Vetus-Crepitu Von Finkeldor: Changelog

Patch 0.7 (Nerf)

Warm Embers (basic attack)

- Now deals damage to anyone on the same space as Vetus, but heals for less.
- Heal: 3
  Damage: 5

Icicle Spear (ability 1)

- Damage reduced from 12 to 10.

Patch 0.8 (Nerf)

Bustling Wind (ability 3)

- energy steal reduced from 3 -> 2

Frostbite (ability 1)

- no longer stuns immediately when hit with a wind spell

Patch 0.10 (Shift/ Nerf)

Shroud of Leaves (ability 2)

- Heal shifted from 10 (+5, +5) to 8 (+6,+6)

Heavy Gust (ability 3)

- Damage decreased from 15 -> 12
- Energy cost decreased from 4 -> 3

Rock Armor (ultimate)

- Energy cost decreased from 6 -> 5

Earthquake (ultimate)

- Energy cost decreased from 6 -> 5

Patch 0.11 (Shift, Nerf)

Master of the Elements (passive)

- Now, once you are level 5, landing on a level up or level down space allows you to change one of your ability (or basic attack) choices.

Fireball (basic attack)

- Fireball now deals increased damage if the target is affected by EITHER ice spell (previously just applied on *Frostbite*)

Warm Embers (basic attack)

- Heavy gust and warm embers combo damage reduced from 8 -> 5 (for both wind spells the extra damage applied is now Warm Ember's basic attack damage, no longer additional ability damage).

Frostbite (ability 1)

- Energy cost increased from 1 -> 3
- Now once a target's stun from this ability wears off, they cannot be targeted by this ability again for 1 round.

Earthquake (ultimate)

- No longer can shatter *Icicle Spear*

Patch 0.13 (Nerfs)

Fireball (basic attack)

- Damage against targets affected by ice spells reduced from 10 -> 8

Entangling Vines (ability 2)

- Duration decreased from 2 rounds -> 1 round

Heavy Gust (ability 3)

- Bonus damage if the target isn't knocked back reduced from 8 -> 5

Patch 0.15 (Nerfs)

Frostbite (ability 2)

- Stun at the end of the duration changed to a root

Shroud of Leaves (ability 3)

- Now heals for +2. +4. +6 increasing on each turn

Patch 0.18 (Nerfs)

Icicle Spear (ability 1)

- Damage decreased from 10 -> 9

Entangling Vines (ability 2)

- This ability cannot be used on the same target for multiple turns in a row.

Bustling Wind (ability 3)

- Amount of energy stolen changed from 2 to (a d4 roll)
- Energy cost increased from 1 -> 2

Patch 0.19 (Shifts/ Nerfs)

Warm Embers (*basic attack*)

- Now the damage is done to all enemies within 2 spaces of you
- Now the healing is also done to any allies in the AoE

Icicle Spear (*ability 1*)

- Damage decreased from 9 -> 8
- Switched to *ability* 3

Frostbite (*ability* 1)

- Switched to *ability* 3

Bustling Wind (*ability* 3)

- *Reworked*
- **NEW** - Vetus commands a gentle vortex beneath him that he rides forward for two spaces before disembarking. The vortex then continues forward for 4 more spaces. Enemies hit by this vortex are *interrupted* (any channeled abilities are cancelled) and they lose 1 energy. If they are hit by the dash part of this ability, Vetus steals this energy instead.
    - Energy: 2
    - Dash Distance: 2 Spaces
    - Energy Steal on Dash: 1
- Switched to *ability* 1

Heavy Gust (*ability* 3)

- Damage decreased from 12 -> 8
- Bonus damage if there is no knockback reduced from 5 -> 4
- Energy cost decreased from 3 -> 2
- Switched to *ability* 1

Patch 0.24 (Nerfs)

Warm Embers (basic attack)

- Healing decreased from 3 -> 2
- Damage decreased from 5 -> 4
- Shroud of Leaves explosion bonus damage decreased from 20 -> 15
- Warm ember's damage is now applied to all targets hit by a wind spell instead of just the first

Heavy Gust (ability 1)

- Additional damage if the target cannot be moved reclassified from an extra burst, to increased damage

Shroud of Leaves (ability 2)

- Healing decreased from 2,4,6 -> 1,2,3
- Energy cost decreased from 3 -> 2