minor hero rework: Gladiator

Q and E now receive bonuses every 5th Hero Level.

- Eldritch Prowess (E) now has a constant 20% chance to critically strike.
- Ink-Pumping Frenzy (W) now provides attack speed and movement speed instead of DR. Its cooldown is now flat 18.
- Beckoning Force (talent) now deals 75% extra damage instead of 100% extra.

New

- Ambitious Blade has been added to replace Thief's Dagger.

Balance

- Floor Boss Health scaling has been decreased by ~18%.
- Queen of Snakes, Medivh, Doom and Ancient Necromancer have their base health increased by 1000. Flame Champion's base Health has been increased by 2000. //This is to make early boss-rushes harder, since multiple bosses now deal scaling damage.
- Ancient Necromancer's Haunted Ziggurat deals 5 more base damage.
- Toxic Pathfinder's projectiles deal 50 less base damage, and they push heroes further.

Fixes

- Fixed a bug where multiple heroes could be provided if the player double-clicks
- Fixed a bug causing From the Depths talent not to work with Ancient Tunnels.
- Fixed situations where the Warlock would lose curio abilities because of Demon Form.
- Eon Amulet will now always work.
- Some text formatting will look more pleasant (e.g. repick).
- Updated regions in the Crossroads to make it more consistent.

Misc

- Huge Axe now has a 20% chance to trigger instead of 10%. //This was already in effect, just went undocumented.
- Thief's Dagger has been removed.
- Hunter's Searing Strike talent has been disabled.
- Archer's Homing Arrows talent has been disabled.
- Points for passing every 10th room has been re-enabled.
- Legionary's W has been nerfed in PvP.

Patch 15.1 (Hotfix)

Balance

- Gladiator's base intelligence is 5 higher while Agility is 5 lower. This does not affect the Ascended skin.

Fixes

- Demonic Incarnation talent for Warlock has temporarily been disabled.
- Gladiator will no longer receive an extra ability. Tooltip will only occur for level 5, 10 and 15.
- Ambitious Blade will no longer appear as a bonus to every unit. The item ability now has a description.
- Added an ability representation for the King's Champion.

Patch 16

New

- Added the Alexstrasza skin for Mystic.
- Executioner's ability Bleed (W) has been replaced by the Harrowing Cut ability (Q), and Phantoms of the Past (previously Q) has been moved to the (W) slot.

Balance

- Silence can no longer affect invulnerable targets.
- Sniper's base attack range has been increased by 200, pushing it to 800 in total. To compensate, his base attack damage is reduced to 0 from 20.
- Updated Maw Guardian's ability. It will now be consistently cast regardless of the players' actions. Cooldown has been increased to 36 seconds from 18.
- Chaos Warlocks' healing-over-time is now scaling based on rooms, and occur every 0.5 seconds instead of every 1 second. Its duration is increased to 10 (the same as cooldown).

Fixes

- Demonic Form has been remade from the scratch up, it should function the same but better.
- Fixed a bug causing the Ancient Hero's Blessing to not have any effect.
- Bleed damage will no longer be considered self-damage.
- Sniper's skins will no longer have higher MS than the base skin.

Patch 17

Balance

- Cultist Healing cooldown increased to 4 seconds from 3.5 seconds.
- Lost Cleric base health has been decreased by 10.
- Warlock's base attributes have been rebalanced.
- Warlock's skins no longer provide different attributes. Varimathras and Jaina skins still somewhat change their roles with different small changes.
- Warlock's Gate of Dumah (W) now scales with Hero Intelligence and Ability Level.
The level 1 duration is the same.
- Gladiator's Ink-Pumping Frenzy (W) has been updated (again). It now provides Attack Speed and a shield.
- Endless- and Golden Endless Mix' cooldowns are now 45 seconds down from 55.

Fixes

- Fixed a bug causing the new Demonic Form to always enter a permanent state.
- Ink-Pumping Frenzy buff now has the correct icon.
- The Dreadful Presence corruption modifier will now give the Heroes the correct buff.

Misc

- Dropping and picking up Eternal/Endless items will now put them on cooldown.
- Each Floor Boss can now only appear once every game.
- Lost Clerics now use the same scaling heal as Cultists. However, they use it with 10 second cooldown.
- Oppna Sogen no longer provides a thorn aura, it instead provides high damage reduction against Poison.
- Updated the displayed abilities in the Hero Pick-screen. It should now display the correct newer abilities.
- Vulgmoth the Ascended (Gladiator skin) now uses the Ink-Pumping Frenzy ability instead of Forbidden Protection.

Patch 18 (Archer update)

New

- Added the High Priestess skin for Jailor (900 points).

Archer semi-rework

- Archer's Frost Nova has been remade from the ground up.
- Archer's Arrow Burst has been replaced by Guardian Spirit (E) which calls forth the hero's primary ability (Q) every Nth attack.
- Archer's Arrow Burst talent has been replaced by the Synchronization talent.
- Archer's Ice Power talent has been replaced by the Biting Cold talent.
- Voidgazer Soheir's Arrow Burst has been replaced by Guardian Spirit.
- Voidgazer Soheir's attacks are now launched quicker.
- Voidgazer Soheir now has access to the Bow Mastery talent.
- Voidgazer Soheir no longer has access to the Ice Power or Biting Cold talent.

Executioner rebalance and QoL

- Executioner's Haunting Phantoms talent now last 5 seconds.
- Executioner's Warrior talent's critical strike chance has been decreased to 25% from 30%, but now also applies to the Harrowing Cut (Q) ability.
- Executioner's Harrowing Cut now deals a base damage of 5/10/15/20/25 as well as the percentual STR damage. Its mana cost has been increased to 13/16/19/22/25 from 12/14/16/18/20.
- Executioner's Phantoms of the Past now costs 5/15/25/35/45 from 10/15/20/25/30

Fix

- Awakened's Level 5 Poison (E) now displays the correct value.

Patch 19

Balance

- Cultist's healing cooldown has been increased by 2 seconds.
- Cultist/Lost Cleric's healing has been reduced by ~17%.
- Lost Cleric's healing cooldown has been increased by 2 seconds.
- Maw Guardian's Speed Buff lasts 3 seconds down from 4.
- Maw Eye's base damage is 4 higher.
- Haunted Ziggurats (Ancient Necromancer) have 30 more base health and 2 more base armor.
- Prelate of Darkness' armor has been increased from 0 to 3.
- Elder Necromancer's movement speed has been increased from 140 to 200.
- Collected Shadow, Priest, Minotaur and Death Knight have lower damage scaling.

- Forgotten Summoner damage base damage has been lowered to 15 from 50. Scaling damage has been increased by 1 .
- Skeleton Lord's base damage has been increased to 35 from 30.
- Skeleton Lord's Health has been increased by 100.
- Meatwagons' attack cooldown has been increased by 2 seconds.

Fix

- Cultist's Health has been lowered to the intended amount.
- Fixed High Priestess and Alexstraza's voicelines. They're now 3D.

Patch 19.1

Balance

- Abyssal's Fire Pop damage scaling is increased by 50%.

Fixes:

- A couple scripts are updated, which should result in smoother enemy actions. This affects the Collector and the Doom Lord.

Patch 20

Balance

- Jailor's Strength has been increased by 2. Agility has been decreased by 2.
- Jailor's Sharp Resolve bonus damage has been decreased to 50%.
- Shadow's Cloak and Dagger jump amount scaling has been halved, but the base amount has been increased by 3.
- Hunter's Searing Strike (Q) self-damage is now 10% of his current health instead of flat 10 (description previously said 30).
- Hunter's talent Sanguine Passion will now properly deal extra damage to the Hunter instead of the enemy.
- Damasus the Damned now has more attachment points, but they're really scuffed. *It's beyond my expertise.*
- Awakened's Healing Power now has a short delay before it starts. *This change is temporary.*
- Awakened's Self-Heal now applies instantly to the Awakened. *This also means that it can stack.*

Fixes

- Updated some curio descriptions in the Crossroads.
- The One of Them item now has a unique description.
- Updated the spawn logic behind the Undead Hero after Banish the Undead has been used.
- Updated information on the Hero Pick screen that was inaccurate.
- One Last Hunt (L. Hunter) now has an accurate description.
- Updated Haunted Dice and Blessed Dice probability calculations. *This will result in less situations where players roll 1 multiple times in a row.*
- Players will now correctly (confirmed) receive a point every 10th passed room.
- Removed a duplicate asset.
- Issues regarding the End of Game should now be fixed. Specifically cinematic and "player groups".

Patch 21 ‘The Lost’

New

- Added the Lost Enemy room, featuring all of the Lost-type enemies.
- Added the Lost Knight enemy, a tanky foe that taunts the heroes. High intelligence will provide a higher resistance.
- Added the Lost Footman enemy, a common ghost soldier that occasionally becomes impossible to hit with basic attacks.
- Reworked the Lost Cleric into a miniboss. Its stats are rebalanced. Raise Champions cooldown has been reduced to 24 from 32. The area heal strength is doubled alongside its cooldown.
- Added the -stats command. The player will be able to see the points of every player.
- Each Curse Item is now unique and cannot appear multiple times unless the item pool is reset.

Balance

- Warlock's Tormenting Fire talent now deals 75% of the total value as damage instead of 50%.
- Black Knights no longer have Unholy Aura.
- Soulhound base health increased by 5.
- Imp Trickster base health increased by 15.

Fixes

- Updated the commands list to include commands such as -crossroads, -stats, -roll.
- Fixed a missing asset affecting The Fallen Hero.
- Re-added the caster visual for Cultist/Lost Cleric's heal.

Misc

- Removed the Necromancer/Lost Cleric room.
- Clarified the notification that occurs when the Blade of Unrest triggers.
- Imp Tricksters now teleport after their attack ends.
- Toxic Pathfinder boss zones will now teleport the heroes. The projectiles are now sent towards a random place in a random zone instead of predetermined locations.

Patch 21.1

New

- Added the -curses, -curses1, -curses2 & -cursesfound commands. They will allow the player to see what curses remain and which ones have been found already.

Balance

- Executioner's illusion duration from Haunting Phantoms talent has been decreased to 4 seconds from 5.
- Toxic Pathfinder will now be booted from his teleportation zones.

Fixes

- Fixed an issue where Hunter would take damage every attack after obtaining the Sanguine Passion talent.
- The end of game should now occur correctly.
- Grommash skin for Executioner now has the correct voicelines.

Misc

- Added an informative text message for the -crossroads command.

Patch 21.2

Balance

- The EXP gained from killing a boss has been halved at the start of the game. The bosses will provide their previous amount from Room 30 and increase further beyond that.
- Shadow's Throwing Knives now deal 60/70/80/90/100% of AGI as damage instead of 50/60/70/80/90%.

- Executioner's Foul Banner range has been increased to 600 from 450.
- Spiders spawned from curses have higher attack range.
- Abyssal base "Fire Pop" damage increased to 15 from 5. The damage scaling remains the same.
- Lost Knight's Taunt now deals 25 more base damage and range increased by 100.
- Lost Cleric's Heal cooldown is increased to 30 seconds from 24.

Fixes

- Added the -curses commands to the command list.
- Reworked Warlock's Demonic functionality.
- The collector's latest update has been reverted due to it not functioning correctly.
- Curse-spawned spiders should now always attack correctly.
- The -cursesfound command will no longer provide a duplicate description.

Misc

- The -clear command will now clear the screen messages for individual players, instead of Red player doing it for everyone.
- QoL changes like renaming some classifications, UI elements and buff descriptions.

Patch 21.3

Fixes

- The Curio interactions will now properly activate.

Patch 22

New

- Implemented the curio limitation for: Shady Merchant, Altar of Sacrifice and The Broken King's Statue. *This means that each hero can only use one interaction per curio per visit, with certain exceptions.*
- Added the Thunder Deity skin for Shaman.

Balance

- The Elder Necromancer will now summon Gargantuan Zombies instead of Lost Clerics.
- Made Pathfinder's zones larger to accommodate small spots.

Fixes

- Small script fixes to Demonic Incarnation talent. The Demon also gains Health now.
- Lost Cleric's healing cooldown is now 24 seconds (up from the incorrect 6 seconds).
- Lost Knights' ability will now properly affect the heroes.
- Updated Chaos Warlock functionality, which will result in them consistently using their ability when they can afford it.
- Ancient Guardian's Spiked Back now has the correct hotkeys.
- Ancient Guardian's Spreading Plague can no longer be cast without costs.
- Archer's Synchronization talent will now properly reduce the number of attacks required.

Misc

- Changed the VFX for Cultist's heal.
- Small adjustments to Vitflax the White's height variables.

Patch 23

Balance

- Oppna Sogen now reduces spider venom and fire damage as well. It may receive further updates depending.

Fixes

- Adjusted Ancient Guardian's Spiked Back damage angle. It should now damage behind it correctly.
- Awakened's Melting Venom talent will now properly deal 50% extra damage.
- The description for Archer's Frost Nova has been fixed.
- Fixed Sniper's Optics talent to properly reset between level ups. It was also occurring 0.05 seconds too slow.
- Added a work-around for the Grow/Shrink talents on Anzu the Reverted.
- Demonic Form for Warlock should now have the correct attack visuals and properly lose stats when switching forms. *The model's appearance may still be buggy.*
- The Forgotten will no longer whisper multiple times at once.

Misc

- Archer's Guardian Spirit will now cast from Archer's position. *This will only affect the Voidgazer Soheir skin.*
- Lost Cleric's attack has been updated to properly be a line missile with lower motion buffer.
- Maw Guardian and the Haunted Statues now have a different slowing effect, which should not negatively interact with the heroes' appearances.
- Updated the logic behind Skeletons. This will result in fewer skeletons being removed to form the Skeleton Lords.
- The Broken King, The Vampire Lord and The Pitiful Child are now affected by the Curio limit.

Patch 24

New

- Added the RAMPAGE!! talent for Hunter.
- Added the Judgment Chains talent for Jailor.
- Added the Touch the Spot curio for the Altar of Sacrifice.

Balance

- Maw Guardian attack splash damage maximum AoE range decreased by 100.
- Removed the damage caused by Jailor's Q

Fixes

- The slow caused by Maw Guardian and Haunted Statue now has the correct debuff applied.
- Certain cinematic update to make units face the right direction.

Misc

- The Courtyard's description has been updated.
- Re-summoned Slush now count as tokens.

Patch 25

New

- Reworked and re-added the A Good Gesture curio option for The Broken King's Statue.
- Enabled the Fill Up a Bottle curio option for Fiery Soul.
- Added the Marksman Expertise talent to Sniper (icon is subject to change).

- Infernal Monster Flame Strike has been recreated in JASS. It has scaling damage, a larger delay and continuously damage heroes that stand in the area for a lower amount.
- Colossi now have a different ability, which pulls the heroes in towards them.

Balance

- Warlock's Demon Form attacks now cause splash damage in a small AoE.

Fixes

- Sniper's Secret Powder description has been updated.
- Hunter's Searing Strikes now uses the correct hotkey.
- Hunter's ability descriptions have been improved.
- Demonic Form for Warlock will now properly go on cooldown in a specific situation where it previously didn't.

Misc

- Changed timings of certain miniboss abilities.
- Fiery Soul and Cold Woman are now mostly affected by the limited curio interactions.

Patch 26 'The Emissary from Svartfors Theocracy'

New

- ASSIGNMENTS! The two assignments that are released as of now are: Thwart the Corrupted Kings and Explore the Ancient Necropolis (a.k.a. Oops All Crypts!).
- The Svartfors Emissary is available in the start area. After passing the first room no assignment can be obtained.

Balance

- Jailor talent Heavenly Bind now affect a 50% larger area instead of 100%.
- Jailor's Detain duration is half as effective against heroes.
- Lost Cleric attack updated.
- Infernal Monster ability damage scaling is now twice as high. Timing is 0.1 seconds faster.
- Toxic Pathfinder's projectiles will now be destroyed on impact. They also cause less damage.

Fixes

- Mino/Herald totem talents will now properly deal damage.
- Fixed an issue where the Minotaur/Herald would deal critical damage to himself instead of the enemy.

- Even more clean-up for Warlock's Demon Form.
- Reverted and updated a large event because the new script had issues.

Misc

- Blade of Unrest, Murky Pendant and Stained Pendant are now affected by Vial of Purifying Water and Holy Water.
- Murky- and Stained Pendant can now be Lesser Consecrated.
- Cold Woman can no longer reroll the Corruption modifier into "None".

Patch 26.1 (Hotfix)

New

- Added the Haunted Delivery assignment.
- Added the Journey Through Empty Halls assignment.

Fixes

- Fixed an issue causing a specific message to be displayed in incorrect situations.
- Gladiator's Beckoning Force talent now has the purchase tooltip (which is correct).
- The recent change to Toxic Pathfinder's behaviour has been reverted.
- Fixed an issue causing Blessed Dice to deal 60% damage instead of the intended 40%.

Misc

- Companion (item) now mentions that it doesn't stack with itself on the same hero. This is just a clarification.

Patch 27

New

- Added the Slay the Hero assignment.
- Added the Construct a Holy Site assignment.
- Minotaur and Herald's E abilities (Insatiable Earth/Spreading Corruption) have been updated to scale with Health/Mana.

Fixes

- Fixed an issue causing additional points gain in specific situations.
- The -corruption command now works properly.
- The Emissary should not randomly disappear before leaving the first area.
- Gladiator's Ink-Pumping Frenzy now has its proper learning keybinding.

Misc

- Updated poison damage ticks to show more accurate damage amounts.
- Infernal Monster's Flame Strike will now damage Fleshrender.

Patch 27.1 (Hotfix)

Fixes

- Minotaur will no longer deal incorrect amounts of damage.
- The Svartfors Emissary will no longer be unavailable on the 50 rooms game option.
- Poison damage will no longer return "damage" instead of numbers.
- The Collector will no longer summon excess amounts of units in certain situations.

Patch 28

New

- Added the Reverence for the Damned assignment.
- Added the Collect the Curses assignment.

Balance

- Burrowing Strike now deals ARMOR * 10 damage every level.
- Spreading Plague now occurs 2/2/3/3/4 times instead of 2/3/3/4/5 times.
- Spiked Back now has 10% extra return damage at all ranks.
- The Dreamer's Curse cooldown has been decreased to 55 seconds from 75 seconds.

Fixes

- Fixed a bug causing every player with enough points to be able to accept an assignment.
- Frostbite is now properly 15% slow instead of 90%.
- Damasus the Damned's Smite (R) now has the correct visuals.
- Certain voicelines for the Broken Legion and Thunder Deity skins now have correct 3D tags.
- Fiery Soul's Fill Up a Bottle now has the correct name and will no longer provide a free potion regardless of if the action succeeds or not. If failed it can now properly be used again. Failing now removes Strength instead of Agility.
- Fixed an incorrect name instance of Archer's Guardian Spirit.

Misc

- Minotaur's Tauren Chieftain skin has been renamed to Chieftain (Since he's not canonically a Tauren)

- Infernal Monster's ability now damages Hell Stalkers as well.

Patch 28.1 (Hotfix)

Fixes

- Reverence for the Damned has been fixed.
- Herald (Minotaur skin) will no longer have an absurd damage effect.

Misc

- Points gained from playing scaling changed early-mid game.

Patch 29

New

- Added the Enter the Time Rift assignment.
- Executioner's Harrowing Cut has been updated. It is now only one large strike which can only hit enemies once, with an added outline to the ability.

Balance

- Abominable Bones Corruption Modifier now provides a 5% chance to avoid incoming damage.

Fixes

- Sniper's Marksman Expertise talent will now properly keep the Optics damage stacks from resetting.

Misc

- The floor boss points scaling is now 5/7/10.
- Thwart the Corrupted Kings now provide +5 points instead of double (+10).
- All assignments have received a linear requirement scaling which will stretch between 250 and 3000.
- Skin price update: all skins now follow a similar cost scale. 25 > 100 > 250 > 500 > 750, etc. Legendary skins are now 1500 – subsequent Legendary skins have a 500-point price increase. Previous skin costs were arbitrary aside from the first three skins and legendary skins.

Patch 29.1 (Hotfix)

Misc

- Disabled Marksman Expertise for Sniper due to an unintended interaction.

Patch 30

New

- Added the Conquer the Demon King's Castle assignment.
- Assassin Floor Boss has been re-enabled. Featuring updated script for the lazer and some attack updates.

Balance

- Medivh: Lowered Tornado speed by 10%.
- Medivh: Decreased Missile Damage by 20%.
- Jaina: Damage scaling updated.
- Ancient Necromancer: Another ability, different damage scaling, re-added visual effects.
- Flame Champion: One ability now has scaling damage instead of % health.
- Guardian: Removed % missing health bonus damage, the lightning bolts now deal scaling damage.
- Doom: Two abilities deal less damage whilst one other deal significantly more.

Fixes

- Enter the Time Rift scaling fixed. It previously only changed half of the things.

Misc

- Construct a Holy Site will now refresh available blessings each time you encounter it.

Patch 31

New

- Damned Priest (enemy) now has an intro sound.

Fixes

- A certain cinematic event has been re-enabled after incorrectly being disabled for a long time.

Misc

- Legionary's talent Charge now scales with armor instead of Strength.
- Legionary's ability Knight of the Phoenix Order now scales with armor instead of Strength.

- Some tiny text changes and script clean up.

Patch 31.1 (Hotfix)

Fixes

- Timer for the events related to end-of-game event will now be the intended duration.
- Legionary's E bug has been fixed.

Patch 32

New

- Added the Lady Grace skin for Jailor.
- Crossbowman and Lordaeron Elite skins have been replaced by two different ones.
- Added the -bosses and -bossesfound commands.
- Added the -assignment command.

Balance

- Dark Huntress now fires two arrows with each attack.
- Priest's talent Chosen by the Light no longer provides shield from E. Duration increased to 10 seconds from 8.
- Eternal Guardian's Sword now provides 12 health regen instead of 8.
- Gladiator's Ink-Pumping Frenzy shield lowered to STR + INT x 7, and AS increased to 30/45/60/75/90.

Fixes

- Fixed a tiny typo which prevented the Fallen Hero from spawning. Finally, we can all fail to Slay the Hero.
- The -clear command now works properly.
- Dark Skeleton Archer now properly attacks.
- Slush room updated to hopefully run better and should take care of extra slimes during heavy load.
- Fixed all incorrect skin prices.
- Collect the Curses assignment now properly spawns multiple curses.
- Martyr's Sword now has the correct health regeneration.
- Moon Spear now correctly provide 4 intelligence instead of 6.
- Withering Strikes talent for Gladiator now has the correct ingame name.
- Minotaur's Insatiable Earth description fixed.

- Warlock's Vitality Rune desc fixed.

Misc

- Conquer the Demon King's Castle has received QoL updates, and enemy amount scales with the number of players, it also rerolls Corruption modifier after each beaten boss.
- Count Léon's ingame title is now the Zealot Knight. He used to have the Death Knight title for clarity and to help categorize.
- Added some self-healing effects to the healing scoreboard.
- Sniper acquisition range lowered by 250. Does not affect actual range.
- Replaced some missing icons for skins(SD)
- Mystic's Light and Darkness description has been updated.
- Executioner's Q no longer displays a debug log.
- Dark Huntress' color is no longer red.

Patch 32.1 (Hotfix)

- Minotaur' Insatiable damage should no longer proc off itself.
- Minotaur's damage is halved vs Slush.
- Minotaur W now deals damage based on total strength instead of a flat amount.
- Deposit (Collect the Curses-assignment) now only provide 1 gold per player.

Patch 32.2 (Hotfix)

Fixes

- Slime room has been updated to not cause lag or have any crazy weird interactions.

Balance:

- Herald's E no longer activates off itself.

Misc:

- Minotaur's reduced damage vs Slush has been removed.

Patch 33

New

- Added the legendary skin Golden Sentinel for AG.
- Added the legendary skin Judge Adalind to Mystic.
- Added the Avatar of Light skin for Hunter.

- Added the Guardian Sylvanas skin for Archer.
- Added the Boundless Energy talent for Mystic.

Balance

- Mystic's Light and Darkness AoE has been increased to 350 from 270.

Fixes

- Assassin Lazer circle is no longer moveable.
- Fixed a couple issues with a specific event.

Misc

- Replaced bleeding status effect visual with a slightly more visible one.

Patch 34 (The Brotherhood of Saint-Rufus)

New

- Added the Break Through the Solace of Divinity assignment.
- Added the Crusade for the Brotherhood assignment.

Balance

- Minotaur's E Insatiable Earth damage reduced to 5/7.5/10/12.5/15% from 10%/12.5/15/17.5/20%.
- The Dreamer now has Abominable Bones and ~7% more base health. It will use its abilities slightly faster.

Fixes

- Assignments which provide items will search a longer distance for the heroes.
- Changed the points requirement for Haunted Delivery to the correct amount of 750.
- Updated Journey Through Empty Halls' generation.
- Hunter's healing should no longer be disabled through variants of the hero.

Misc

- The first two assignments, Slay the Hero and Collect the Curses will now be randomly available.
- Updated the position of some talent icon to be less disruptive.

Patch 35

New

- Added the Might talent for Minotaur.

Balance

- Executioner's Haunting Phantoms now last 6 seconds instead of 4. This was an intended change since the recent Q update.
- Zombies scaling damage has been increased by 1.
- Attack Damage bonus from Frozen Shackles is increased to 30 from 25.
- Minotaur's (and Herald's) talents Totem and Multicast no longer stack with each other.
- Sniper's W Optics now provide a stack 0.1 seconds faster at every rank.
- Embrace the Fire Within now applies the hero's attack damage - 2 as a negative amount.
- Embrace the Fire Within's Self-Immolation now deal 3% of the Hero's maximum health instead of a flat 18.
- Warlock's Vitality Rune now scales based on the Warlock's maximum Health and is calculated within closer marginals for more consistent values.
- Warlock's Game of Dumah now scales based off maximum Mana instead of Intelligence.

Fixes

- Minotaur/Herald's E damage scaling will now be the proper amount.
- Fixed an issue where multiple assignments would be available sometimes.
- Crusade for the Brotherhood-assignment will now disable movement until all players have swapped heroes.

Misc

- Herald/Minotaur's E will now only activate from the Q and W (still applies to talent procs).
- Cleanup in aggro script for optimize.
- Updated logic behind the recent skins and Brotherhood variants, to make sure they keep their proper visual effects.
- Warlock's runes will now have specific unit targeting in specific situations.

Patch 36

New

- Added the cursed item Staff of Demise
- Added the cursed item Shield of Contempt
- Added the Beyond Comprehension talent for Gladiator.

Balance

Heroes

- Warlock's Soul-Blaze percentage restoration is now 1/2/3/4/5, down 1% from all ranks.
- Warlock's Soul-Blaze now deals 50% of the total values as damage to the enemy target. Tormenting Flames talent now causes Soul-Blaze to deal twice as much damage.
- Warlock's Gate of Dumah now has a static duration (7 seconds) and provides a percental attack speed based on the hero's maximum mana.
- Shaman Lightning Sphere cooldown decreased to 10/9/8/7/6 from 10 at all levels. Its mana cost is now 55/65/75/85/95 from 55/70/85/105/120.

Enemies

- Lost Footman base health decreased by 20, scaling damage increased by 1.
- Lost Knight ability base damage is 50 instead of 25.
- Haunted Statue range is 100 higher. Please report if they don't slow.
- Haunted Statue health base health reduced by 25. Damage increased by 4.
- Mana Eater's Feedback and Mana Burn is 50% stronger than that of Hell Hunters'.
- The Dreamer's Tentacle health increased by 15%.
- The Dreamer's curse cooldown decreased to 45 seconds from 55.
- Ancient Necromancer will no longer always drain just because he hits an enemy.
- Ancient Necromancer once again spawn Haunted Ziggurats instead of archers.
- Reverted the damage of one of Ancient Necromancer's attacks to % health based.

Items

- Companion drop rate is increased by 1%.

Fixes

- Hunter will no longer lose healing boons whenever a copy of him is created.
- Loathing enemies will now properly appear on Floor 4+.
- Fixed a bug where a specific pile of skulls would accumulate to ridiculous amounts. They will also be removed via -decor now.
- Assassin boss can no longer spawn multiple times.
- Fixed an issue where The Ascended's Nightmare charge cooldown was lower than intended.

Misc

- Floor Bosses now once again provide 10 points regardless of Floor.
- Players are no longer alerted whenever they receive points for room-progression.
- The order which potions and rare items are forged have been changed to make sure potions become forged last.
- Items will be dropped from heroes when they switch skin.
- The fast travel room will now be assigned to a random player when the Red player or subsequent players leave.
- The Cold Woman's Equivalent Exchange has been updated to function better.
- All Floor Bosses are made available if the group defeats all 10 of them.

Patch 37

New

- Added the Grand Executioner talent for Executioner.
- Added the Divine Retribution talent for Priest.
- Added the O' Phoenix Flame, Protect Me talent for Legionary.
- Added the Attuned Hammer and Shepherd, which is created from 3/3 Maces + 3/3 Mana Stones.
- Added the Mana-Tempered Dagger and Gleaming Dagger, which is created from 3/3 Daggers + 3/3 Mana Stones.
- The Meatwagon room now has a miniboss variant, which will spawn a fourth of the times instead of the regular Meatwagon room.

Balance

- Forgotten Summoner will no longer cast sleep.
- Ancient Guardian's Poison Spikes talent now applies damage based on armor instead of hero level.

Fixes

- Staff of Demise/Beloved Lich's Staff now properly provide intelligence instead of agility.
- Warlock's Gate of Dumah now provides the proper attack speed bonus.
- Shield of Contempt will no longer provide unintended amount of magic damage reduction.
- Decor will now properly be removed.

- Buying more than 3 Basic Health and Mana potions will now provide a new potion stack instead of taking your gold.

Misc

- Removed the Rich and Brave talents from the available choices.
- The Meatwagon room will now spawn more ghouls and fewer of the other enemies.
- The Svartfors Emissary message now comes with a disclaimer.

Patch 38

New

- Added two new Dreamer Curses available to the enemy and Gladiator.
- Updated and re-added the Marksman Expertise talent for Sniper.
- Added two new narration quotes for unique situations.
- Added two new narration quotes for a specific enemy room.

Balance

- Warlock's Soul-Blaze damage reduced to 25% of total values.
- Warlock's Tormenting Fire now provides 75% again, down from 100%.
- Assassin's Shroudlurk now has a 25% chance to proc, up from 15%.
- The Sniper class now has 10 base attack damage, up from 0.
- Gladiator's Ink-Pumping Frenzy mana cost decreased to 25 from 50.
- Executioner Mana cost changed to 20/25/30/35/40 from 5/15/25/35/45.
- DK/ZK's Devouring Souls/Forgive the Fallen restores 2/4/6/8/10 + 1/2/3/4/5% of Maximum Health now. It's slightly weaker all stages of the game, until the DK reaches 740 health. Everything after that is a buff.
- Lost Footman: Base health increased with 15. Movement speed decreased by 20. Ability duration decreased by 2 seconds. Damage scaling decreased by 1.
- Lost Cleric ability cooldown decreased by 2 seconds.
- Wargether no longer has 50% evasion, but has now has 33% chance to ignore damage.
- Reduced the damage scaling of one of Guardian's attacks by 20%. It now deals magic damage.
- Increased damage of two of Assassin Boss' attacks by ~20%.
- Queen of Snakes' water torrent now deal flat percentual damage.

Fixes

- The new curses can now be cleansed.
- Fixed an issue where a different item was provided instead of Shield of Contempt.
- Colossi will now properly use their pull.
- Fixed some issues with decor not being properly removed.
- Fixed a bug related to Unhinged Evil for a situation which no one likely have experienced.
- Fixed an issue where Abominable Bones did not provide damage evasion.
- Fixed an issue where Vampire Hunter (Sniper) had higher damage than the others.
- Fixed an issue where the Zealot Knight's Forgive the Fallen didn't have a mana cost.
- Mana-Tempered Dagger no longer has an incorrect pick-up description.
- The Narrator should no longer repeat voicelines multiple times during a fight.

Misc

- Collect the Curses now has a 33% chance to provide additional Loathing. Gold gain reverted to 2 gold per player. *Up until this point Collect the Curses has just been positive.*
- Updated every learned ability name to represent the current level.

Patch 39

New:

- New mechanic: Poorly Prepared. *Most Floor Bosses have a high non-scaling power-level until the group pass Room 14.*
- Updated and re-added Mortal Blow talent for Shadow.
- Updated and re-added Shadows' Call talent for Shadow.
- Added the Rogue skin for Shadow.

Balance

- Executioner's Harrowing Cut Strength scaling is now 50/65/80/95/110% of Executioner's Strength down from 40/60/80/100/120.
- Executioner's talent Grand Executioner now only deal twice as much damage, and the AoE is lower.

- Gladiator's Beyond Comprehension talent cooldowns are increased to 4 and 6 seconds, from 3 and 5.
- Shadow's Throwing Knives cooldown is now 8/7/6/5/4 seconds down from 10/9/8/7/6
- Reverted the damage of one of Jaina's attacks to deal consistent damage.
- The cast time for Medivh's tornado is longer, but it is slightly faster and lasts 0.3 seconds longer.

Fixes

- Fixed issues related to detecting specific enemy rooms. *E.g. Slime and the rare Meatwagon room should now consistently spawn.*
- Reverted some decor functionalities to prevent mass accumulation of decor.
- Fixed an issue where Shadow would have different base attributes from its skins.
- Jailor skin Lady Grace is now in proper order with the other skins.
- Removed a noticeable dev info part of Pinky Promise.
- Warlock skins now has the intended points costs.
- Archer's description now mention the correct cooldown of 8 seconds.

Misc

- Updated the damage types of abilities. Mostly making physical attacks deal physical damage (Gladiator, Executioner, AG and Minotaur) and be reduced by armor.
- Shadow's Vulperan Rogue skin is now cheaper to allow players to try out the different playstyle earlier on.
- Replaced Sakura Petals, Vampire Casket and Royal Casket due to their size. One of their replacements has a considerable size too but provide more visual clarity.

Patch 40

The Fallen Hero

- Now has access to all curses and consecrated items.
- Now has a mana pool which equals to the hero's health.
- Each version now has 1-2 additional abilities, correlating to playable Hero talents.
- Will no longer provide points if it was banished as a curio.
- SlayTheHero's assignment command can now properly be used.
- Now has associated narration.

Collector

- Collector will now never spawn duplicates to avoid the players from being swarmed by collected Executioners.
- Collected Death Knight now has the Bind the Soul talent instead.
- Collected Hunter now has the Ensnare talent instead.
- Collected Minotaur now has the Cleaving Attack talent instead.
- Collected Priest now has the Staff of the Elder Doctor healing aura instead.
- Collected Shadow now has 600 range to match the hero.

New

- Added additional narration for two interactions.

Balance

- Mystic's Black Hole cooldown is increased to 240 seconds from 180.
- Ancient Necromancer now summons the correct units in the correct situations.
- Zealot Duke armor increased by 3.
- Zealot Sanctifier and Duke no longer have unique spells (they still have zealot shield).
- Zealot Absolver base damage increased by 4, scaling damage increased by 1.

Fixes

- Formatting for a message.
- The Rogue skin's voicelines are now 3D.

Misc

- Updated the descriptions of many talents.

Patch 41

New

- Created a music system for regular combat rooms, with one variant track and one rare new track. Global music volumes have been adjusted for this.
- Added various interaction sounds for fusion, forge and curios.
- Priest's Divine Retribution activation now has a sound.
- Added sound to Lost Cleric's ability.
- Added entry sound for the Snow Rooms.
- Added sounds for the Bulwark of Death.

Balance

- Reduced the Movement Speed-gain from 50 to 25% in an end-game situation.

Fixes

- Zealot Enemies will no longer stand still as long after casting Zealot Shield.
- Fixed a description error with Shadow's Cloak and Dagger.

Misc:

- Removed Zealot Shield's attack interruption. Added regular invulnerability instead.
- Updated the description of Captain's Saber.
- Updated the visual effect for Self-Immolation.
- The rare Meatwagon room is now a snow room, and has different basic undead enemies.
- Bulwark of Death now doesn't use his ability instantly.

Patch 42

Balance

- Sniper's delay on Dodge is now 0.3 seconds from 1.
- Executioner's talent Grand Executioner now deals 50% extra damage from 100% extra.
- Executioner's Harrowing Cut base damage is now 2/4/6/8/10 + Strength Scaling down from 5/10/15/20/25 + Strength scaling.
- Executioner's Warrior talent, aside from its regular effect, has its critically damage on Harrowing Cut changed to 50% extra damage from 100% extra damage.
- Mana Eater armor increased to 2 from 0.
- Mana Eater's feedback now scales depending on the target's maximum mana and deals additional damage equal to the amount.
- Hell Hunter's health increased by ~5.5%.
- Hell Hunter's base damage increased from 11 to 18.
- Bulwark of Death base health increased by 12.5%. Size reduced.
- Companion now gives 2% extra drop rate from 3%.
- Enemy poison return damage can no longer be reduced by armor but deals 10% less.

Fixes

- Warlock's Demonic Form splash damage is attributed to the scoreboard correctly.
- Sniper's Dodge description is now accurate to the ability.
- Cursesfound will now mention the new curses.
- Traitor's Ring description fixed.

Misc

- Gleaming Dagger's effect has been recreated. It now scales and works on abilities too.
- Updated visual components of Demonic Form.
- A specific unit that sometimes acts as intermediary for damage no longer attributes damage to itself.
- Self-Immolation handles damaging differently. Damage is now attributed to the correct hero.
- Imp Trickster selection scale is larger.

Patch 42.1 (Hotfix)

Balance

- Gladiator's Nightmare charge damage scaling changed to 300/350/400/450/500% from 100/200/300/400/500%.
- Vulgtmoth the Ascended's (Gladiator skin) Nightmare charge scaling changed to 350/450/550/650/750% from 150/300/450/600/750%.

Fixes

- Ancient Necromancer no longer summons incorrect units.
- Snowstorm sounds will now play at correct timing.
- The player-room in the minimap should now be correctly transferred if the Red player (and subsequent players) leave.

Misc

- Added the recent two items the fusion item's recipe list.
- Music volume will now be remembered even when enemies change it.

Release Patch 1.0

New

- Recipes for rare and mythic items can now be found in F9 (How-to-Play). The mythic items' abilities are also written down.
- End-of-Game will now display the chosen assignment.

Balance

- The Poorly Prepared status now increases the boss health by 1900.

Fixes

- Fixed some typos in specific item names and descriptions, such as The Broken King's Armor and Pirate Saber.

- Fixed an issue where music volume would not remain consistent.
- Executioner's Harrowing Cut will now deal the correct amount of damage. It was previously incorrectly calculated, allowing the Executioner to more damage than intended.
- Minotaur's Landslide now properly display its damage dealt above the enemies hit.

Patch 1.01

Fixes

- Break Through the Solace of Divinity now works correctly.
- Assignments that provide/remove items and abilities (Journey Through Empty Halls, Haunted Delivery, Break Through the Solace of Divinity) will now always work.
- Fixed an incorrect description for two item recipes.

Misc

- Choosing an assignment is now locked until every player has chosen a hero.

Patch 1.02

Fixes

- Razin the Bloodhunter (Hunter skin)'s Relentless Regeneration works properly again.
- The Slush/Slime room will now properly spawn the correct enemies.
- Vulpera Rogue (Shadow skin) now properly trigger ShroudLurk.
- Heroes can no longer evade teleportation by standing at the very edges of the arena.
- The assignment Haunted Delivery: Heroes will now only receive Blessed Dice if they still hold Cursed Dice.

Misc

- Vulpera Rogue (Shadow skin) attack range is 10% longer.
- Shadow's Mortal Blow will now factor in the damage of the attack, meaning it should feel more satisfying to choose.

Patch Notes for 1.03

Sniper

- Sniper's Optics (W) has been reworked.
- Sniper's Marksman Expertise talent has been updated to fit the new Optics ability.

Priest

- Priest base attributes: Intelligence: 46 -> 44. Strength: 10 -> 12
- Priest's Healing Sphere now has a base amount of bounces outside of the scaling amount, but its healing strength is now based on ability level.
- Priest's Big Healing Sphere talent now both adds more bounces and healing strength to Healing Sphere.
- Priest's Crown of Tranquility now heals for twice as much.
- Priest's Icon talent has received an updated description.

Hunter

- Hunter base attributes: Intelligence 10 -> 8. Strength: 25 -> 27 (does not affect Razim)

New

- Replaced the Crusader skin for Legionary with the Order Knight.

Fixes

- Restored the missing Loathing introduction at the start of the game.

Patch 1.1 (The Soultender update)

New

- Added a new Hero: Soultender.
- A code overhaul has changed the way rooms are handled to support additional conditions and OOE.

Fixes

- Sniper's Optics ability now counts towards the scoreboard.
- Priest's Crown of Tranquility now display the correct amount of healed (and attributes to scoreboard correctly).
- Fixed an issue with Order Knight's disabled icon.
- Fixed an issue with Keeper skin for Priest having 12 intelligence and 44 strength.

Misc

- Replaced Zombie with the Wartorn Zombie for the Bulwark of Death room. *This affects balance but not greatly. Mostly for flavour's sake.*
- Slightly improved certain cases of Doom Boss lava and abilities.

Patch 1.11 (The Gladiator update)

Gladiator

- All of Gladiator's scaling abilities and talents now have dynamic descriptions, which update every 6 seconds - the same as the update frequency for Eldritch Bonus.
- Ability cast animation speed has been increased for all skins.
- Must pick Eldritch Prowess level 1, which provides Eldritch Bonus - a modifier which affects all their abilities.
- Nightmare Charge: Damage scales with Eldritch Bonus. Afterwards the Gladiator receives damage resistance and a speed bonus.
- Whispering Strike replaces Ink-Pumping Frenzy: The next time the Gladiator deals damage it will be increased, scaling with Eldritch Bonus. Until it is consumed, the Gladiator can move through units.
- Eldritch Prowess: healing now scales with Eldritch Bonus. This ability increases Eldritch Bonus scaling. Critical Strike chance removed.
- All talents with scaling have been updated.
- Gladiator's Beyond Comprehension talent cooldown is now 6 from 4.
- Vulgmoth the Ascended (Gladiator legendary skin) now uses base Gladiator's abilities and talents.
- Vulgmoth the Ascended's base Agility is now 2 from 5. Its base Intelligence is now 38 from 35.

Soultender

- Added voiceover for Soultender and Haunted Prince (skin).
- Soultender's Cries of the Dead and talent Blasphemy no longer share action.
- Soultender's Blasphemy ability description is now correct.
- Soultender's Guiding Spirit minimum cast range is now 600 from 800.
- Soultender's Gather Souls hotkey is now R.

Fixes

- Each instance where another Prelate illusion should spawn, will now certainly only spawn one more.
- Sniper's E no longer makes the target damage itself. The damage is now attributed to Sniper's scoreboard.

Misc

- Updated the model of Doom Guard/Elite Doom Guard.

- Updated the model of Gargantuan Zombie.
- Replaced the model of Infernal Monster.

Patch 1.12

Soultender

- Soultender and Haunted Prince (skin) now have properly tagged voicelines.
- Soultender's Guiding Spirit heal is now displayed correctly.
- Soultender's Haunting Spirit moves 10% faster.
- Soultender's Call of the Dead now correctly slow every target.
- Soultender's Haunting Spirit now costs 75 mana at all ranks. Its description now mentions the Soultender.
- Soultender's Guiding Spirit now heals an additional 1/2/3/4/5.
- Soultender's Guiding Spirit now costs 85/95/105/115/125 mana from 100 flat. Description now mentions 600 units instead of 800.
- Changed buff icon for Bulwark of Death/Cries of the Dead

Gladiator

- Gladiator's Nightmare charge now cost 20 more mana at all levels.
- Gladiator's Whispering Strike damage scaling is now 11/12/13/14/15% of Eldritch Bonus down from 12/14/16/18/20%.

Shaman

- Shaman Lightning Sphere mana cost changed to 40/50/60/70/80 from 55/65/75/85/95
- Shaman's Lightning Shield mana cost changed to 100/110/120/130/140 from 80/100/120/140/160. Description overhauled.

Balance

- Prelate of Darkness illusion chance lowered by 10%. Obelisks are about 7.5% tankier and are created 3 seconds sooner. The summoned Infectors last 1 second longer.

Fixes:

- Construct a Holy Site's downsides now properly occur. Added an additional case to its consequences.
- Fixed incorrect portraits for Curios, Floor Bosses, enemies and Troll (Shaman).

Patch 1.13

Misc and fixes

- Prelate of Darkness copy trigger slightly changed.
- Drain damage functionality changed.
- Warlock E damage functionality changed and now counts towards damage scoreboard.
- Gladiator W damage functionality changed.
- Sniper E damage functionality changed.
- Axe damage functionality changed.
- Soultender Blasphemy missile slightly updated.
- Blasphemy now ignores illusions.
- Removed the recently introduced portraits tab.

Patch 1.14

Prelate of Darkness

- Illusion chance reverted to 40%.
- Obelisk duration is now 24 seconds.
- Infectors now spawn every 8 seconds and last 16 seconds. Overall players should notice fewer infectors.
- Cooldown increased by 1 second.
- Increased Target Acquisition Range to 800.
- Ignores unit collision, whilst illusions do not.

New

- Overhauled the hero quip system It will result in: about 120 fewer checks each time a unit channels an ability. The chance for a hero to quip is now 40% from 50%.
- Added the Anub'arash skin for Ancient Guardian.
- Replaced the Warg's model with a new one.

Fixes

- Fixed an issue causing Soultender's Q to deal exponential damage with each subsequent target.
- Improved Soultender scripts.
- Vow of Companionship talent now give the proper ability, thus properly dealing increased damage.
- Shield of Contempt no longer incorrectly provides +10 agility.

Misc

- Updated hero skin Alexstrasza for Mystic.
- Updated size and animation timing of hero skin Order Knight.

Patch 1.15

Prelate of Darkness

- Reworked. Obelisk has been removed. Illusions now function differently: they function like regular units and inherit properties, albeit a portion of max health. This means that illusions of illusions will be extremely squishy. In return, the illusions spawned when Prelate of Darkness is below 50% health spawn spiders with their attacks.

Patch 1.16

Balance

- Toxic Pathfinder's damage scaling reduced by 20%.
- Toxic Pathfinder's projectiles now fizzle after they hit a target.
- Prelate of Darkness' illusions now have 50% lower max health.
- When the Prelate of Darkness creates a new illusion, there is a 1% chance for it to spawn on top of a hero without lowered max health.
- Soultender's Cries of the Dead now deals 60/70/80/90/100% of INT as damage instead of 65/80/95/110/125

Fixes

- Fixed Blizzard's recently introduced issue where certain abilities would be unavailable.
- Fixed an issue causing Staff of Demise to cause damage in incorrect situations.
- Anub'Arash skin for Ancient Guardian now works properly.

Misc

- Soultender's Haunting Spirit will now once again trigger modifiers.
- Soultender's Gather Souls now only work in the main arena and requires that the target location now too close to the arena edge.

- Replaced Anzu the Revered's model and icon with an updated version.
- Replaced the model of Death Knight's Evil Arthas skin with an updated version.

Patch 1.17

New

- Added a new common enemy room: The Murloc village. It is a breeding ground for Murloc babies! Warning: babies are highly unstable!
- Added the talent Prepared Arsenal for Sniper.

Balance

- Prelate of Darkness illusions' base damage is now 25 from 50.
- The original Prelate of Darkness will no longer summon spiders with its attacks.
- Executioner's Blood Vortex now has 13/16/19/22/25% chance to occur from 11/12/13/14/15% and damage changed to 60/70/80/90/100% from 110/120/130/140/150% of Strength.
- Increased Soultender's Haunting Spirit enemy finding range by 60%.
- Increased Abyssal's fire pop base damage by 5.
- Decreased the movement speed of Ice Elementals by 8%.

Fixes

- Fixed a bug causing the Sniper to deal incorrect amounts of damage.
- Foolish Wizard Ring now provides correct mana regen.
- Anub'arash skin for Ancient Guardian now has a slower walking animation. Its ingame name is now correct. Its voicelines are now correctly 3D.
- Removed additional tech dependencies, meaning that certain enemies should once again use their abilities. (Thanks Blizzard!)

Misc

- Reverted the change to how Soultender's Haunting Spirit damages the target. It will not proc effects going forward. This helps the Soultender more than it hurts it.
- Shaman's Q now travels about 40% slower.
- Updated Bulwark of Death's room to make sure more Wartorn Zombies spawn.
- Added low points costs to Soultender's skins

Patch 1.18

Balance

- Gladiator's Nightmare charge cooldown is 1 second longer at all levels. Its damage scaling is now 12/16/20/24/28 from 20/24/28/32/36.
- Gladiator's Beckoning Force talent damage decreased by 25%.
- Archer Frost Nova damage scaling is now 90/100/110/120/130 from 70/90/110/130/150.
- Jailor's Infiltrate now costs 30 mana at all levels from 50.
- Jailor's Detain now costs 60/65/70/75/80 mana from 40/50/60/70/80.
- The Dreamer's base health has been increased by 1/5.
- The Dreamer can now curse the players faster after spawning.
- Lost Footman now has a 50% damage reduction whilst they're ethereal.
- Murloc Baby death now deal additional scaling damage. - Reduced one of Assassin Floor Boss' attacks' damage against unprepared groups.
- Reduced one of Assassin Floor Boss' attacks' damage against unprepared groups.
- Increased Doom Boss' base health by 500 and attack damage by 10.
- Damage calculation changed on Ice Queen's projectiles.
- Ice Queen's attack patterns updated. One new ability added. Dragon attack chance is now 1/5.
- Queen of Snakes' homing attacks now start when she's at 33% health.
- Queen of Snakes' torrent speed has been increased.
- Queen of Snakes and Medivh now cannot use the same attack twice in a row. If this is a successful change then it will be applied to more bosses.
- Shield of Contempt/Forgiveness healing is now reduced to 1/4 for enemies.

Fixes

- Murloc room no longer throw random numbers at you.
- The water level in the Murloc room is slightly higher.
- Fixed description of Warlock's Rage Rune.
- Cursed by the Spider now correctly applies its effect.
- Fixed an issue causing Mystic's Dark Hole to affect herself.- Cursed by the Spider should now correctly apply its effect again.
- Haunted Ziggurats now properly casts its ability.
- Toxic Pathfinder now has a longer hard capped cooldown on its abilities.

Misc

- Replaced the dice rolling system.
- Murloc Baby now damages heroes in an AoE instead of damaging the attacker.

Patch 1.19

Following changes have been reverted due to bugs.

- Reverted Roll system (temporary)
- Reverted Queen of Snakes changes
- Reverted Medivh changes
- Ice Queen's attacks no longer print names.

Patch 1.20

- The Murloc room has been indefinitely disabled.
- Soultender's Guiding Spirit can now be cast without a minimum range. Its range is 1000 less to compensate.

Patch 1.21

Mystic

- Replaced W with Black Hole (formerly a talent). It has been adapted.
- Replaced E with the new passive Mercurial Mana.
- Replaced Boundless Energy talent with Synergy (formerly basic ability)
- Added a Mystic talent for the previous Light and Darkness ability (now known as Verdict of the Cosmos).
- Added the talent Unlocked Formula which enhances Mercurial Mana.
- Descending Void cooldown 15/13/11/9/7 -> 10/9/8/7/6 seconds.
- Fixed the description of Descending Void.

Gladiator

- Eldritch Prowess now provide 5 less base % healing. Healing in crypt 50 -> 25%, healing against floor boss 100 -> 50%.
- Nightmare Charge cooldown is now 12 seconds at all ranks.
- Beyond Comprehension talent cooldown 6 -> 8

New

- Added the Labour of Love talent for Priest.

- Added the Unending Menace / Duty Through Death talent for Death Knight/Zealot Knight.
- Added the Poison Blast talent for Awakened.

Balance

- Tanks (Legionary, Death Knight, Minotaur and Ancient Guardian) now have 4 base armor from 3.
- Shadow's Cloak and Dagger no longer pushes the enemies.
- Queen of Snakes' homing attacks now start when she's at 33% health.
- Queen of Snakes will now perform its rapid fire and torrent attacks less often.
- Medivh now uses his tornado and black hole less often.
- Medivh's black hole now pulls in ~29% stronger.
- Enemy arrows and skillshot projectiles now scale less harshly but also deal 3% of the hero's current health.

Fixes

- Fixed an issue causing Hunter's Berserker skin to have less armor than intended.
- Shackles of Acceptance description is now correct.

Misc

- You can now change your skin even after you've already picked one.
- Updated the Roll UI.
- The visual effect for the Bleed status is 50% larger.
- Replaced Death Knight's Obsidian Destroyer skin with the Dark Prophet skin.
- Replaced Hunter's Zul'Jin model with an updated version.
- Replaced the model and icon for Shaman's Thunder Deity skin

Patch 1.22

New

- Replaced the previous broken roll system with a new system for rolls. You can type - roll + (e.g. Clarity) and it will display "Roll for: Clarity".

Fixes

- Reverted visual change to Bleed effect.
- Changed unintended effect with Death Knight's Unending Menace.
- Zealot Knight's Duty Through Death now works properly.
- Fixed an issue causing the incorrect bosses to spawn in the final Assignment.

- Mystic's black hole cooldown and mana cost is now correct.

Patch 1.23 (Executioner's Phantom Memories update)

Executioner

- Reworked Executioner's W Phantom Memories (previously known as Phantoms of the Past). It now summons a single copy of the Executioner, or rather one of the notable people he has executed, which functions exactly like a hero, with some restrictions. Damage that Executioner is going to take is partially redirected to it, and the Executioner can extend its duration by dealing damage with Q and E.
- Most talents have been reflavoured and renamed. The previous Illusion/Phantom talents have been redesigned to instead support the new ability.
- Added the talent Intrusive Recollection talent which summons an additional copy and changes the damage redirection.

Shadow

- You can now designate an initial target with Cloak and Dagger.
- Throwing Knives now slow for 40%.

Mystic

- Mercurial Mana range is now 900 range from 600.
- Black Hole duration is now 2.1/2.2/2.3/2.4/2.5
- Black Hole Legendary resized and adjusted.
- Teleport talent cooldown 10 -> 8. Mana cost 50 -> 75.

Soultender

- Slightly changed Cries of the Damned cast.
- Slightly increased Haunting Spirit's damage buffer range.

Balance

- Ring of Greed now only steal half the players' gold.

Fixes

- Applied an edge case fix for red player leaving
- Applied a fix to the Leaderboard.
- Fixed an issue with Alexstrasza's portrait.
- Fixed an issue with the return poison damage causing it to occur 9 times instead of 3.
- Fixed an issue causing Warlock's ranged skin to not have the correct attack range.

- Fixed an issue where incorrect movement speed values were set. This affects Legionary, Death Knight, Xuiiketh the Herald, Executioner and Gladiator.
- Fixed an issue causing heroes to have slower attack speed than intended. This affects Legionary, Ancient Guardian and Death Knight.
- Fixed an issue causing Legionary to heal damage during invulnerability.
- Fixed an issue causing Shadow to spout Priest's quips.

Patch 1.24

- Fixed an issue causing Ice Queen to deal unintended amounts of damage.
- Shaman's talent Lightning Prison has received a rework. On top of its previous effect it now deals damage over time and freezes the target.
- Hunter's talent Ensnare has also been reworked. It now provides mana on cast, has higher range and can shut down floor bosses briefly.

Patch 1.25

New

- Added the Thunder King's Storm talent for Shaman.
- Added the With the Wind talent for Shaman.
- Added the Rehgar skin for Shaman.
- Added the Wisened Strike talent for Hunter.
- Added the Breakthrough talent for Legionary.
- Added the Feast of Souls talent for Death Knight. The ZK variant will arrive next non-hotfix patch.
- Added the Hilmice the Gloomdrifter skin for Shadow.

Balance

- Construct a Holy Site assignment now kickstarts the enemies' scaling. Effectively this means that enemies' power level is 3 rooms ahead of you.

Fixes

- Reverted a recent change to Legionary's Q which caused it to malfunction.

Hotfix

- Fixed an issue with a broken cooldown.

Patch 1.26

New

- Added the Ancestral Keeper skin for Soultender.
- Added Free Our People talent for Zealot Knight.

Balance

- Shadow's Dusk Walker critical strike damage is now 10/15/20/25/30 from 5/10/15/20/25%.
- Corruption Boundless Depravity now provide 10% armor and 10% damage reduction against all damage sources.
- Self-Immolation now deals reduced damage in a specific situation.
- Mystic's Mercurial Mana restore is now 10/12/14/16/18 from 7/9/11/13/15.
- Executioner's Phantom Memories now give the copy 10/20/30/40/50% more maximum health. Its description is fixed. Cooldown is now 45 seconds properly.
- Lost Knight's base and scaling damage reduced, and base hp increased. Ability cooldown lowered by 4 seconds.
- Basic Skeletons now have 1/3 chance to reanimate upon being destroyed.

Fixes

- Executioner's skins now use the updated abilities.
- Zealots will now automatically acquire the nearest target after casting their shield. This will mean that they no longer stand around.
- Fixed an issue where Jailor's amount of E bounces didn't update after picking Aerodynamics.
- Rehgar skin for Shaman can now properly pick talents.
- Mystic's Descending Void cooldown is now correct.
- Gloomdrifter's voicelines are now correct.
- Shaman's voicelines are now correct.
- Zul'Jin voicelines are now correct.

Misc

- Updated Fleshrender's model.
- Updated Cenarius' model.
- Updated Soulhound's model and movement animation.

Patch 1.27

New

- Added a '-time' command to display the gametime.

Balance

- All tanks' armor reverted to 3 from 4.
- Mystic's Black Hole cooldown is now 29/28/27/26/25 from 26/24/22/20/18
- Shadow's Throwing Knives now slow for 33% and only movement speed. Duration lowered to 4.
- Priest's E healing is now only the original damage.
- Executioner's W now correctly increases the copy's health. Health increased lowered to 5/10/15/20/25 from 10/20/30/40/50.
- Lost Clerics now have 75 less base health. Ability base heal value is 50% stronger and now summons Lost Knights whilst below 50% health.
- Reduced Ice Queen's projectile damage scaling by 1/5. Increased the DoT from her chill blast.
- Increased the base damage of Flame Champion's basic attacks.
- Toxic Pathfinder damage projectile damage scaling is now increased.
- Poison return damage now occurs three times again (as it should). The total damage returned is now the full damage amount, which is lower than what it used to be. It now occurs every 2 seconds.
- Bleed Damage now scales 20% faster.
- Enemy Spiders are now much faster, and their poison damage now scales with target max hp.
- Black Widow's now uses the same poison ability as Spiders, but with different scaling. Its slow effect remains. Attack damage scaling is 50% lower and movement speed is ~15% slower.
- Chaos Warlocks' healing scaling is 25% lower.

Fixes

- Mystic's Mercurial Mana will no longer trigger if the ability isn't learned.
- Ancient Guardian's Spreading Plague activations is now accurate.
- Ancient Guardian's Retrench cooldown is now correctly 30 seconds.
- The damage tag from Medivhs projectiles now displays the correct amount.
- Fixed one of the Crypt narrations being empty.

Misc

- Shaman's Q will now travel farther and last longer.
- Shadow's Mortal Blow execution now has the tag "Execute".
- A Good Gesture now has a chance to fail.

Patch 1.27A (Hotfix)

- Bug causing Ancient Guardian to release infinite amount of Spreading Plague strikes has been fixed.
- Ancient Guardian's Spreading Plague now occurs three times at all levels.

Patch 1.28

Spider room

- Black Widows are renamed to Broodmother.
- Updated the size and visuals of Broodmother.
- Broodmothers now spawn Spiders and no longer deal poison damage with their attacks. They have lower base + scaling attack damage and higher health.
- Spider Room now spawns more Broodmothers.
- Flenser no longer spawns Spiders or Broodmothers but now apply Spider poison.
- Updated the size of Fleshrender.

Murloc room

- Re-enabled the Murloc room.
- Fixed an issue causing crashes in the Murloc room.
- Murloc Hut updated to reduce chance of Murloc Baby getting stuck.
- Murloc Baby collision size reduced.
- Murloc Warrior is now larger.

New

- Added the Shadow enemy room featuring a new sneaky enemy.

Balance

- Ancient Guardian Spreading Plague damage changed to 45/50/55/60/65% from 30/35/40/45/50. Mana cost changed to 60/55/50/45/40 from 50 at all ranks.
- Maw Guardian's splash damage is 50 range lower.
- Maw Eye movement speed is now 185 from 165.
- Maw Zombie movement speed increased to 230 from 210.
- Lost Cleric heal is now 20 seconds from 22.
- Lost Knight's taunt cooldown is now 10 seconds from 18.
- Lost Sniper now has significantly higher base damage.
- Damned Priest now protects himself as well. The healing increased by ~18%.

Fixes

- Fixed a leak in Damned Priest's ability.
- Zealots should hopefully no longer disappear.
- Fixed an issue with a cinematic.

Misc

- Exec's Harrowing Cut cast range lowered to make the Executioner move into correct range.
- Executioner's Phantom Memories now sets the level of the copies to the same as the hero. It is only a visual change.

Patch 1.28B (Hotfix)

- Executioner's Phantom Memories will no longer provide gold or talents.
- Executioner's Phantom Memories will no longer trigger upon-death events.

Patch 1.29

Balance

- Hunter's Rampage (Q) now deals 30/35/40/45/50% maximum health damage upon use from 10/20/30/40/50. Its % damage increase is now 20/30/40/50/60.
- Hunter's RAMPAGE!! talent's armor increase is now 20 from 12.
- Legionary's Flame Shield duration is now 3/3.5/4/4.5/5 seconds from 2/3/4/5/6. The legionary is slowed for 30% instead of 40%.
- Murloc huts now spawn 3 Murloc Baby.

- Murloc Baby base and scaling damage is slightly lower.
- Ice Queen's projectiles now have a different damage calculation for when she hasn't had time to scale.
- Ancient Necromancer now deals more damage early on with one of his abilities.

Fixes

- The water in the Murloc Room will now properly disappear.
- Executioner's talent King's Decree now properly give the Phantom Memories the Kingdom in Turmoil talent.
- Executioner's Phantom Memories can no longer interact with items.
- Shadow's Q and W no longer share the same activation, meaning that pressing W will no longer force Q to be used first.

Misc

- Red player now have to confirm or deny chosen challenges. To prevent spam, denying assignments more than twice will block assignments for the run.
- Kick is disabled during the final challenge.
- A time-limit is now imposed during the final challenge.

Patch 1.29.1

The Fallen Hero

- Upon being banished, becomes known as the Lost Hero and is considered a roaming floor boss. Killing the hero will generate the next floor and spawn another floor boss. Updated kit but now only has one variant. Slay the Hero provides less points on paper but equal in total.

Floor Bosses

- Floor Bosses might appear slightly more randomly.
- Assassin Floor Boss base health is now 1500 lower. Lazer damage is 66% lower (it will still kill almost instantly).
- Medivh Floor Boss. Tornado damage slightly increased but now only damages each hero once per cast but can still knock-up. Cone projectiles now have a larger spread but travel further. Circle projectiles now travel slower and end sooner. Black Hole is stronger and lasts shorter. Reduced frequency of circle attack. Added a new attack.

New

- Added the Kingslayer talent for Shadow.

- Added the Gaze Upon the Impossible curio interaction for Cold Woman. It is incompatible with Dare to Hope.
- Added the Finder's Keeper's curio to Shady Merchant.
- Items that are not picked up are considered lost. Lost items are now saved and can be retrieved in the future. -lostitems will list a few of them.

Balance

- Shadow Sabre ability base damage lowered by 35. Ability cooldown decreased by 1/3. Base health decreased by 1/3.
- Base fire return damage is now 2 from 3.
- Lost Knight's Taunt ability range is now 800 from 600.
- Ancient Guardian's Burrowing Strike now deals 6/8/10/12/14 times armor instead of static 10 times armor.

Fixes

- Fixed an issue causing Shadow's Cloak and Dagger to occur 7 extra times instead of 5 with Terrifying Cruelty.
- Gladiator's Healing talent now correctly scales with EB.

Patch 1.29.2

New

- Added the Sparring Session curio to the Fallen Hero.
- Added the Bring them Down talent for Jailor.

Balance

- Shadow Sabre ability damage scaling increased by 50%.
- Lost Cleric base health slightly increased and ability scaling healing increased.

Fixes

- Anub'rash is no longer referred to as an emperor.
- Faerie Dragon can now be found during the final event.
- Fixed a bug with killing the fallen hero.
- Items representing e.g. Talents are now ignored by the new item recycle system.

Misc

- Updated the Zealot Knight skin. It now has a portrait.
- Replaced the Zealot Duke skin. It now has a unique color scheme.
- A Cinematic event has been improved and its code overhauled.

- The -roll command now lasts 9 seconds but has an alert sound.

Patch 1.29.3

Balance

- Death Knight/Zealot Knight talents Feast of Souls/Free Our People cooldown is now 240 seconds from 300.
- Maw Zombie base damage slightly lowered.
- Enemy Silence ability now lasts 5.5 seconds from 4 seconds. Silence used to be more prominent, however now that it's rarer it should be feared.
- Broodmother movement speed decreased by 20.
- Murloc Hut health increased by ~13%.
- Murloc Baby explosion scaling damage scaling slightly increased.

Fixes

- Fixed an issue causing the Brotherhood Duke's (Zealot Knight) model to be missing.
- Explore the Necropolis assignment now works with hidden minimap for extra difficulty.
- Choosing assignments without the highest points / enough points will now refund the item and remove it from the inventory.
- Sound for the -roll now occurs every time. Volume decreased.

Misc

- The Quartermaster no longer brings the Weapon Rack to the start room. It still exists in the markets.
- Shadow's E, Abominable Bones and Wargethers now cause a text-tag whenever they evade a damage instance.
- Priest's Crown of Tranquility now has a delayed heal if the damaged unit is full health (also applies to Gladiator's Crown).
- Further decreased -roll leaderboard duration.
- Information about the Emissary from Svartfors have been moved to F9 (Info) instead of being displayed as a pop-up.

Patch 1.29.4

New

- Added the Voidwalker skin for Mystic.
- Added the Awaken the Healer talent to Awakened.

Balance

- Soultender's Guiding Spirit now heal base 2/4/6/8/10 from 1/2/3/4/5 and no longer mentions a minimum range.
- Minotaur's Landslide mana cost lowered by 10 at all ranks.
- Sniper's Explosive Shots now deal 5% less damage at all ranks.
- Razin the Bloodhunter's One Last Hunt healing increased by 5% at all ranks.
- Shadow's Cloak and Dagger's base number of strikes increased to 6/7/8/9/10 from 5. Decreased the interval between each strike.
- Shadow's Swift Death talent now also adds the critical strike damage properties from Dusk Walker.
- Mystic's Synergy talent now restores 70% of Mystic's INT from 50% (previously the basic ability's max rank).
- Mystic's Black Hole (W) cooldown is now 25 at all ranks from 29/28/27/26/25. Its damage description has now been corrected.
- Endless Mix now regenerate over 8 seconds from 10.
- Golden Endless mix now regenerates over 16 seconds from 20.
- Spear of the Moon now restore 15% of damage dealt as mana from 10% (tag incorrectly displayed 20%).
- Vampirical Ring and Vampire Slayer's Heirloom now heal for 33% from 25%. The amount is reduced in a specific situation.
- Damned Souls now attack 25% slower.
- Lost Cleric's basic attack has been updated to reduce unfair situations.
- Damned Priest's attack is now homing but with lower splash radius.
- Medivh's black hole is now ~9% weaker.
- Ice Queen's chill attack (DoT) now deals 20% more damage.

Fixes

- Executioner's Phantom Memories no longer trigger item death occurrences.
- Legionary's Knight of the Phoenix Order description has been updated to correctly represents its calculation.
- Base Hunter no longer has Legionary's breakthrough talent.
- Implemented a fix to the Zealot Room. They should (hopefully) no longer die/disappear upon spawning.

- Fiery Soul's Fill Up a Bottle interaction now calculates correctly.

Misc

- Medivh's teleport attack now moves the camera.
- Awakened's Water Gate (previously Water Channel) now moves the camera for the teleported player.
- Following units have had their aggro range updated: Chaos Orc, Zombie, Wartorn Zombie, Death Elemental, Consumed, Beholder, Skeleton, Ghoul, Hell Hunter, Damned Necromancer, Black Templar, Absolver, Cultist, Zealot Duke, Slime, Lost Footman.

Patch 1.29.5

Balance

- Sniper's Marksman Expertise talent's provided damage boost to Optics is now 25% from 50%.
- Priest's Crippling Heal talent AoE increased by 25%.
- Jailor's Bring them Down is now 25% damage boost from 50%.
- Jailor's Detain now has an even shorter duration against hero category units.
- Mystic's Mercurial Mana now triggers every time, but the value is now 8/9/10/11/12% from 10/12/14/16/18%.
- Mystic's Descending Void is cooldown is now 8/7.5/7/6.5/6 seconds from 10/9/8/7/6.
- Increased Mystic's Black Hole range to 350 from 300. Mana cost is now 110/120/130/140/150 from 150 at all ranks.
- Dragon Bow now has a 5% chance to stun from 10%.

Fixes

- The period until the final struggle triggers is now 120 seconds as intended.
- Assignments that Red player declines will no longer remain in the hero's inventory.
- Fixed incorrect description on Shadow's Duskwalker.

Misc

- Updated the Lost Hero (Fallen Hero banished)'s moveset. All abilities should now accurately be performed with visual indicators.
- Improved description of Awakened's talent Poison Blast.
- Updated the refunded talents in the Gaze Upon the Impossible curio.
- Sudden Death description improved.

Patch 1.29.6

New

- Added the Gift from the Faithful talent to Warlock.

Balance

- Warlock's Gate of Dumah mana cost is now 90/100/110/120/130 from 130/120/110/100/90. This power switch makes much more sense.
- Warlock's Demonic Incarnation talent now provides 200 max health from 150, but no longer bonus attack speed. Casting Gate of Dumah during the incarnation will now quadruple the AS bonus.
- Warlock's Healing Rune now has an improved unit filter. It is now slightly more lenient to pick up.
- Minotaur and Herald's Landslide/Darkwave abilities now properly apply the hero's passive. This damage now counts as the hero's own.
- Minotaur's Totem/Watcher and Multicast talents have received updated description.
- Herald's Darkwave cooldown is now flat 12 seconds from 12/13/14/15/16.
- Herald's Eerie Hum cooldown is now flat 9 seconds from 12/13/14/15/16.
- The Archer's Frost Nova now correctly deals 90/100/110/120/130% of AGI instead of 75/100/125/150/175% of AGI. Area of Effect increased to 350 from 300.
- Archer's Frozen Breath now caps out at 300%. Note that it doesn't take animations into account. The talent Bow Mastery increases it to 400%.
- Ancient Guardian's Burrowing Strike mana cost is now 60/55/50/45/40 from 45/40/35/30/25.
- Ring of Greed now removes the correct amount instead of the entire amount. It now only removes half of owner's gold upon death.

Fixes

- All talents are now properly declared and there's added safety guards to prevent dummies from shopping. This means that talents will always be provided to the correct hero.
- Heroes no longer receive the Thunder King's Storm talent randomly. It will now be correctly provided to Shaman.
- The Herald can no longer one-shot enemies.

Misc

- Increased size of Fleshrender.
- Removed some references to 9th and 10th player.
- The way talents provide max health has been updated.

Patch 1.29.7

Balance

- Sniper's Aim Shot talent now stuns for 3 seconds from 4.
- Increased the AoE of Sniper's Front Mortar and Scorched Earth talents by ~20%.
- Legionary's Cleansing Blade now heals every 2nd attack from every 3rd. Amount is the same.
- Shadow's Dusk Walker damage evasion chance is now flat 30 at all ranks from 10/15/20/15/30.
- Executioner's base damage lowered to 0 from 10.
- Zealot Knight no longer has 10% lower attack speed than regular death knight.
- Tombkeeper's Communion With the Lost talent's percentage value is now 50% from 33%.
- Medivh's teleport attack now correctly moves the camera for all players.
- Medivh's teleport attack now also stuns the chosen target.
- Medivh's tornado damage increased by 12.5%.
- Doom Floor Boss armor increased to 4 from 2.
- Maw Eye movement speed increased by ~11%.
- Lesser Dark Spawns now provide less EXP and no items.
- Dark Skeleton Lord movement speed increased to 320 from 280.

Fixes

- Made sure Death Knight is properly tagged to ensure abilities work as intended.
- Fixed a bug causing Gladiator's skins not to have the correct abilities.
- Updated a few item recipes in F9.

Misc

- Sniper's E description has been updated for clarity.
- Jailor's Bring them Down talent has been reworked as it had a buggy interaction with another hero's ability.
- Warlock's Gate of Dumah now lasts 7 seconds as intended.
- Spear of the Moon now restores the correct amount of mana.

- Shady Merchant's Gift of Greed now has a potential downside.
- Maw Zombie, Maw Eye, Doom Guard, The Dreamer's Eyestalk, Zealot, Sanctifier, and Burden of Life has aggro range lowered.
- Broken Attendant's Inherit From the Fallen curio gold cost is now 36 from 45.
- Updated Shady Merchant and Broken Legion's curio description to reduce the amount of text.
- Holy Water now correctly consecrates the "newer" cursed items.
- Tiny RNG update.

Patch 1.29.8

Frederick the Foul

- New legendary skin for Legionary.
- Full tank with a changed playstyle, focused on high armor and debuffing enemies. No stat changes.
- Two new basic abilities.
- Four new talents. Almost all VFX has been updated to fit him.

Balance

- Legionary's Breakthrough talent range increased.

Fixes

- Cleanse/Vial updated to date to cover all curses.
- Cleaned up some memory leaks related to hero death.
- Ring of Greed's gold calculation now works correctly.

Misc

- Removed a duplicated trigger function.
- Executioner can no longer use Phantom Memories during trap room or crossroads.
This is to avoid him single-handedly moving along the party.

Patch 1.29.9

Shadow

- Throwing Knives and Dusk Walker has been replaced by Gloomdrift (Q) and Shadow Strike (E/Passive).
- Reworked and added the Corrupted Blade talent.

- Talents related to old Q and E have been updated or removed. I will make additional talents suited for the kit update.
- Shadow's Kingslayer now correctly deals 50% (used to deal 30%) of the target's maximum health. It has been reduced to 2.5% for Floor Bosses.

Hunter

- Hunter's Searing Strike damage is now burst and not over time. It now scales with Hunter's Strength instead of being flat. It also deals more current health damage to Hunter.
- Wisened Strike talent now amplified Searing Strike's damage by the current health damage dealt to Hunter.
- Disabled Brotherhood talent for Hunter.

Balance

- Frederick the Foul's Consume now heals for 25% of current health every second from 20%.

Fixes

- Fixed a bug where the Floor Boss room wasn't correctly declared. This fixes issues with e.g. Sniper, Executioner not identifying the correct room.

Patch 1.3

Shadow

- Shadow Strike now deals 10% damage against Floor Bosses from 25%.
- Hero pick abilities descriptions are now correct.
- Gloomdrift icon has been replaced.
- Shadow Strike's description has been clarified.
- Added the Traitor's Tragedy talent.
- Added the One talent.
- Throwing Knives has been reworked into a talent that scales off Gloomdrift's ability level.
- Disabled Shroudlurk talent.
- Updated Swift Death talent. It now applies a portion of Shadow Strike's damage on Cloak and Dagger, as well as Throwing Knives should the Shadow have it. The strike frequency is lower.
- Corrupted Blade talent no longer prints debug messages.

- The Vulpera Rogue skin now has correct movement speed.

Hunter

- Rampage current health damage is now correct.
- Searing Strike now deals 3/3.5/4/4.5/5 x STR damage from 1/2/3/4/5.
- Searing Strike now correctly deals 25% of current health as self-damage.
- Relentless Regeneration now heals for 10/15/20/25/30% of Strength from 5/10/15/20/25.
- Seeping Blood talent has been updated.

Gladiator

- Nightmare Charge now deals 11/14/17/20/23 x EB damage from 12/16/20/24/28.
- Whispering Strike now deals 8/9/10/11/12 x EB damage from 11/12/13/14/15 x EB.
- Eldritch Prowess healing is now 5 + EB from 10 + EB.
- Non-legendary skins now correctly share base Gladiator's attributes.
- Vulgmoth the Ascended now have 3 less INT and 3 more AGI.

Balance

- Warlock's Gift from the Faithful healing is now 33%.
- Executioner's Phantom Memories now have the predecessor's mana cost.
- Archer's Guardian Spirit now procs every 11/10/9/8/7 attacks from 10/9/8/7/6.
- The Collector base health increased to 1000 from 900.

Fixes

- Soultender no longer inflicts permanent slows.
- Added a ton of unit null checks and some general optimisation to avoid situations where the game doesn't know what to do.

Misc

- Replaced Maiev (Jailor skin)'s model and icon with an updated one.
- Enemies are now removed faster upon dying.
- The player multiboard now only mentions active players.
- The ownership of the "leader" role will now even more consistently get transferred.
- The -kick command is now available to the "leader" instead of only belonging to player red even if the player is missing.

Patch 1.3B (Hotfix)

- Reverted kick system change.

Patch 1.3C

Shadow

- Shadow Strike damage against minibosses is reduced to 25% and 5% against Floor Bosses.

Archer

- Mortal Blow now procs correctly
- Cloak and Dagger and Throwing Knives talent will now properly apply Shadow Strike if Swift Death has been acquired.
- Mortal Blow now replaces Shadow Strike's damage tag if it executes the target.
- One talent description has been clarified.

Archer

- Frozen Breath now resets upon dying.
- Frozen Breath now stacks up to 250% attack speed from 300.
- Bow Mastery talent now sets the cap to 300% from 400%.

Mystic

- Hungering Void talent now updates the visual targeting AoE.
- Mercurial Mana now only inflicts half the mana restoration as damage.
- Black Hole now count towards damage on the scoreboard. It no longer damages floor bosses.
- Mystic is now the source of the damage through Hunting Mana Sphere.

Guardian Floor Boss

- Dash attack will now only cause damage once to each target, but its damage is higher against unprepared groups.
- Certain attacks now always deal percentage based damage instead of scaling.
- Attacks now trigger items and effects.

Unit filters

- The most common filters have been further optimised.
- Updated certain filter's targeting.
- Heroes' abilities during PvP should now work as intended.
- Priest's Healing Sphere now has additional filters.
- Mystic's Hunting Mana Sphere has additional filters and will no longer cause issues with Priest's Sphere.

- Warlock's Silencing Rune now triggers as intended.

Balance

- Jailor's Heavenly Bind talent AoE increase is now 33% from 50%. Its visual targeting indicator also updates once the talent is acquired.
- Priest's Healing Sphere cooldown is now 45 seconds from 40.
- Hunter's Searing Strike damage is now correct.
- The Collector's Collect Call cooldown is now 65 seconds from 80.
- Haunted Statues now have 80 base health from 100.
- Ice Queen's chill DoT is now 4% of current health per tick from 3%.
- Murloc Baby explosions now deal damage based on target max health from current health.

Fixes

- Warlock base attributes are now AGI 10, INT 25, STR 25 from AGI 7, INT 24, STR 25.
- The evasion mechanic, Dragon's Crystal Ring and Damned Priest's Shield now will now heal after damage instances in cases where the health is full.

Misc

- Creature from the Bowels, Murloc Hut and Infector are now unarmored/Small armor.
- Minibosses now spawn in the centre of Crypt fights.
- Updated rotation on Murloc hut.

Patch 1.3D (Hotfix)

Fixes

- Fixed issue with enemy spawn positions inside crypts.
- Added a mechanic which removes certain enemies once a crypt leader dies, to remove having to clear out useless enemies. Also useful for cleaning up projectiles and skillshots. Will be expanded upon if it works well.
- Fixed Troll and Wyvern Rider having swapped voice lines.

Patch 1.30E (Hotfix)

Balance

- Elite Doom Guard base attack damage increased to 40 from 25.

- Zealot Duke attack cooldown increased to 4 seconds from 5.
- Lost Cleric will now have 1/3 chance to summon a Lost Knight regardless of health.
- Lost Knight ability base damage increased to 60 from 50.
- Banshees now have 2 armor from 0 and 100 base health from 90.
- Banshees have lower aggro range and 50 lower attack range.
- Shaman attack projectile speed lowered to 900 from 1400.
- Mystic attack projectile speed lowered to 900 from 1200.
- Hunter attack projectile speed increased to 1300 from 900.
- Jailor attack projectile speed increased to 1300 from 900.

Fixes

- Fixed the issue of Dark Huntress' second arrow getting stuck and thus the combat never ending.
- Frederick the Foul (Legionary skin)'s sound effects are now 3D.
- Item cleanup system now only saves actual obtainable items.

Patch 1.30F

- Hunter's Searing Strike now deals the correct amount of damage. The self-inflicted damage tag now displays the correct amount.
- Gladiator's Whispering Strike visual now occurs correctly.
- Disabled Jailor's Bring them Down talent.
- Added more safety checks to abilities.
- Fixed an EXP curio not correctly providing talent.
- DK/ZK's Haunted Weapon/Blessed Weapon level up hotkey is now W.

Patch 1.31

New

- Added the Bulwark's Guise talent for Soultender.
- Added the Bull Bash talent for Minotaur.
- Added the I am Death/Sainthood talent for DK/ZK.
- Added the Bloodlust talent for Shaman.
- Added the -hide command to hide specific ability icons such as blessings.

Balance

- Warlock's Rage Rune talent no longer provides undocumented movement speed. Its duration is now 10 seconds from 20.
- DK/ZK's Overflowing Evil/Divinity damage is now a fourth of the absorbed value.

Fixes

- Awakened's Healing Power's scaling is now correctly 70/80/90/100/110% of INT.
- Awaken the Healer now heals a correct number of times.
- Shaman's Lightning Prison talent now correctly costs 75 mana.
- Maiev Shadowsong no longer has an incorrect disabled icon.
- Fixed leaks with an old trigger.
- Fixed several unit filters.
- DK/ZK's shields now correctly absorb damage received at maximum health.

Misc

- Corruption: Dreadful Presence now has a unique debuff.
- Executioner's Phantom Memories can no longer help revive the player's heroes.

Patch 1.31B

Balance

- Archer's Guardian Spirit change reverted to every 10/9/8/7/6th attack.
- Archer's Frost Nova AoE is now 250 from 350.

Fixes

- DK/ZK's Q explosions now deals the correct amount of damage.
- Hunter's Wisened Strike is now available to Hunter, not the legendary.

Misc

- Being fewer than 5 players at the end of game or enabling Radiant mode will trigger a separate ending.

Patch 1.32

EXP changes

- Minibosses now provide a flat 100 exp to all players regardless of the number of players, instead of 888/Players.
- Floor Bosses now provide half as much flat exp, but ~31% more scaling exp.

Loathing

- Loathing increases a final time from floor 5 and onward.
- Loathing has a 10% chance to increase each room from Floor 4 and onward.

Balance

- Archer's Synchronization talent attack decrease 2 -> 1. It now restores 5% of maximum health when E activates.
- Royal Magician Armor's regeneration is now 0.3% of maximum health/mana.
- Fiery Soul's Fragment Burst now deal 200% of Intelligence from 100%.
- Assassin Floor Boss' rapid damage attack now deals 25% less damage.
- Toxic Pathfinder's Poison Rain now has a minimum range and a drastically increased maximum range. This will enable strategic positioning.
- Chaos Orcs damage scaling increased.
- Infernal Monster's Flame Strike base damage is now 35 from 10.

Fixes

- Soultender's Bulwark's Guise talent now works correctly.
- Fixed an issue causing Archer's Dragoncall talent to not fly straight.

Misc

- Updated Archer's Guardian Spirit description.
- Updated Executioner's mana gain. It is now tied to Harrowing Cut and Blood Vortex.
- Fixed description of Sudden Death item.
- Updated Fiery Soul's Flamepillar description.

Patch 1.33

New

- Boss Rooms cannot appear below 10 rooms away (if there are rooms further away than 9).

Priest

- Added the Mantra Shield talent for Priest.
- Priest's Divine Retribution now work on allies.
- Priest's Icon talent now works on allies as well, but its effect is now doubled instead of tripled.
- Priest's Labour of Love now has additional failsafe checks. Its range is higher.
- Decreased sound level of Priest's Divine Retribution talent.

Legionary

- Legionary's Knight of the Phoenix Order angle is now 120 degrees from 90 degrees.
- Legionary's Impregnable Defense talent has been rewritten.

- Legionary's O' Phoenix Flame, Protect Me talent now also increases the effective damage reduction by 10%.

Shadow

- Fixed Shadow's Shadow Strike damage being 1% lower than intended.
- Shadow's Shadow Strike now also deals 25% of agility as damage.
- Updated Shadow's Traitor's Tragedy purchase description.
- Updated Shadow's Shadow Strike description.

Ancient Guardian

- Ancient Guardian's Spiked Back angle is now 120 degrees from 90 degrees.
- Ancient Guardian's Stealth Spikes also increases return damage by 25%.
- Ancient Guardian's Retrench talent restore 25% of values instead of 33%.

Balance

- Executioner's Harrowing Cut damage increased by 10% at all ranks. Mana cost is now 12/14/16/18/20 from 13/16/19/22/25. This also affects Grand Executioner's scaling.
- DK/ZK's Haunted/Blessed Weapon scaling is now 50/60/70/80/90% of Strength from 25/40/55/70/85%.
- Gladiator's Nightmare charge mana cost is now 10 less at all ranks.
- Revenant movement speed is now 270. Illusion duration reduced to 30 seconds from 45.
- Shadow Sabres now look for unique targets. Becoming invulnerable will also cancel their attack.
- Lost Sniper's attack speed decreased by 33%.
- Broodmother spawns one less spider.
- Wargs aggro range is reduced by 50%.
- Lost Cleric's attack is now homing.
- Shield of the Damned has been reworked. Its active ability now revives the hero if it dies within a short time window.
- Shepherd now reduces projectile damage by 33% from 25%. It also now mentions Imp Trickster's attacks.
- Spear of the Moon now restore 10% of damage dealt as mana from 15%.

Misc

- Wrathguard size increased.
- Player names should now lose their B.net tag number and correctly gain their hero names.

Fixes

- The Dreamer now curses the heroes again.
- The item tracker system now saves left behind cursed items and consumables.
- Executioner's Phantom Memories no longer receive an interaction with held curio items.
- Fixed a bug causing Death Knight's Devouring Souls to calculate incorrectly.
- Zealot Knight's Forgive the Fallen now correctly uses the updated functionality.
- Gladiator (Corrupted skin) now has the correct damage.
- Dreamer's Tentacle attack updated.
- Fixed Spear of the Moon mana restoration tag error.

Patch 1.34 (Optimisation update)

New

- Added the Shredding talent to Sniper.
- Added the Among Deities talent to Archer/Voidgazer.
- Archer's Frozen Tomb talent has been reworked.
- Dragon Bow has been replaced by Profane Bow.

Fixes

- Disabled an unintended function which was triggered by Shadow Sabres. Shadow Sabre performance improved.
- Shadow Sabres can now correctly pounce again.
- Murloc Hut now spawns Murloc Babies at a different timing to avoid issues.
- Tentacles now use the correct animation upon spawn
- The player's hero name is now correctly replaced after repick.
- Jailor's Justice talent now uses the correct visual buff.

Misc

- Cleaned up unused files

Performance improved areas

- Murloc Baby spawn.
- Maw Guardian
- Unit filters
- DelayedHeal
- Enemy spells

- Enemy stats
- Health/Mana freeze
- Experience gain
- Player count
- Music switch
- Out of bounds
- Various nulling added

Patch 1.34B (Hotfix)

Fixes

- Player can no longer get stuck outside the arena by walking to the edge.
- Temporarily reverted three of the optimisation changes.
- If there's an issue with moving on main room arrows then it should be fixed. I could not identify the reported issue.
- Ancient Guardian's Spreading Plague is slightly more optimised. Rooms like Murloc Village are a bit more demanding than others.

Patch 1.34C (Hotfix)

Fixes

- Game will no longer end prematurely due to an error causing the game to think the players have won.
- Archer's Frozen Tomb no longer prints its duration as messages.

Patch 1.34D

- Priest's Mantra Healing is now accurate to the tooltip.
- Priest's Crown of Tranquility now works again and doesn't cause lag.
- Profane Bow AoE is now 900 (standard aura range) from 1200. Healing scaling reduced by 50%, base amount unaffected.
- Archer's Biting Cold talent now increases damage by 75% from 50%.
- Added another check to Frederik the Damned's Q to send the correct value. I do realise it only updates upon activation, it would be nice to add frequent ones.

Patch 1.34E

- Soultender's Cries of the Dead mana cost is now 70/80/90/100/110 from flat 100.
- Shield of the Damned now works as intended. Cooldown also accurate.
- Extended the arena's regions for certain triggers.
- The arena has an improved script for catching units outside of it.
- Profane Bow no longer activates on every attack. It has an internal 3 second cooldown.
- Some memory leak fixes.

Patch 1.34F

- Added the Blind Faith talent to Jailor.
- Players will no longer instantly pass the trap room
- Dragon's Crystal Ring and similar effects will now reduce the receiver's damage taken if it's at full health. Previously it still took damage through.
- The collector now has a 60% damage reduction until the Collect Call ability is cast. It should be compared to the Collector's spawn position previously being random and often far away from the group.
- Enemy fire DoT now scales faster.
- Medivh's target stun after teleport attack is reduced to 0.9 seconds from 1.5 seconds.
- Medivh's no longer uses his teleport attack if there are enemies close enough to him.

Patch 1.35

New

- Added the Blackfrost Sigil talent to Archer.
- Added the Mind Hammer (Mace + Mirror) which forges into the Volatile Battlehammer (not added in F9 yet)
- Added the Spirit Cleaver (Mace + Staff) which forges into Corrupted Axe. It can only be dropped as a treasure.
- Added the Overgrown Spider enemy, which is non-venomous and attacks slower.

Balance

- Archer's Synchronization talent now restores 10% of maximum mana from 5% of maximum health.

- Profane Bow's base healing is reduced by from 25 to 15.
- Enemy Spider room will spawn less Broodmothers and instead Overgrown Spiders.
- Dark Spawn base damage slightly lowered. Damage scaling lowered.

Fixes

- Fixed Soultender's W trail missing textures.
- Altar of Sacrifice can now drop the "newer" rare items.
- Huge Axe name colour is now correct on the ground.

Misc

- Soultender's Haunting Spirit now plays a sound whenever it deals damage.
- Soultender's Guiding Spirit now plays a cast sound.
- Removed the food cost of dummies, which in rare situations could impact game difficulty.
- Starting items are now removed from the Broken Quartermaster after passing the first room.
- Lowered enemy aggro range: Black Knight, Damned Soul, Damned Priest, Dark Skeleton, Zombie, Slush, Revenant, Soulhound, Obsessed.

Patch 1.35B

New

- Added the Legendary skin Erdflame Keeper for Jailor, which is entirely cosmetic and features new visual effects as well as lightning effects.
- The Hin Onde skin for Warlock has been bumped up to Legendary. Several of its abilities have new colours.

Balance

- Ice Queen's base non-scaled ice projectile damage increased to 10% from 8%.

Fixes

- Mystic's Descending Void damage has been updated. Previous functionality and description weren't accurate. It first took the damage then decreased it. The second impact was the same damage, and the final was about the intended damage.
- Fixed Archer's Blackfrost Sigil visual becoming stuck.
- Volatile Battlehammer now has the correct effect and stats.
- Apparition's cooldown is now visible.

- Corrupted Axe now correctly reduces health by (180, effectively 100) instead of increasing it by 100.
- Fixed an insignificant memory leak with Warlock's Demon Form.
- Fixed an incorrect dialogue.
- Companion's description now correctly mentions its drop rate of 2% and not 3%.

Misc

- Updated the hero display circle to include Soultender.
- Maw Inquisitor model size reduced.
- Ice Queen's chill DoT damage tag is now red and more visible.
- Shadow's Shadow Strike damage tag is now red.

Patch 1.36

New

- Upon entering a new floor, previously visited rooms have a 60% chance to lose their shortcut. This is increased to 80% if Loathing is above 8. Not active in Radiant mode.
- Added the Malignus Tentacle talent to Gladiator.

Balance

- Toxic Pathfinder's Rain minimum range increased by 100, maximum range decreased by 1000.
- Toxic Pathfinder's armor is reduced to 0 from 2.
- Warlock's Vitality Rune scaling is now 20 - 30/35/40/45/50% of maximum health from 20 - 30/40/50/60/70%.
- Hunter's Searing Strike ability damage is changed to 2.5/3/3.5/4/4.5 x Strength from 3/3.5/4/4.5/5.
- One of Queen of Sea's torrent attacks now has different timings. Both torrent attacks now have an audio cue.
- Gladiator's Embrace Insanity now provides bonus to Intelligence and Strength based on the heroes' attributes and number of players.

Fixes

- The changes to the Spider room have now actually taken effect.
- Fixed an issue causing I Am Death/Sainthood not to trigger.
- Fixed an issue causing Dragon's Crystal Ring and certain other effects which reduced too much damage. Also fixed a number tag issue.

- Gaze Upon the Impossible will no longer take items into account.
- Assassins Dagger now provide the correct stats.
- Starting Items are now correctly removed from Broken Quartermaster.
- Fixed some items' description inconsistency between held and dropped.
- Fixed an issue causing Fountains to never be generated.
- Fixed several issues regarding Boss placement on the generated map.

Misc

- Jailor no longer has splash damage settings (it wasn't active thus should not have any impact regardless)
- Added sounds to DK and ZK's Soothing Death/Zealot Shield expirations.
- Added attack sound to Sniper (Gunslinger) attacks.
- Re-added additional visuals to the floor generation
- Sudden death description updated.
- Eternal Knight (Legionary) now has a different weapon sound.

Patch 1.36B

Gladiator

- Updated Gladiator's Malignus Tentacle talent to fix a bug. This also improves the Tentacle's visuals.
- Gladiator's Embrace Insanity talent now properly removes the curse.
- Gladiator's Eldritch Prowess no longer cause a poison effect visual.
- Gladiator's Whispering Strike is now much smoother to use.

Jailor

- Jailor's Detain mana cost reduced to 60 at all ranks from 60/65/70/75/80
- Jailor's Bouncing Attack now works again. Its range is decreased by 200 (from 600).

Soultender

- Ancestral Keeper (Soultender) size reduced by 20%.
- Haunted Prince (Soultender) size reduced by 7.5%.

Balance

- Shadow Sabre pounce attack's damage scaling reduced by 33%.
- Assassin Boss' lazer now has a faster idle movement, but a lower maximum speed. These values are slightly adjusted based on the number of players. (More = faster starting speed and lower max speed).

Patch 1.36C (Hotfix)

- Fixed an issue causing Gladiator's Malignus Tentacle talent to freeze enemies in certain situations.

Patch 1.36D

New

- Aggro system has been updated and expanded upon.

Balance

- Archer's Blackfrost Sigil talent no longer deals percentage health-based damage.
- Lost Footman base health decreased to 105 from 110.
- Lowered aggro range of Soulhounds.
- The poison damage dealt by the Spider pendant items is now scaling.

Fixes

- Zombie enemy room no longer spawns spiders.
- The Spider room now correctly spawns Overgrown Spiders.
- Infinite consumables now properly have a cooldown when "shared" outside of markets.

Misc

- Warlock's Invisibility Rune now mentions its duration and has a consistent name.
- Reduced the odds of Trap Rooms appearing
- The chance for previously visited rooms to reset after defeating a floor boss is now 50/70% from 60/80.

Patch 1.36E (Hotfix)

- The aggro system will always find targets even if they're out of range. It is a simple fallback with performance in mind.
- Increased the general acquisition range of enemy units.

- Disabled the debug logs which cluttered the screen.

Patch 1.36F

Balance

- Shield of Contempt now reduces the hero's resurrection speed instead of providing magic resistance to enemies.
- Herald's Memory and Razin's Lost Pendant now always restore the hero's values to full, regardless of current value percentage.
- Ruinous Ring now kills the hero upon entering a crypt or floor boss room instead of providing magic damage vulnerability.

Fixes

- Removed the Mouse Button 4 hotkey prompt from purchasable items.
- Frederick the Foul (Legionary skin)'s Dread Shield should now consistently reduce attack damage by the correct amount.

Misc

- Aphrodite and Paradise's potion now positively stack.

Patch 1.36G

- Reverted recent aggro changes to the system.
- Removed hotkey for additional items and interactions (numpad X)

Patch 1.36H

New

- Added another scoreboard counter which tracks the amount of deaths

Balance

- Mystic's Descending Void damage is now $25 + \text{INT} \times 1/1.25/1.5/1.75/2$ from $25 + \text{INT} \times 0.5/1/1.5/2/2.5$
- DK/ZK's Haunted/Blessed Weapon scaling is now 10% higher at all ranks.
- DK/ZK Bind the Soul/Strike the Unholy attack speed reduction is now 33% from 50%.
- Minotaur's Seismic Shock damage is now 70/75/80/85/90% of STR from 50/55/60/65/70%

- The Herald (Minotaur)'s Eerie Hum damage is now 80/90/100/110/120% of INT from 60/70/80/90/100.
- Decreased the knockback strength of the heroes.
- Despicable Sage's Ring now has a 50% chance to not reduce the hero's INT.

Fixes

- Frederick the Foul's Q now supposedly always works as intended. Do keep in mind that attack damage cannot reach negative.
- Fixed a typo in Soultender's Haunting Spirit.
- Location memory leak fixes.
- Updated recipe information.

Misc

- Adjusted movement in crossroads (use -crossroads and notify me if it's worse).
- Reaching a previously encountered curio will no longer show a descriptive text, just the curio name.
- 6 additional rare items can now be dropped.
- Decreased the visual effect time of Executioner's Harrowing Cut.

Patch 1.36I

New

- Added the Undying King legendary skin for Soultender.
- Floor Bosses are now assigned to a specific floor, between floor 1 and 3. However, there is always a 20% chance that a boss from a different floor will be present instead. Floor 4 and above have random bosses.

Balance

- Legion's Knight of the Phoenix Order's damage reduction is reduced by 33% for Frederick the Foul.
- Legion's Impregnable Defense damage reduction increase is now 10% from 15%.
- Frederick the Foul's attack damage debuff aura is now equal to half his armor from 100%.
- Jailor's Blind Faith talent damage is now 25% from 20%.
- Jailor bouncing attack range is now 500 from 400.
- Shaman's Electrification talent now increases ability damage by 33% from 50%.
- Priest's Mantra Healing cooldown is now 23/21/19/17/15 from 30/27/24/21/18

- The Collector can now cast Collect Call 2 seconds faster after spawning.
- Collected Death Knight now has the Lost Knight's ability.
- Haunted Statues now have a higher base health.
- Lost Cleric base damage reduced by 66%.
- Increased base damage of Banshees.
- Murloc Baby explosion damage has been increased.
- Murloc Servant base health reduced.
- Enemy Damned Priest's movement speed 200 -> 270

Fixes

- Fixed an issue causing Warlock's Tormenting Fire talent to reduce the damage from Soul-Blaze rather than increasing it.
- Fixed the voice lines of Corrupted and Challenger skins for Gladiator.
- Fixed some bugs with Warlock's Demonic Incarnation.
- Added a failsafe to an end-of-game random selection.
- Fixed Cloak and Dagger typo.

Misc

- Warlock's skins aside from Dreadlord Jaina now has a faster attack animation.
- Updated some skin descriptions.

Patch 1.36J

Balance

- Executioner's Phantom Memories no longer increase the copies' health. Mana cost is now 40 at all ranks from 20/25/30/35/40.
- Hunter's Relentless Regeneration is now 5/10/15/20/25% from 10/15/20/25/30% of STR. Adjusted description to match the actual AS increase (3% not 5%).
- Warlock's Illusion Rune's illusion damage received multiplier is now 1.5 from 3.0.
- Shadow's Shadow Strike damage penalty against minibosses is now 85% from 75%

Fixes

- Fixed an issue with the final challenge.
- Gladiator's Whispering Strike during Malignus Tentacle now correctly deals reduced damage.
- Fixed a couple impactless bugs with Executioner's Phantom Memories.
- Fixed an incorrect string related to points.

- Removed the debug print from Soultender Undying King.

Misc

- The chance for a non-floor specific boss to appear is now 25% from 20%.
- Single floor runs now always have a fully random boss.
- Replaced the Revenant's model. Looks better in classic worse in HD.
- Removed one of the visual effects from Hin Onde's Vitality Rune.
- Added some additional code to keep track of stats (such as damage dealt and taken).

Patch 1.36K

New

- Added the -debug print, which lists enemies and some interactable objects, as well as invisible foes.
- Upon being attacked by non-typical foes, their names will be printed for the Executioner to see. It will also print null names for dead or removed enemies. // This change was later removed, it was a temporary way to debug.

Fixes

- Fixed an issue causing the Lost Hero to be replaced by an inventory-less Overgrown Spider.
- Executioner's Phantom Memories now benefit from item stats but still cannot activate or drop items.
- Executioner's Phantom Memories no longer start with Blood Vortex unless the Executioner has it. They should also be level 1 if the Executioner is level 1.
- Corrected some incorrect descriptions for items on the ground.

Patch 1.36L

Executioner

- Added the Exsanguinate talent, which is a modern take on the old Bleed ability which was removed about two years ago. The description is heavy, but its functionality is very straight forward.
- Phantom Memories' summoned phantoms no longer inherit bonus stats as permanent stats (they will still gain these stats from e.g. items). Ability mana cost decreased to 35 from 40.

- Intrusive Recollection talent now increases the ability cooldown to 65 from 45.
- Splitting Blade talent damage increase is now 33% from 25%.
- Fragments of Once Heroes talent now also transfer the Unyielding talent to the phantom memories.

New

- Added a new scaling mechanic. Minibosses' maximum health now scale downwards with each active player below 8, down to a minimum of 65%.
- Jailor's Blind Faith talent now has a unique icon.

Balance

- Reduced Zealot Duke's mana regeneration by 20%.

Fixes

- Fixed an issue causing Jailor's Blind Faith talent to provide a way higher bonus than intended.

Misc

- Updated the Dreamer's death. All heroes now lose all of the Dreamer's curses/blessings instantly.
- Updated some consequences from Construct a Holy Site. A few new consequences, but also continuity fixes (e.g. results of the *other* hero group already making some choices).
- Updated the order of executioner, which affects *when* certain curses activate. This will fix e.g. Ruinous Ring activating upon entering the room after the actual trigger room.

Patch 1.36M

Balance

- Zealot Duke base health decreased by ~12%.

Fixes

- Updated Gladiator's Whispering Strike damage during Malignus Tentacle to be more accurate.
- Fixed an issue causing Minotaur's Bull Bash to be able to target allies.
- Emissary of Svartfors no longer appears briefly despite leaving the first room.
- Fixed a situation where the Vampire boss' orbs would remain on the map.

Misc

- Updated the text tag colour of a few effects.
- Added a description to Shaman's Orb of Lightning talent.

- Once again updated the timing for when cursed items take effect based on room state.
- Disabled Executioner's debug messages.
- Removed some unused graphical assets.

Patch 1.36N

Balance

- Executioner's Exsanguinate talent no longer counts stacks on the target, rather on himself. The damage/healing is now tracked.
- Minotaur's Might talent now restores 4% of maximum Mana/Health from 3%. Fixed an issue with variables not being correctly nulled.
- Absolver maximum mana reduced to 60 from 80 (one less activation of Zealot Shield).
- Elder Necromancer base health increased to 800 from 600. Ability now also causes the Necromancer to drain all nearby heroes.
- Dark Skeleton movement speed increased to 270 from 250.

Fixes

- Updated the Slime's return poison damage script. It had a couple bugs attached to it.
- Updated the Awakened's Melting Venom talent damage calculation to prevent situations where its damage increase might not be noticeable.
- Optimized some variable calls for Priest's abilities.
- Removed an outdated and undocumented mechanic related to Sunder. Aura range reduced to 400 units from 600.
- Fixed some memory leaks.

Misc

- Returned and updated Executioner's debug and as well as the -debug command.
- Added several new calls to update the players' stats, especially from item effects.
- Updated the proc frequency of the cursed Spider vial.
- Updated the mechanic to reset Archer's Frozen Breath stacks upon death.

Patch 1.36O

New

- Added an alternative exploration music from DD2. The -music2 command will change the exploration theme. It is quieter and generally calmer.

- Item drop rates now scale depending on the number of players. (Added in 1.36N)

Balance

- Slightly increased Medivh's tornado damage.
- Added scaling damage to Medivh's damage during prepared phase. // This change will be reverted next patch.
- Ancient Necromancer movement speed is now 20 higher.

Fixes

- Fixed an issue with Executioner's Grand Executioner talent.
- Poison return damage from Slime/Slush has been fixed and confirmed to work as intended.
- Fixed an issue causing Memory of Exsanguination and derivatives to not activate.
- Cleaned up and improved the code related to enemy unit deaths, which also fixes some bugs.

Misc

- Clarified Hunter's Seeping Blood talent description.
- Removed Executioner's debug message print.

Patch 1.36P

Changes

- Ice Queen floor boss will now allow the players to progress to the next floor upon her death.
- Medivh's regular ability damage no longer scales with rooms passed.
- Medivh's teleport attack now checks for a smaller distance than before.
- Medivh's range check for the teleport attack is 100 units lower.

Patch 1.36Q

New

- Added the new enemy Exhumed Zombie, which is slower than a regular zombie and cannot return upon dying, however it boasts more health and higher damage.
- Added a new common enemy room, featuring undead and necromancers.
- Added a very rare variant to the Maw room, featuring a new dangerous miniboss!

Balance

- The Lost Cleric no longer has a chance to spawn Banshees or Reapers. They have respectively been replaced by Lost Footman and Lost Sniper.

Fixes

- The Slime's max health is now affected by the difficulty modifier related to total players.

Patch 1.36R

New

- Replaced the Lobby music with a different song.
- Updated the recently introduced -music2 song with a higher quality version in stereo.

Balance

- Removed the recently introduced scaling item drop rate.
- Executioner's Exsanguinate talent's proc chance is now 8% from 7%.
- Soultender's Blaphemy talent cooldown is now 5 seconds from 4 seconds.
- Jailor's Wind Speed talent mana cost is now 20 from 50.
- Mystic's Hungering Void talent AoE increase is now 33% from 50%.
- Minotaur's/Herald's Landslide/Darkwave now uses a different projectile movement system. Cooldown is now 8 seconds from 12.
- Minotaur's Seismic Shock mana cost is now flat 20.
- Forgotten base damage is significantly lower and base health is also lower. Now has a chance to spawn a scaling amount of Consumed upon using its ability.

Fixes

- The new undead room now has a proper large enemy.
- The Abyssal room now spawns the correct large enemy.
- Performance improvements and memory leak fixes.
- Fixed a bug related to some cursed items.

Misc

- Updated the Exhumed Zombie's size/animation speed.
- Updated Mystic's Spirit Dragon skin variables.
- Updated many hero skin descriptions.
- Added additional stat trackers to some item.

Patch 1.36s (Hotfix)

- Fixed an issue causing every cursed item to be a Cursed Coin.

Patch 1.37 'The Final Version' (Stylised as 1.3.7)

New

- Added music for Market and post-fight against floor bosses.
- Re-imported music tracks that correspond to each Floor Boss.

Balance

- Changed the spawn weight in the Spider room to make Broodmother spam less common.

Misc

- Increased the chance for the rare combat track to play from 1% to 2%.
- Improved the lobby music to have slicker looping.

Patch 1.3.7a

Post-Release hotfix 01.

Fixes

- Defeating floor bosses add the correct items to the Purification Well.
- Improved the actions of the Shadow Sabre during situations where the eligible target cannot be hit.

Patch 1.3.7b

Post-Release hotfix 02.

- Shadow Sabre will now no longer remain invulnerable if the ability is cancelled. It will more properly take damage invulnerability into account without disrupting the ability function. The ability damage is now also lowered by Armor to make tanks even better at tanking them.

Patch 1.4.0 (11/05/2026)

Post-Release update 03.

Updates from 1.4.0 forward were done in an experimental fashion to explore design that strays away from the original direction.

Soultender

- Haunting Spirit will now correctly stick to the same target. Its movement speed is increased and shouldn't damage invulnerable targets anymore.
- Guiding Spirit's movement speed increase. It now heals every 0.5 seconds from 1 second, but its INT scaling is halved. Cooldown decreased from 35 seconds to 25 seconds.
- Cries of the Damned cooldown 12/11/10/9/8 -> 10/9/8/7/6. Minimum slow is now 10% from 0%.

Mystic

- Black Hole suction strength reduced.
- Descending Void cooldown reduced by 1 second at all ranks. INT scaling damage is now 0.75/1.0/1.25/1.5/1.75 from 1/1.25/1.5/1.75/2.
- Mercurial Mana restoration percentage is 1 higher at all ranks.

Cursed items

- All affected cursed items also have their Consecrated counterparts updated.
- Traitor's Ring damage increase 100% -> 50%. Now only kills one ally.
- Martyr's Sword no longer provides increased health regeneration. It now also deals 3% of the hero's max Health as damage to the target.
- Stained Pendant now heals % of maximum health whilst consuming % of maximum mana based on rooms passed.
- Murky Pendant now restores % of maximum mana whilst consuming % of maximum health based on rooms passed.
- Window's Pendant now properly negates damage dealt from direct-damage sources.
- Dragon's Crystal Ring damage reduction script updated.
- Ring of Greed now grants a random amount of gold upon entering a new room, between 0 and Loathing. When you die you lose gold between 0 and your total.
- Ring of Shared Burdens is now named Ring of Solitude. Instead of a negative damage aura it slows all nearby heroes on ability casts.

- Sage Ring's mana value 75% > 60%. This value decreases by 10% whenever a hero dies. If it falls negative, then it breaks and loathing increases. Consecrating before that will set its value to 60%. It no longer reduces hero INT.
- Amulet of Despair health 200 -> 250. It now provides curse upon death. No longer provides a negative amount of mana.
- Amulet of Corruption maximum Mana 200 -> 250. It now has a 10% chance to provide curse upon casting an ability. No longer provides negative health.
- Talisman of Regret now has the following downside: whenever you die your curse increases.
- Whispering Coin of Uc'thuipu now provides 15 gold every level up but still retains its negative effect.
- Ring of Equality is now named Ring of Friendship. It no longer swaps health and mana, and instead bonds the hero to another one. Testament to Valdemar's Superiority renamed into Valdemar's Trust.
- Fixed an audio cue with Ruinous Ring.
- Aphrodite's Potion named changed to Ambrosia. It's effect is now: Potions you consume are 50% stronger. You gain curse whenever you drink one.
- Shield of Contempt's description has been clarified.

Curios

- The same curio will no longer appear twice in a row in the Crossroads.
- Updated the Drive Out the Nightmares interaction's functionality.
- Updated Cold Woman's Gaze Upon the Impossible descriptions.
- Updated Broken King's Statue's A Good Gesture curio.

New

- Curse factor. It is a dormant stat for each individual player that is relevant to certain interactions and smaller game mechanics.
- Several items now have dynamic tooltips.

Balance

- Eternal Health Potion healing 150 -> 125 + 10% of missing health.
- Golden Vitality Potion healing: 225 -> 200 + 10% of missing health.

- Eternal Mana Elixir restoration: 150 -> 125 + 10% of missing mana.
- Golden Spirit Elixir restoration: 225 -> 200 + 10% of missing mana.
- Endless mix: health/mana restoration: 100 -> 100, separately increased by 100% at critical values.
- Golden Endless mix health/mana restoration: 200 -> 200, increased by 100% at critical values.
- Zealot Duke will no longer cast Zealot Shield.

Fixes

- Fixed a bug causing The Dreamer to sometimes not give a curse at all or to give the same one multiple times in a row.

Misc

- Updated Shield of the Damned's active ability. It now has a 4 second delay
- Removed the notification message regarding Poorly Prepared.
- The Eternal and Endless potions, as well as their golden counterparts, have been rewritten in code.
- Removed refillable/consumable health/mana potion/elixir.
- Talents and other external abilities should no longer take the place of the hero's ability slots.
- Updated how damage evasion works.

Patch 1.4.1 (Hotfix)

Post-Release update 04.

- Fixed issue causing map to not generate after killing the floor boss.
- Golden Spirit Elixir now properly restores mana.
- Swapped VFX of Health potion and Mana elixir.

Patch 1.4.2

Post-Release update 05.

New

- Added the Defiled Eye cursed item. Increases damage dealt by your cursed factor, which you also get an amount of upon pickup.

Fixes

- Whispering Coin of Uc'thuipu's health cap should now properly activate.
- Fixed an issue with a curio interaction causing it to be removed just because the conditions weren't met.
- Ring of Solitude has now properly been updated and no longer incorrectly activate the Amulet Of Corruption curse item effect.
- Fixed several instances where an item is forcefully dropped from a hero instead of destroyed.
- Fixed an issue causing The Fallen Hero's Offer a Second Chance to not properly deduct hero strength in a situation.

Misc

- Made updates to how Cursed Items are generated, how items are cleansed, how unique consumables such as Progenitor Mother's Milk are activated. Several curios now use the new method of generating curses. All curios that give cursed items take from the common pool.
- Increased text tag sizes for general healing/damage (not applied to all instances yet).
- Updated Fiery Soul's Fill Up a Bottle description and consequence upon failing.
- Altar of Sacrifice's Destroy the Altar interaction now has a different negative consequence and description.

Patch 1.4.3

Post-Release update 06.

New

- Populated the Courtyard with debris and raggedy brushes that someone really should clean up...

Fixes

- Broken King's Statue's A Good Gesture now properly displays the result's message as well as visual representation now.
- Fixed an issue causing certain items to grant max health upon pickup.
- Fixed an issue causing the display value of Sage's ring to be rounded down instead of up.

- Fixed a bug causing Broken Attendant's Inherit from the Fallen interaction to be able to give removed items. These previously removed items have been replaced by very good loot. It also provides more text context.

Misc

- Updated Pitiful Child's Cheer Him Up interaction. Its description is more ambiguous and the consequence of failing now mirrors the text narration.
- All text in cursed items that display your curse factor now rounds up instead of down.

Patch 1.4.4

Post-Release update 07.

New

- The number of floors in each run now has a tiny chance to increase after killing a floor boss, if any hero has curse factor. It is calculated off the group's average curse, divided by players then divided again. It is disabled on Radiant mode and during the Conquer the Demon King's Castle
- Added The Orb cursed item, and its consecrated counterpart Loathing Reflection. It allows you to visibly see your curse and has a chance to drop a cursed or rare item. The chance increases with curse (and Loathing for the consecrated version). It can be Lesser Consecrated.
- Added the Uncanny Pocketwatch cursed item, which boosts Experience Gain by 100%, but is reduced with each passing room. If it reaches negative percentage then it breaks and the hero gains a large amount of curse. Its consecrated counterpart, the Bidden Time remains at the value the cursed item was consecrated at.
- Added the Seek Within interaction for the curio Fiery Soul.
- Further updated item pickup functionality and a lot of item interactions. Consecrated Item generation is now easier to handle.

Fixes

- Friendship Ring now also properly revives. Its description is updated.
- Whispering Coin now properly comes with a health penalty.
- Lesser Necropolis no longer provides an INT bonus.
- Ethelred's Serene Amulet now correctly mentions 250 mana instead of 200.
- Paradise's Sacred Potion now has its description correctly updated.

- Fixed a double sound play through Banish the Undead.
- Shadow's Kingslayer talent no longer refunds mana, since it doesn't actually cost mana.
- Talisman of Regret and Amulet of Despair's curse increments are no longer swapped.
- Fixed a bug with Executioner's Grand Executioner talent, causing it the new cooldown not to apply correctly.

Misc

- Memory of Svartfors' Redemption renamed into Svartfors' Redemption.
- Memory of Exsanguination renamed into Exsanguinate.
- The Shady Merchant's Murder the Cultist interaction now shares the global Cursed Item pool.
- The Lost Hero (roaming boss) can now carry the latest items and takes cursed items from the pool.
- Bleed damage visual has been updated. The bleed effect no longer stack. Base damage lowered by 67%, frequency increased by 200%, scaling damage decreased by 25%.
- The recently introduced damage functions now use red colour for the tags.
- Updated how exp modifiers calculate their bonuses and maluses. Each modifier calculates the original exp-value, not the modified one.
- Removed visible Curse percent on most cursed items.
- Swatted the flies buzzing around in the courtyard.
- Consecrating items during combat will no longer trigger visual effects and messages.
- Picking up Cursed items during combat will trigger fewer messages and audio cues.

Patch 1.4.5 (Hotfix)

Post-Release update 08.

Fixes

- The Orb and Uncanny Pocketwatch can now both be cleansed.
- Reduced size of the tags of general damage calls.
- Fixed a bug causing Sniper's Explosive Shots to deal extra damage.

Misc

- Added guard for certain Slime/Slush poison damage edge cases. Changed how the return damage is dealt.
- Increased Traitor's Ring damage tag size.

Patch 1.4.6

Post-Release update 09.

Queen of Snakes

- Now uses weighted rolls for which attack to perform, which means that certain attacks occur more often which others are rarer.
- The short-torrent attack's windup is now 13.5% slower, meaning more time to react. She moves about 7% faster.
- The long-torrent attack speed decreased, lower damage and knocks up the target a shorter distance. Lasts 14% longer.
- Removed a metal attack noise.
- Base arrow damage increased.
- Fixed a bug causing double damaged on torrent.
- Arrow impact now plays a sound.
- Continuous arrow fire attack now has decreased arrow speed.
- Single shot arrow is now an accurate, high velocity arrow that deals increased damage and has a larger hitbox.
- Adjusted triple shot animation timing.
- Arrows now count as physical attacks.

Ancient Necromancer

- Added a new unique attack.
- Increased unit detection for cast range.
- Now uses weighted rolls for its actions.
- Increased drain range.
- Single skull attack: turns to face the target.
- Fixed an issue where the skulls could cause damage twice.
- Haunted Ziggurats base health increased by 67%. Base damage 8 -> 18 (scaling damage unaffected).

Balance

- Shield of Contempt healing and Forgiveness is now capped at 30.

- Martyr's Sword capped out at 50. Eternal Guardian's is capped at 100.

Fixes

- Cursed Coin can now be properly consecrated via Lesser.
- Holy Water will now properly activate.
- Consuming Holy Water in the chapel will no longer cause Consecrations to be removed.

Misc

- The common floor bosses for F1 are temporarily: Ancient Necromancer and Queen of Sea.

Patch 1.4.7

Post-Release update 10.

Balance

- Exhumed Zombie base damage increased from 12 to 20.
- Forgotten base health increased by 150.
- Forgotten's Tentacle poison damage increased by 17%.
- Gargantuan Zombie base health reduced by 100.
- Werewolf movement speed increased from 270 to 290.
- Fallen Hero's Ask for Guidance interaction cost is now 42 gold from 36.

Fixes

- Fixed a bug with Fiery Soul's Seek Within causing it to display the same result every time.
- Multiple handle leak fixes related to boss abilities.

Misc

- Disabled the Floor-extension mechanic.
- Disabled Fallen Hero's Sparring Session interaction.
- F1 boss pool is now back to normal.
- Increased the chance for special empty room from 50% to 60%.
- Decreased the chance to roll a trap room from 25% to 20%.
- Decreased exp gain from entering the Crossroads by 75%.
- Entering an empty room now grants a lesser amount of exp (more than crossroads, less than trap room).
- Infernal Monster size increased.

Queen of Snakes

- Single Arrow base damage increased by 10, scaling damage increased by 33%.
- Short Torrent duration increased by 0.15 seconds.
- Long Torrent speed increased by 25%. Damage increased by 50% (bear in mind damage was nerfed due to a bugfix).
- Arrow Burst speed increased by 9%.

Ice Queen

- Added two new attacks.
- Added a weighted system to decide which attack to perform.
- Ice Cone (5)'s missile spread is no longer random. Spread is now 0, then 30 degrees off then any subsequent are 15 degrees off. Timings delayed by 0.3 seconds. Speed increased by 25%. Turns to face the target.
- Freeze DoT increased by 50%. Still scaling off current health.
- Restored a missing warning indicator.
- Fixed bugs with Dragon Breath.
- Ability cast is performed closer and has a slightly lower cooldown for certain abilities.

Toxic Pathfinder

- Lowered base health by 2000.
- Restored some missing VFX and warning indicators.

Patch 1.4.8

Post-Release update 11.

New

- Updated the systems handling attacks and damage.
- Corruption modifier: Tainted Faeriedust. Floor Bosses gain a speed increase to several of their attacks.
- Corruption Modifier: Spirit Banquet. Heroes, in combat against floor bosses, revive slower each time they die. This value is reset after defeating each floor boss.
- Updated and elaborated on Vampire Lord's Beg for Everlasting Power interaction.

Balance

- Amulet of Despair now has a 10% chance to give curse from 5%.
- Talisman of Despair now gives 200% more curse than previously.
- Ambrosia now gives 100% more curse than previously.

Fixes

- Several Holy Water bugs fixed.
- Fixed an issue causing A Good Gesture not to print a message if the hero failed at its task.
- Fixed a bug causing Gladiator to not gain all benefits from the Beyond Comprehension talent if it doesn't yet own Nightmare Charge.
- Stained Pendant, Murky Pendant and consecrated variants now update their item description upon pick-up. These items also calculate the values automatically instead of being verbose.
- Fixed an issue with dynamic item descriptions if one holds both the cursed and consecrated variants.
- Ancient Necromancer fixes with how enemies are hit by projectiles + leak fixes.
- Blood Demon leak fixes.
- Fixed a bug causing Soultender's Communion With the Lost talent to reduce the damage taken by 50% instead of 33%.

Misc

- Temporarily disabled The Dreamer
- Temporarily disabled Gladiator's Embrace Insanity talent.
- Increased the tag sizes of some functions.
- The end-of-game info now accounts for double Corruption-modifier.

Patch 1.4.9

Post-Release update 12.

New

- Reworked the Acid damage caused by Slime/Slush. It now applies on their attacks and no longer stacks, but repeated triggers will increase the current damage and duration. Its damage decreases over time.
- Priest's Mantra Healing reworked: INT scaling from 1.25/1.75/2.25/2.75/3.75 to 3/4/5/6/7. Mana cost from 75/100/125/150/175 to 70/90/110/130/150. Instead of occurring 2/3 times with the same healing, it now has a large initial heal and any overhealed amount is healed again every 2 seconds, up to 3 times in total.
- The Dreamer's Curses have been replaced by Nightmares, which are negative afflictions.

Balance

- Shield of Contempt and Forgiveness Healing is now 2% from 1%.
- Death Elemental health increased by 50%. No longer swaps its hp and mana (updated in 1.4.8)

Fixes

- Priest ability leaks fixed.
- Fixed issues that could cause Minotaur's Staggering Force talent to not proc.
- Fixed a bug causing ZK's Holy Duke talent to not correctly apply its bonus.

Misc

- Re-enabled The Dreamer and Gladiator's Embrace Insanity.
- The Dreamer's Nightmares now individually randomise Nightmares, instead of giving every hero the same one.
- Gladiator's Embrace Insanity now uses the new nightmare afflictions instead of curses. Upon expiration it now removes all nightmare afflictions.
- Heroes added to the updated heal system: Priest, Murloc, Soultender, Warlock, Mystic, Ancient Guardian, Executioner, Archer, Gladiator, Hunter, Frederick the Foul (Legionary), Legionary, Death Knight.
- DK/ZK's shield functionalities updated to increase reliability.
- Rewrote AG's Accelerated Metabolism talent code to increase reliability.
- Updated AG's Retrench talent code for reliability. The healing/mana restoration is more streamlined and ability description updated.
- Executioner's Exsanguinate talent now uses the updated damage system.
- Optimised Soultender's Haunting Spirit ability. It now uses the centralised damage system.
- Shadow's One talent will only be available if Gloomdrift has been learned.
- Sniper's Optics ability is now connected to the updated damage system.
- Disabled Gladiator's Dreamer's Healing talent in preparations of its rework.
- Updated Infernal Monster's code to improve reliability.

Patch 1.5.0

Post-Release update 13.

Lost Hero (Roaming Boss)

- Brighter appearance.

- Leak fixes.
- Multislash number of attacks from 5 to 3. Added range indicator. Timings, animations, speed, range updated. It now starts quick then falls off in speed.
- AoE attack: AoE increased and damage visual effect added. Timings, animations and visual effects updated. Exposed debuff updated and integrated with the new healing system.
- Charge attack: Walking timing increased, delaying the actual charge.
- Taunt attack: amount decreased from 4 to 3. Damage increased by 20%. Range decreased, visual size decreased. Timings and animations updated.
- Summon Damned Souls: Each one is summoned in a random spot, instead of them all being grouped together.
- Now has a minimum cooldown between each attack.
- Added a new move: Bash, which works similarly to Minotaur's Bull Bash.
- Added a weighted system to decide which attacks to perform.

Jailor

- Added the Conviction ability which replaces Infiltrate. It instantly heals a portion of missing health then grants movement speed and immunity against Fire, Poison, Venom, Frost and Bleed for a limited duration.
- Blind Faith talent now procs on Conviction instead of Infiltrate.
- Re-enabled Jailor's Bring Them Down talent.

New

- Added the Lost Hero (post-mortem) curio, which is a curio that all heroes may interact with. It comes with two standard interactions and one rare.
- Reworked Gladiator's The Dreamer's Healing talent. It now heals all allies three times. Each subsequent healing is stronger than the last. Cooldown from 45 seconds to 60 seconds. It has been re-enabled.
- Dealing 0 damage with attacks will now activate on-attack effects, such as Hunter's Searing Strike. On-damage effects such as Haunted Dice cannot activate since you are not dealing damage.

Balance

- Removed Toxic Pathfinder's portals.
- Decreased the damage hitbox of Orcish Abhorror's fireball.

- Defiled Eye gives more curse upon pickup. Both Defiled Eye and Lesser Necropolis damage scaling has been reduced by 25%.
- Priest's Smite talent's enemy healing is now 33% from 100%.

Fixes

- Optimised Minotaur's Multicast and Totem/Watcher abilities.
- Optimised Archer's Dragoncall ability.
- Executioner's Phantom Memories' damage transfer will now occur even if Blood Vortex is unlearned.
- Fixed an issue causing Eternal Guardian's Sword to not activate correctly.
- Fixed an issue causing certain abilities in edge cases to register dummy units as a valid target, such as Warlock's Runes.

Misc

- Elemental DoT effects such as fire, poison, acid and frost no longer count as attacks. This means that they bypass e.g. shields and Crowns.
- Replaced the visual for Zealot Shield buff (enemy and hero).
- Replaced the acid damage status effect visual.
- Removed outdated and unused code.
- Certain item descriptions clarified to separate on attack and on damage.
- The minimum damage necessary to activate effects can now be decimals from 1.0.
- Become the King's Champion's damage increase is now calculated through the new damage system.
- The names for Ethelred the Templar skin for Priest, Varimathras skin for Warlock and Undying King skin for Soultender are now correctly coloured red.
- The required number of heroes required to pass the Crossroads is 1 fewer, meaning that two heroes can remain without the group leaving.

Patch 1.5.1

Post-Release update 14.

Lost Hero Curio (post-mortem)

- Added three new hidden interactions and unique rewards for them.
- Added the Divine Guidance system, which is disabled by default.
- The first hidden interaction now works properly.
- Added icons to replace placeholders.

- No longer starts the music again upon defeat.
- No longer drops a default Cursed Item.

Shadow

- Kingslayer deals less damage against heroes.
- Mortal Blow threshold against Floor Bosses decreased from 5% to 3%.
- Cloak and Dagger cooldown decreased from 30/28/26/24/22 seconds to 24/22/20/18/20. If the target dies, the ability is cancelled and half of the ability's mana cost is refunded. Damage against heroes decreased.

Fixes

- Death Knight ability optimisation and leak fixes.
- Several leak across different scripts.

Misc

- Curse Factor now plays a role in the final event.

Patch 1.5.2 (Hotfix)

Post-Release update 15.

- Fixed an issue causing the Lost Hero's death to not truly occur.
- Added safety measures for edge cases where a hero dies during Lost Hero's Bash.

Patch 1.5.3

Post-Release update 16.

Soultender

- Cries of the Dead damage increased by 10% at all ranks.
- Guiding Spirit healing from 2/4/6/8/10 + 10/13/16/19/22% of INT to 1/2/3/4/5 + 10/12/14/16/18% of INT.
- Haunting Spirit damage decreased from 13/16/19/22/25% of Attribute to 12/14/16/18/20%.
- Clarified Soultender's Bulwark's Guise talent description.
- Belated update to the description of Undying King's Haunting and Guiding Spirit abilities.

Shadow

- Gloomdrift duration is decreased to 3/3.25/3.5/3.75/4 seconds from 4/4.5/5.0/5.5/6.

- Shadow Strike's ability damage is reduced from 5% to 3% against Floor Bosses. Clarified that the damage cannot be reduced.
- Mortal Blow talent execute range against Mini Bosses is now 5% from 10%.
- Updated Kingslayer's talent damage edge cases, it will now properly deal less damage in specific situations.
- One talent now increases Gloomdrift's duration by 1 second from 2 seconds.

Awakened

- Poison now deals 15/20/25/30/35% of INT from 5/10/15/20/25% of the attack's damage. Its description has been clarified.
- Nature's Wrath talent renamed into Empowered Jet. It now deals effectively 50% extra damage and causes the Acid Jet projectiles travel fly faster and further.
- Poison Blast talent now only applies Poison to the hit targets.
- Acid Jet now travels further and faster.

Ending

- Fixed the issue regarding choosing your path.
- Fixed an issue where the Enemy hero would start with less current health than intended.

Lost Hero (Boss)

- Aggro range decreased, meaning he will walk up more.
- Improved the safety measures against the edge case where a hero dies during the hero's bash.

New

- Added the Flex interaction to Broken Attendant.
- Added several dynamic interactions to Broken Attendant through Flex.
- Added the Abundance of Nature talent to Awakened.
- Added the Mighty Spit talent to Awakened.

Balance

- Broken Attendant's Inherit from the Fallen interaction cost changed from 36 to 42.
- Updated Collector's intro damage reduction and increased it from 60% to 70%.
- Shady Merchant's Join the Cult now also increases curse.
- All-Consuming Darkness no longer decreases attack speed but increases curse gain.

Fixes

- Fiery's Soul Seek Within interaction no longer makes the hero unable to interact further.

- Fixed a bug with DK/ZK's Shields, causing the hero to take additional damage when their shield breaks.
- Fixed an issue causing Ophelia's Beloved Amulet to null damage dealt.
- Added additional situations where Executioner's Phantom Memories weren't allowed.
- Updated Legionary's Flame Shield to use the updated damage system, fixing the Overheal bug that may occur.
- One of Them's icon is now correct and it will now trigger its unique interaction.

Misc

- Using -skip post set-up will no longer work.
- Cold Woman's Offer Help no longer increases loathing. Using the Holy Water on a Cursed Item now increases loathing. The relevant items' descriptions have been updated.
- Updated the description of Shady Merchant's Join the Cult.

Patch 1.5.4

Post-Release update 17.

Text tags

- Dealing any form of damage will use the centralised damage text tag system.
- Attacks' damage is not displayed unless it is modified by e.g. items or talents.
- The size and colour of tags is dynamically updated based on the damage.
- Tags now use sizes, meaning that text tags will look different.
- The duration calculation of text tags is updated.

Executioner

- The Executioner has been reworked with two new abilities and nine available talents.
- Harrowing Cut replaced by the new King's Blade ability, which is a close-range single target ability, which deals a percentage of Strength as damage, ramping up with each use before resetting.
- Phantom Memories no longer redirect damage from the Executioner. Duration decreased from 18/21/24/27/30 to 18/20/22/24/26 seconds.
- When Phantom Memories ability is refunded, so is the mana cost.

- Blood Vortex replaced by the new Crowning Cut ability, which is a passive ability that increase damage dealt to targets below 50%, as well as making the damage ignore armor.
- All talents have been updated or replaced entirely.
- Foul Banner renamed to Crown's Banner. Buff name fixed. Range increased from 600 to 700.
- Talents are only available for picking if you have learnt the base skill.
- VFX now play when Phantom Memories leave.

Warlock

- Base Warlock now has the correct attack range of 600 from 450.
- Vitality Rune healing from (20% - 30/35/40/45/50%) of Warlock's Maximum health to (20/25/30/35/40 - 40/45/50/55/60%). Healing visual restored.
- Soul-Blaze restoration increased from 1/2/3/4/5% to 2/3/4/5/6%. Script updated. It now uses the centralised systems. Description updated.
- Demon Form's splash damage now triggers Soul-Blaze on all hit targets. It now accounts for an edge case regarding its filtering. AoE increased by 33%.
- Demon Form's scripts/code combined and rewritten. Solved several issues with e.g. selection scale, health bar size, health bar position.
- Updated how references are handled between abilities.

New

- Added the -cam command to reset the camera.

Balance

- Sniper's Dodge ability travel duration increased by 50%, meaning the distance also increases. Removed unused code.
- Updated Razin the Bloodhunter's One Last Hunt ability's healing system. Its healing increased from 18/21/24/27/30% to 18/22/26/30/34%. Description rewritten.
- Soultender's Communion With the Dead now deals damage based on the unreduced damage.
- Decreased Defiled Eye/Lesser Necropolis damage scaling.
- Banshee base damage increased from 22 to 26. Base speed increased by 20. Range increased by 50. Feedback ability removed.
- The Dreamer health increased by 10%. Armor increased from 5 to 8.
- Lost Hero's (Roaming Boss) Debuffing Attack range decreased from 500 to 400.

- Nightmare: Personality Shift now steals 7% mana from 5% (it was incorrectly written as 3%).

Fixes

- Fixed an issue where held items would not be triggered upon receiving damage.
- Paradise's Sacred Potion now works correctly.
- Fixed the ending issues regarding choices.
- Fixed a timer being too long at game's end.
- Added a failsafe to how Fast Travel is passed down.

Misc

- Updated the how systems handle and display curse gain.
- Updated priority order for damage effects.
- Phoenix Call (Fiery Soul) can no longer be used outside of the battle arena.
- DK/ZK's Spirit Font/Overflowing Divinity talents now use the updated healing system.
- Broken Attendant Flex difficulty is increasing 6% faster. Dialogue updated and shortened. Added a dialogue quip.
- Rewrote and condensed the Fiery Spirit's flavor text.
- Removed some Reforged variables for base heroes that might affect hero skins.

Patch 1.5.5 (Hotfix)

Post-Release update 18.

- Reverted Sniper's Dodge changes.
- Fixed a bug where Sniper's talent damage would cause crashing.
- Clarified Executioner's King's Blade description.

Patch 1.5.6

Post-Release update 19.

Executioner

King's Blade

- Damage scaling increased from 125/175/225/275/325% to 175/225/300/325/375% of Strength.
- Range changed from 175 to 225.

- Mana cost from 12/14/16/18/20 to 11/12/13/14/15.
- Execute mechanic removed, thus the damage does not reset prematurely.
- King's Blade extends Phantom Memories' duration from 1 second to 2 seconds.
- Small VFX update.

Phantom Memories

- Mana cost decreased to from 35 to 0.
- Cooldown from 45 seconds to 40 seconds, increased to 60 through Intrusive Recollection.
- Crowning Cut
- No longer changes the damage type to ignore armor. Whenever it triggers, the Executioner/Phantom Memory heals for 15% of the dealt damage.
- Will be triggered by King's Blade if the target's incoming damage would put it beneath the threshold.
- Added VFX for healing.

Other

- Starts with 5 less Agility and 5 more Intelligence.
- Consumed by Regret now gives Curse on use, rather than relying on the threshold.
- Fragment of Once Heroes now also gives 25% increased damage to Floor Bosses for King's Blade and Crowning Cut, on top of the previous bonuses of Phantom Memories having 50% increased stats and 20% bonus attack speed.
- Fixed a bug causing Everlasting Duty reduction values to be swapped and a visual to be missing.
- Banned Technique now increases Crowning Cut's healing from 15% to 25% and grants a 25% global increase in healing received.

Ancient Guardian

Burrowing Strike

- Cooldown from 27/24/21/18/15 to 21/19/17/15/13 seconds.
- Mana cost from 60/55/50/45/40 to 40/45/50/55/60
- Each enemy hit grants temporary armor.

Spreading Plague

- Renamed to Primordial Growth
- Damage scaling changed from Strength to maximum Health.
- Mana cost from 50 at all ranks to 40 (previous description was incorrect).
- Minor update to VFX.

- Grants damage reduction for the duration.

Other

- Spiked Back now grants 1 less armor each level but provides additional damage reduction during Spreading Plague.
- Added the Champion of the Bloom talent.
- Ancient Tunnels now increase travel speed and whenever the cooldown reset occurs it also refunds the spent mana, from only having a 50% chance to reset the cooldown.
- Stealth Spikes renamed into Empowered Spikes.
- Poison Spikes replaced by Faerie Dusted Skin, which grants immunity against knockbacks and damage reduction against special attacks, abilities and magic, instead of poison return damage.
- From the Depths now makes the armor bonus from Burrowing Strike last indefinitely and will apply to the next Burrowing Strike's damage. This replaces the the previous effect of increasing the animation speed and movement speed of Burrowing Strike.
- Nature's Vengeance now provides a 30% impact AoE on top of the previous damage increase.
- Certain talents now require their base ability to be chosen.

Balance

- Reduced Damned Priest base damage by 33%, damage scaling by ~28%.

Fixes

- Fixed an issue causing enemy Feedback to not trigger.
- Immunity against pushes is more applicable.
- Leak fixes related to push-systems.
- The Broken Quartermaster will no longer quip instead of the Broken Attendant.
- The new potions now correctly go on cd during the share edge case.
- Jailor's hero-pick frame now shows the Conviction ability instead of the old Infiltrate.

Misc

- Removed unused script and variables.
- Optimised the enemies' behaviour scripts and the OOE. This will also fix an issue causing some specific abilities to not be cast.
- Heroes can only have one cosmetic Aura and set of Wings, but they are now restored after dying.

Patch 1.6.0

Post-Release update 19.

Warlock (All ability descriptions are abbreviated)

- Base skin has adjusted cast animations.
- All skins except for Dreadlord Jaina cast slightly slower.

Fireball (Replacing Vitality Rune)

- Conjure a fireball which travels until it expires or hits an enemy, then exploding and dealing (INT%) damage in an area.

Demonic Incarnation (Formerly a talent, replacing Gate of Dumah)

- Transform into a demon, which lasts until your mana expires or you intentionally disable it. During this time your attacks deal splash damage, you have increased health, all your abilities are extra potent, but your movement speed is significantly lower.
- Transformation sequence remains the same.

The Pyre (Replacing Soul-Blaze, which has been updated and turned into a passive)

- Passive: Soul-Blaze. Heal and restore Mana whenever you deal damage.
- Active: Conjure a mark in a target location. The mark detonates after a delay, setting all enemies in the location on fire for 5 seconds, which continuously trigger Soul-Blaze.

Talents (All talent descriptions here are abbreviated)

7/8 of the previous talents have been removed. The remaining one, Tormenting Fire has been reworked into Dishonored Pact.

- New: Bellowing Fire. Fireballs explode an additional time for increased damage after a delay.
- New: Sigil of Annihilation. Fireballs and The Pyre explode in a 35% increased AoE.
- New: Flame Demon. In Demonic Incarnation, you launch three Fireballs instead of one.
- New: Infernal Pact. Demonic Incarnation's Splash damage and ability potency is further increased.
- Dishonored Pact. The Pyre's Soul-Blaze passive now deals damage based on the restored amounts.
- New: Pact With the Eternal Flame. Soul-Blaze's mana restoration is increased but health restored from ability damage is decreased.

- New: Purgatory Pyre. The Pyre lasts for two additional seconds and can hit the designated Sacrificial Lamb (another talent).
- New: Exalted Witness. Choose a fellow Hero: it becomes the Exalted Witness. It receives part of your restoration from Soul-Blaze.
- New: Sacrificial Lamb. Choose a fellow Hero: it becomes the Sacrificial Lamb. Your abilities deal increased damage if the Sacrificial Lamb is within the damage range.
- New: Dark Abyss. "Ultimate talent". You create a ball of flames that moves slowly but exponentially accelerates then travels across the map. Any enemies hit take (INT% damage).
- New: Final Pact. Only appears if you own the other Pact talents. During Demonic Incarnation, you have massively increased attack damage and Soul-Blaze is 50% stronger.

Shaman

- All abilities' scripts optimised and separated to allow for easier modification.
- Abilities have been rewritten.
- Replaced the VFX for targets hit by base abilities due to a sound bug with the previous VFX.

Lightning Sphere

- Cooldown from 10/9/8/7/6 to 9/8/7/6/5 seconds.
- Mana cost from 40/50/60/70/80 to 50/60/70/80/90
- Decreased damage range by 33%.
- Damage frequency per target is 40% faster.

Thunderstorm

- Damage increased from 60/70/80/90/100% of Int to 60/80/100/120/140%. 60
- Decreased the randomised offset range from 600 to 450.
- AoE now matches the indicator (325) from 360.
- Cooldown decreased from 14 seconds to 13.

Lightning Shield

- Damaged changed from 60/70/80/90/100% of Int to 80/85/90/95/100%
- Duration from 4/5/6/7/8 to 5/5.5/6/6.5/7
- Damage frequency per target is 22% faster.
- Mana cost from 100/110/120/130/140 to 100.

Talents

- Electrification no longer increases damage dealt by all abilities and instead increases the damage of Lightning Sphere by 10% for every level put into Thunderstorm and Lightning Shield.
- Electro Displacement replaced by Thundering Wake which increases the Thunderstorm's strikes by 2 and the strikes to deal increasing damage over the duration.
- Thunder King's Storm now increases the amount of thunderstrikes by 3, decreasing the interval by 0.5 seconds and decreases the accuracy of each strike.
- With the Wind no longer grants attack evasion over the duration. It instead makes Thunderstorm's strikes heal and restore mana if they hit the Shaman, on top of the MS increase.
- Removed Orb of Lightning talent.
- Added the Spherebending talent, which causes Lightning Spheres to travel backwards instead of ending, effectively increasing its duration by 100%.
- Added the Unstable Draw talent, which causes the AoE of Shaman's abilities to fluctuate between 50% - 200% of the range.
- Replaced Lightning Prison with Lightning Rod, which still still silences. It can target both enemies and allies, enemies take damage and allies don't. Lightning Rod redirects all thunderstrikes from Thunderstorm to the target's location. Duration increased from 4 seconds to 5 seconds.
- Bloodlust's attack speed increase changed from 30% to 50%.

Hunter

- Relentless Regeneration script update, its action now must check a condition before triggering.

Talents

Total available talents from 6 to 8.

- All talents (except for Challenge Death) reworded for clarity. Adaptive availability depending on learned abilities.
- Ravenous Circulation now gains double the effect if the Hunter is below 20% Health.
- RAMPAGE!! now gives 33% bonus strength and the armor bonus scales with 40% of Strength, from flat 20.
- Cling to Life cooldown reduced from 75 seconds to 60 seconds.

- Ensnare no longer hinders boss abilities or gives mana. Searing Strike deals 50% extra damage against the target. Cooldown from 25 seconds to 35 seconds. Duration from 4 seconds to 6 seconds. No longer available for Blood Hunter skin.
- Added the RAAAMPAGE!!! talent, which is unlocked by learning the RAMPAGE!! talent.
- Added the Antagonist talent which causes Searing Strike to save a percentage of its damage and consume it against Floor Bosses and alike.
- One Last Hunt (Legendary) now further reduces the mana cost by 1 if the Hunter is below 20% Health.
- Added the Bloodhunter's Wake talent (Legendary) which temporarily increases healing gained from One Last Hunt and restores mana instead of consuming it, during the first 4 seconds of Rampage.

Executioner

- Base attack damage increased to 10 from 0 (the standard).
- King's Blade damage decreased from 175/225/275/325/375% of Strength to 150/200/250/300/350%.
- Phantom Memories cast animation changed.
- The King's Degree talent now also gives Banned Technique to the Phantom Memories.
- Kingdom in Turmoil talent mana restoration from 5% to 1%.
- Fragment of Once Heroes now also gives 50% higher max Health (it was intended for their health to be higher).

New

- Added two new curio-related items.
- Added a total of 5 unlockable interactions to Altar of Sacrifice. Three are dynamic / conditional.
- Altar of Sacrifice's Touch the Spot has been updated and may lead to the new content.
- Added new items for all Nightmare afflictions.
- The Spacebar-hotkey now centres your camera on your Hero.
- Stained Pendant has been reworked. It now increases healing received by a base + scaling amount. Its negative effect now increases enemies spawning. Consecration doubles the healing.

- Murky Pendant has been reworked. It now increases the damage taken from most status effects but restores mana equal to half the damage. Consecration doubles the mana restoration.

Balance

- Maw Jailor's detain duration increased by 0.5 seconds.
- Maw Jailor MS increased to 210 from 180.
- Maw Eye MS increased to 220 from 205.
- Frost Dragon's Iceball damage increased by 29%.
- The Saintess' Frozen Heirloom mana increased from 100 to 250. It no longer grants magic damage reduction and instead causes Frost DoT to heal instead of dealing damage.
- The Father's Fiery Soul health increased from 100 to 250. It no longer grants magic damage reduction and instead causes Fire DoT to heal instead of dealing damage (one specific damage source is instead massively reduced).

Fixes

- Broken Attendant's secret discount no longer disappears.
- The Dreamer now correctly curses the Heroes again.
- Orcish Abhorror and Frost Dragon's attacks now travel smoother and detect enemies better.
- Amulet of Despair's chance to gain curse now correctly displays 10%.
- Using Holy Water on a Cursed Item now correctly increases Loathing.
- Progenitor Mother's Milk now correctly removes the item.

Misc

- Changed the colour of most mana restoration text tags.
- Slightly increased the random angles that text tags can move in.

Patch 1.6.1 (05/07/2026)

Post-Release update 20.

Fixes

- Fixed issue with Warlock's skins not using the correct abilities.
- Warlock's new abilities will now appear in the hero preview.
- Warlock's Demonic Incarnation is now properly visible upon learning.

- Hunter's RAMPAGE!! talent now only deals 25% additional damage, thus making RAAAMPAGE!!! only deal 50% extra damage. This damage was calculated incorrectly since the major Hunter update, causing it to exceed 100% of current Health.
- Hunter's Relentless Regeneration now properly works again (one calculation was double negative, thus become a positive).
- Fixed a string error with the Taste the Droplets interaction.
- Added a safety check to make sure that vulnerability is set properly in a specific situation.
- Brotherhood Mystic no longer uses the old Mystic abilities.
- Slime now properly snares heroes again.
- Fixed a Fragment of Once Heroes missing buff being missing.

Misc

- The chance for empty rooms to contain trap or the Crossroads is lower.
- Increased Slime's collision size.
- The Camera-move on Spacebar now moves the camera instantly instead of panning it, which has improved its usefulness.
- Slightly increased text size for curse notification.
- Removed some unused assets.