Spells
Posted by Dragonwizard - 27 Dec 2014 14:54

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Was looking at a spell balance to counter the monk and berserker. KGB started a alternate NT hero test by PBEM with me and PeterD, just wondering if anyone is interested in some input.

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Re: Spells
Posted by Dragatus - 10 Jan 2015 17:33

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What kind of input?

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Re: Spells
Posted by Dragonwizard - 11 Jan 2015 04:44

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As far as hero balance input / suggestions.

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Re: Spells
Posted by Molotov - 28 Jan 2015 19:58

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What should be balanced is Speed imho. In my Epic set i made it to be not an ability but a spell.

Whats wrong with berserker and monk?

Shaman and monk arent must have NT heroes are they?

There are some clear outsiders like Vampire and Warrior though..

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Re: Spells
Posted by KGB - 30 Jan 2015 05:47

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Molotov,

Does speed *double* at L6 like everything else does when it's a spell?

What I actually did was make NT versions of the Alchemist/Summoner/Wizard by replacing their teleport spell with something else and adjusting their XP table slightly since they level slower without teleport.

The reason was that many other interesting skills were lost in NT games (dispel, banish, shatter, summon item, group lightning) plus of course options for heroes with cheap fortify / engineering (Alchemist), Chaos (Summoner) and the ability to some units.

DWiz's comment about the Monk/Shaman are related to the fact that in NT games one of those 2 heroes appears in virtually *every* set since those are the 2 heroes that generate the best hero stacks (berserker / group acid+bless+fear/chaos/morale) thanks to powerful spells. The NT version of the teleport heroes nicely balance this out and make more sets viable.

KGB

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Re: Spells
Posted by Molotov - 30 Jan 2015 12:10

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No, speed isnt doubled at l6.

Maybe i didnt play NT games enough but i think Speed is the best and must have ability in the game. And as it stacks, you want to get several speed heroes asap. So they dominate the PGS. Higher movement is better control over the map. You get more of everything (quests, xp, artifacts, allies, cities, mana) faster and overwhelm your enemy. Starving of mana (to run those killer spells) and spamming with gladiators/gnolls. Even if you cant win in a straight fight.

Could you share your NT heroes? I'm interested..

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Re: Spells
Posted by KGB - 30 Jan 2015 21:21

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You definitely want speed heroes in your NT set. It's very typical to have 2 of the 4 heroes be speed

heroes. The question is what to pick with the other 2 heroes? The Shaman or Monk were almost automatic 3rd choices and often 4th choices. The idea behind my changes was to give other viable options for the 3rd and 4th heroes (for example building a Chaos-less set around the Barb/Summoner).

I'm away right now but I'll upload my 3 heroes here next week.

KGB

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