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## Heroes of the storm leoric guide deutsch

Blizzard EntertainmentNovember 4, 2020Heroes of the Storm has just been updated with hero balance changes! Learn more. Fast navigation: Heroes return to top tank anub'arak talents level 20 Nest Master [R1] Injury increased from 153 to 165. Healing increased from 50 to 80. Cryptweave [R2] Additional functions: When exiting the case, enemies will take 50 damages in 4 seconds. These damages increase by 100% for every second they were inside. Hardened Shield [Active] New Talent: The Traitor King [Active] Gets a 10% bonus maximum health and 20 spell armor. Activate 75 armor for 4 seconds. 60-second CD. Developer comment: We're making some changes to Anub'arak's Level 20 abilities to make them feel more heroic. At the moment, Rewind dominates this level because it is both very powerful on its own and fits into Anub'arak's series in a brilliant way. We like this and I don't want to take it off, so we want to make his other choices when they're elected as well. Returning to Top Mal'Ganis Base Health increased from 2,450 to 2,550. Health reform increased from 5.11 to 5.31. Talents Level 4 Echo of Doom [W] Damage increased from 60 to 66. Developer comment: Mal'ganis has underperformed the rest of the Warriors. His talent is in a great place after his reworking, so we're giving back some of his health so he can more efficiently refuel for his team. Returning top bruiser Chen Talents Level 1 The latest ingredients [Trait] Cooldown reduction at the end of the task increased from 1 to 2 seconds. Level 4 Deadly Strike [Q] Damage bonus increased from 100 % to 125 %. Level 7 Bull Gift [E] Damage taken over time decreased from 60% to 50% of the damage taken. Developer comment: These are quite small enthusiasts of underachievering abilities. We don't expect huge changes with these changes, but we saw room to make Chen's players' lives a little more fun, so we'll do it! Returning to Top Dehaka Base Dark Swarm [W] Damage increased from 49 to 52. Talent Level 13 and Level 20 talents have been renewed to comply with our normal conventions (Q, W, E, etc.) Level 4 Lurker Strain [E] Cooling reduction increased from 4 seconds to 6 seconds. Level 7 Paralyzing enzymes [Q] Slow volume increased from 30% to 35%. Level 13 Primal Rage [Trait] Damage Bonus increased from 1% to 1.25% per essence stored. Level 20 Change is Survival [R2] Cooling reduction increased from 30 seconds to 40 seconds. Apex Predator [Z] Cooldown's reduction increased from 35 seconds to 50 seconds. Developer comment: Over the years, we've nrfed heroes like Dehaka quite a lot because of how effectively players came to take advantage of the power of their global presence on large maps. Dehaka has had a lower winning percentage for some time because of this, so we want to give him back some of the power he had previously gained. Return to Top D.va 4 Rush Down [Q] and healing against enemy heroes decreased from 3% to 2% of maximum health. The damage bonus for non-heroic enemies was reduced from 75% to 70%. Developer comment: We are Rush Down D.Va is still too strong and a big part of D.Va.'s power pie. Return to Top Gazlowe Base Rock-It! Turret [Q] Damage decreased from 40 to 38. Deth Lazor [W] Damage decreased from 184 to 180. Talents Level 1 Big Game Hunter [Trait] Cooldown's reduction was reduced from 2 to 1.5 seconds. Level 4 Rock It Sock It [Q] Shield reduced from 215 to 200. Level 13 Superior Charts [Q] Splash damage decreased from 75% to 60%. Level 16 Ark Reaktor [E] Cooling reduction decreased from 3 seconds to 2 seconds. Developer comment: Gazlowe is a little too powerful after our last changes to him, so we pull back a little because of some enthusiasts and some of his overachiever talents. All in all, he's in a much healthier place, and we both want and expect him to be an integral part of the meth, even after these nerds. Returning to the top Leoric Base Basic Attack damage increased from 109 to 115. Talents Level 13 Unyielding Despair [W] Cooldown reduction While Drain Hope was active increased from 0.5 seconds to 0.75 seconds. Cooling, if Drain Hope lasts its entire duration, will be reduced from 3 seconds to 2 seconds. Level 20 Hardened Bones [W] Burning Despair [W] Added Crit Kickers while Burning Despair deals with bonus damage during Drain Hope. Additional functions: When Drain Hope is active, get 40 armor. The Shroud of the Dead King [Active] Cooldown was shortened from 30 seconds to 25 seconds. Developer comment: Leoric is a little out of the meth and currently sits at a profit percentage of about 48%. We give him small enthusiasts who focus on his Level 20 abilities to make them more interesting and efficient to use. Return to Top Malthael Talents Level 4 Throwing Shade [E] Additional functions: The original effect of Death Shroud treats 2% maximum health as an injury. Level 16 Memento Mori [Feature] Injury Bonus increased from 80 % to 90 %. Developer comment: Malthael's talent and overall performance are in a good place, but Throwing Shade and Memento Mori have been less selected talent for some time. We're adding new features to Throwing Shade to make it more attractive, and we're adding a Memento Mori damage bonus to help it compete against other Level 16 options. Returning to Top Varian Base Health increased from 2116 to 2220. Health reform increased from 4.41 to 4.63. Talents Level 1 Lion's Maw [Q] Damage Bonus increased from 5 to 6 per stack. High King's Quest [Passive] Regeneration Globe collection requirement for quest fell from 20 to 15. Level 20 Demoralizing Shout [Active] Cooldown was shortened from 25 seconds to 20 seconds. Developer comment: Despite some other recent enthusiasts, Varian still lags slightly behind other heroes in terms of his overall strength level. Since this applies to all 3 ways to build him, we give him a pretty decent health enthusiast as well as add a few of his To help him. Returning top weights to Alexstrasza Base Abundance [W] Range increased 10-11.5. Storage [W] Range increased from 10.5 to 11.5. Developer comment: We read feedback that because global momentum increases many patches ago, Alexstrasza has a bit of awkwardness where he can escape to abundance procia, even if it's cast in the maximum range. We agree and believe he can use a small buff in general, so we give Abundance a range increase. Returning topevole assassin Alarak Talents Level 16 Mocking Strikes [Passive] Adapted functionality: Basic attacks on the enemy Heroes reduce the cooling of Alarak's basic abilities by 1.5 seconds. This bonus is double against enemy heroes who are amazed, silenced, slowed down or rooted. Developer comment: Mocking Strikes is a little underperforming compared to other options, so we take its advantage and make half of it more generally available, which should make talent less risky to take and gain value. Return to Top Ranged Assassin Azmodan Talents Talent bonuses related to All Shall Burn, proc their effects if the subject dies while All Shall Burn channels the enemy. This includes the effects on the master of destruction, Cydaea's kiss, the rift of hell and the grip of sin. Developer comment: We saw feedback that Azmodan's All Shall Burn felt awkward because he didn't get different procs if the subject dies while he was channeling them. This was originally meant for us because we are concerned that it is too powerful and leads to strange moments when we play against it, but we have since come and agree that the lack of usability harms these abilities and Azmodan as a whole more than it helps, so we try to let these proxies happen even when the target dies. Returning to the Falstad Talents Level 1 Gathering Storm [Q] Damage bonus increased from 1.5 to 2. The Level 4 Updraft [E] Shield bonus increased from 60% to 70%. Level 7 Secret Weapon [Q] Damage Bonus increased from 80% to 90%. Level 10 Hinterland Blast [R1] Mana costs decreased from 100 to 80. Cooling reduces when hit by enemy Heroes increased from 25 to 30 seconds. Level 20 Epic Mount [Z] Cooling reduction increased from 40 seconds to 50 seconds. Developer comment: Updating Falstad has been a long time, so we looked at him and saw a few talents that could be improved. In general, many of his talent levels have two options that players seem to strongly prefer to the third option, so we try to create a greater incentive for players to think about choosing the abilities they are not currently choosing. Return Lunara Talents Level 4 Blossom Swell [Q] Custom Function: Increase noxious blossom's range by 25% and its radius by 20%. Blossom Swell uses 2 stacks of natural poison on enemies that hit. Level 16 Accelerated Contamination [Q] Custom Reduce Noxious Blossom's Mana cost from 60 to 40. While at least 1 enemy Hero suffers from Natural Toxin, noxious blossom cooling charges 75% faster. Starwood Javelin [W] Adjusted increase lunara's base attack area by 0.5. The use of crippling spores increases lunara's base attack area by another 2.25 seconds for 6 seconds. Developer comment: We're making some functionality changes to some of Lunara's abilities, especially her Q-building, to make their benefits more accessible. We also give a small range of raises to Lunara's basic attacks on Starwood Spear as a basic hobby to choose talent. While we know the range growth is small, we're nervous about giving too much range boost to Hero, who has a Movement Speed bonus as a basic feature of the character, so we'll keep an eye on this buff and add more bonus if we think it's appropriate. Return Top Orphea Talents Level 4 Allegrissimo [Q] Additional functions: Reduce shadow waltz cooling by 1 second. Level 7 Insatiable [W] Cooling of a successful Chomp hit changed from 1.5 seconds to 2 seconds. Level 20 Monster Within [R1] New functionality: Eternal Feast admits 1 Chaos every time it hits a hero. Although Eternal Feast is active, the cooling of Orphea's basic abilities loads 150% faster. Engulfing Oblivion [R2] Armour reduction time increased from 2 seconds to 3 seconds. Final Toccata [Active] Cooling was shortened from 30 seconds to 20 seconds. Developer comment: We look at Orphea's Level 20 abilities and add strength to them to make it more fun for them to choose between. While making this pitch, we saw a couple of places to improve his overall talent picks, so we also adapted Allegrissimo and Insane. Return top Sgt. Hammer Talents Level 1 Maelstrom Rounds [Active] Bonus damage was reduced by 35% to 30%. Cooling increased from 90 seconds to 100 seconds. Additional functions: Basic attacks on enemy heroes in siege mode reduce maelstrom laps to cool by 5 seconds. Level 4 Barricade [W] Cooling reduction increased from 3 seconds to 4 seconds. The reduction in the cooling calculation of the Level 7 pulse explosive core [Q] increased from 1 to 1.5 seconds and in siege mode from 1.5 seconds to 2.5 seconds. Completion range [Property] The duration between the base attack area is reduced from 3 seconds to 2 seconds. Level 16 Mechanical competence [E] Shield increased from 5% to 20% maximum health level. Basic attack damage decreased from 50% to 30%. Shield no longer needs to be destroyed for bonus damage. Developer comment: Sergeant Hammer hasn't seen any major changes in a long time, especially to talent like Maelstrom Rounds and Mechanical Know-how. As you've probably seen as the theme of this patch, these gifts aren't too popular, so we help them by giving them bonuses that should be more consistently achievable. Returning to the top Sylvanas Talents Level 10 Mind Control [R2] Cooldown was shortened from 50 seconds to 40 seconds. Mana costs fell from 75 to 50. Level 20 Dark Lady's Call [R2] Coooldown deduction decreased from 30 seconds to 25 Ustating parenthesis [Q] Additional functions: Flowering should apply banshee's curse. A curse. Comment: We're going to do a little extra hobby for mind control and try to give Withering Barrage some level 20 talent-worthy functionality. Return top Tychus Talents Level 1 [Quarterback W] Additional features: Increase Frag Grenade damage by 20%. Developer comment: We expected Tychus' early gaming talent to be shocked by how much power we added to them, but we had a bit of neglect with the Quarterback. While transferring talent from Level 7 to Level 1 would seem competitive in itself, the power it added to the options caused talent to be overshadowed, so we add to it and the W facility in general to make it a more attractive way to build Tychus. Return to the battlefield Layout of the Battlefield Junction Changes Sewage tunnels have been added to the top and bottom of the battlefield. Aliin has replaced Junk Swarm Host. A observation tower has been added below the middle lane. Developer comment: Since battleground's release, we've listened to two echoing feedbacks: the map is very large and it's hard for teams to connect with each other because it takes a lot of ground to pick up warheads, and very often the game either ends up as a base competition when each team takes on Junk Swarm Host and tries to push the opposing lanes to finish fastest. To solve this, we've added a couple of sewer tunnels (think teleporters) to the map, one of which replaces the bottom Junk Swarm Host, and added an additional observation tower that allows teams to keep an eye on the lower tunnel. We feel that these changes have been a breath of fresh air for Warhead Junction and we are thrilled with your feedback! Return to Top Click to discuss this post with other players on the official Heroes of the Storm forums. Hotfixes: 11.12.2020 Here you will find a list of hotfixes that deal with various world of warcraft related issues: Shadowlands and WoW Classic. Classical.

