



## 6.81 Changelog Analysis

**N**o time to lose, let's talk changelogs.



Abaddon

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- Aghanim's Scepter Borrowed Time now redirects 35% of all damage dealt to nearby allied heroes to Abaddon when active
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Believe it or not, Abaddon actually had an Agh upgrade before this patch. Since the language used is a bit confusing, I'll explain what my understanding of this change is. Every allied hero within a 900 radius of Abaddon will automatically transfer 35% of any damage they take (magical or physical) to heal Abaddon during Borrowed Time. Since Abaddon is primarily played as a semi-support in professional games, this basically means that an Agh Abaddon will manually trigger Borrowed Time whenever a teamfight breaks out. 35% damage reduction for 5/6/7 seconds is pretty hefty, especially since it'll work on magical and physical damage. Whether a support Abaddon can farm up an Agh is a question for another day.

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## Ancient Apparition

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- Chilling Touch attack speed reduction increased from -15 to -20
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Seeing as how AA is popping up left and right in the professional scene, I'm amazed he escaped 6.81 practically unscathed. I would have assumed that his Agh upgrade introduced in 6.78 would get rebalanced, but apparently not. This change is just a formality nerf so people can't cry, "WHY DIDN'T AA GET NERFED?!"



## Anti-Mage

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- Mana Void's area of effect increased from 450 to 500
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Clockwerk's Rocket Flare has a radius of 575. Mana Void is now nearly the same size as Rocket Flare.



## Axe

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- Counter Helix now uses Pseudo Random chance
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Well jungle Axe is once again viable without having to pray to the Ogre Magi gods.



## Batrider

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- Flaming Lasso mana cost increased from 150 to 225
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In my experience, Batrider, being an INT hero, doesn't really run into mana issues all too frequently. Early game he usually goes back to base or bottles up after he pops lasso and late game he usually has at least one INT item, like Force Staff, to pick up the slack. This change will probably add a fountain trip between ganks.



## Beastmaster

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- Base damage increased by 4
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Beastmaster has one of my favorite right click animations in the game. I get irrationally satisfied whenever he punts a creep to score a last hit. I guess this will make it even more satisfying.

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## Bloodseeker

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- Bloodrage cast point improved from 0.6 to 0.4
  - Bloodrage can no longer be dispelled
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I'm not sure why Icefrog is buffing specific spell cast points, rather than the entire heroes cast point (this comes up again with Troll and Zeus later on in these notes), but I'll take what I can get. The more interesting change is that Bloodrage can no longer be taken off by Manta Style, BKB, or Diffusal Blade. This is a pretty big deal against heroes like Phantom Lancer, Naga Siren, Anti-Mage, Storm Spirit, Invoker, Lycan, Bristleback, and probably quite a few others. I'm tempted to say, "...but you still have to play Bloodseeker" but this dude is starting to grow on me.



## Bounty Hunter

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- Track cast range increased from 900/1050/1200 to 1200
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If I had a something for every time that I was barely out of range to Track someone who's about to die, I'd have multiple somethings.



## Brewmaster

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- If you have not attacked for 10 seconds, your next attack will always activate a Drunken Brawler critical hit
  - If you have not been attacked for 10 seconds, Drunken Brawler will cause you to evade the next attack
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I'm just going to rant here for a second. JUST GIVE ME BACK BREW'S ORIGINAL AGH UPGRADE. I was a big Brewmaster fan back in the day, but he's just been getting weirder and weirder every patch and none of these changes are particularly helpful. As far as this change is concerned, I have a hard enough time trying to remember not to attack when I'm wearing Tranquil boots, this is not going to help. Drunken Brawler's crit multiplier is only 2x, so it's not even worth trying to build him around this change.

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## Bristleback

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- Warpath no longer has unique values for the first movement speed stack
  - Warpath movement speed stack bonus increased from 1/2/3% to 3/4/5%
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Between this and Bristleback's passive being patched to no longer get disabled by Hex, I imagine this guy will start terrorizing pubs again soon enough.



## Broodmother

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- Spiderling's Poison Sting damage per second increased from 4 to 8
  - Spin Web's free pathing no longer deactivates when enemy has vision on Broodmother
  - Spin Web's free pathing is now disabled for 3 seconds when Broodmother takes damage
  - Insatiable Hunger lifesteal increased from 40/60/80% to 60/80/100%
- 

Oh boy, more Broodmother changes. I never played Brood in 6.80 because the vision negating pathing change made no sense. The only reason Broodmother is balanced is because her laning phase is ridiculously strong and that change neutered her one edge. This Blink Dagger style rule makes far more sense.

Beyond that, this Spiderling Poison Sting buff is a big deal. [At least it would be a big deal, if it wasn't bugged right now.](#) If the damage did stack properly, this would be a ridiculously huge buff to Broodmother and would make her absolutely disgusting to lane against.



## Centaur Warrunner

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- Hoof Stomp mana cost increased from 85/100/115/130 to 130
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At level 1 with no items, Centaur has 195 mana, which used to be enough for 2 stomps. Now he has barely enough for one. I would say that this may spell the end for Centaur's viability in the pro scene, but maybe Soul Ring will just become core on him and he'll continue stepping on fools.

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## Chaos Knight

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- Phantasm now has a 50% chance to create one extra illusion when cast
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Brilliant. Still not worth leveling his ult at 6, but brilliant regardless.



## Chen

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- Penitence cooldown reduced from 14 to 14/13/12/11
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Penitence is usually the last skill to be maxed on Chen and I doubt this rescale will change that.



## Clinkz

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- Death Pact cooldown reduced from 45 to 45/40/35
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Clinkz grows more reliant on Death Pact in the late game, so this is a nice buff.



## Dazzle

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- Poison Touch no longer causes a ministun
- 

Whew. I've been preaching the gospel of the NothI Realm for ages now and once he started getting picked up all over the place in 6.80 I knew it was only a matter of time before he got nerfed. But I'm pretty satisfied with this. It definitely takes away one cute edge that he had in the early game (disabling TPs on projectile impact), but most people used Poison Touch to initiate ganks anyway.



## Disruptor

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- Kinetic Field cooldown reduced from 14 to 14/13/12/11
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## Doom

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- Doom damage no longer ignores magic shields
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In a stunning turn of events, Icefrog makes it so Doom has to actually follow a rule, rather than break one.



## Drow Ranger

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- Gust knockback duration increased from 0.2 to 0.5
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This change basically turns her Silence from a Battery Assault into a Cold Snap. Say that line to someone who doesn't play Dota.



## Earth Spirit

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- Stone Remnant recharge time reduced from 35 to 30
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6.80 hit Earth Spirit so hard he was bound to receive at least one buff. Dude was living at the bottom of the Dotabuff winrate stats for all of 6.80 after getting destroyed with three significant nerfs to his charges, charge time, and combo. For reference, he formerly had 25s on his recharge in his 6.79 days.



## Earthshaker

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- Creeps no longer try to path around Fissure; they will wait for it to disappear
  - Echo Slam no longer ignores units that are invisible or in Fog of War
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This change is to discourage all the weird, 'send creeps to tree jail' or 'pull creeps to ancient' tactics. I was a fan because these strats were risky-ish and entertaining to watch, but apparently they're anti-fun. I didn't even know that Echo Slam ignored those units, so cool.

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## Elder Titan

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- Echo Stomp mana cost reduced from 100/115/130/145 to 100
  - Echo Stomp physical and magical damage increased from 80 to 80/85/90/95 each
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Tell people two patches ago that Elder Titan would get buffed and they would have slapped you in the face. Neither of these changes are that big a deal seeing as how Echo Stomp is pretty much mandatorily the last spell to max, but it'll help his mana issues mid game.



## Ember Spirit

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- Searing Chains duration reduced from 2/2/3/3 to 1/2/2/3
  - Sleight of Fist bonus damage reduced from 30/60/90/120 to 20/40/60/80
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The darling of ELO hell tourists got a supposedly much-needed nerf. Both these changes put together make him a significantly less effective ganker in the early game.



## Enchantress

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- Untouchable slow duration increased from 3 to 4
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Carrychantress moving on up.



## Enigma

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- Midnight Pulse area of effect increased from 400 to 600
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More than making Enigma's life easier, this also introduces some new tree demolition zones. Since Enigma's biggest issue is knowing where all five heroes are to Black Hole, the AoE may actually be more relevant for tree destruction than the damage.

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## Faceless Void

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- Base agility increased from 21 to 23
  - Turn rate improved from 0.5 to 1
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Turn rate is hard to describe, but he's now going to be trickier to gank since the time it takes him to turn around and Time Walk is marginally slower now.



## Gyrocopter

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- Homing Missile now hits invisible units
  - Homing Missile hits required to destroy increased from 3 to 3/3/4/5
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These are both pleasant buffs, but Homing Missile wasn't the reason Gyro wasn't seeing pro play these days.



## Huskar

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- Burning Spears is no longer a Unique Attack Modifier
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Effectively, this means that Huskar is going to be getting a lot more posthumous kills. Huskars nearly always built lifesteal and Huskars nearly always kept Burning Spears off in the late game. At least now he'll have put 10 stacks of spears on someone before he dies. Unfortunately, Burning Spears do magical damage; otherwise I'd say DesoHusk would be the greatest thing ever now.



## Invoker

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- Ghost Walk slow no longer affects magic immune enemies
  - EMP delay increased from 2.6 to 2.9
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Everyone wanted an EMP nerf, everyone got an EMP nerf. 0.3 seconds isn't much though, especially since most of the time Invoker combos it with Tornado so you won't have any time to get out anyway. It sucks that Ghost Walk got nerfed, because that was actually a clever interaction, but after the 6.80 buffs to Ghost Walk something had to get changed.

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## Jakiro

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- Dual Breath range increased by 50
  - Liquid Fire level 4 cooldown reduced from 5 to 4
  - Aghanim's Scepter Macropyre duration increased from 7 to 14
  - Aghanim's Scepter Macropyre range increased from 1350 to 1800
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The range buff is nice, but a 100% increase on Macropyre duration is amazing. This helps his anti-push exceptionally well and makes him a way stronger zoner. There are very few games where Jakiro ever gets an Agh though, but it can be a viable pickup now against/with certain team comps.



## Juggernaut

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- Base attack time improved from 1.6 to 1.5
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I'm curious if this means he may be able to attack more frequently during Omnislash.



## Keeper of the Light

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- Added Aghanim's Scepter upgrade: Provides permanent Spirit Form. Additionally, the following effects are active during the day: Keeper of the Light gains unobstructed vision and Illuminate heals allies for 75% of the damage values
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These are some pretty sweet perks and has the potential to make Keeper a terrifyingly strong split pusher if used correctly. Unobstructed vision makes him damn near impossible to gank without a Clockwerk or Wisp and Illuminate heals make breaking high ground a far simpler task (since it heals creeps). Not to mention that permanent Spirit Form means he never has to stay in place to channel an Illuminate, he can spam Blinding Light, and he can Recall an ally every 15 seconds. Just remember that these perks only apply during day time.

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## Kunkka

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- Torrent area of effect increased from 215 to 225
  - X Marks The Spot can now last twice as long on allied heroes
  - Ghost Ship allied buff duration increased from 8 to 10
  - Add Ghost Ship AOE indicator for allies
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On allies, X will now last 2/4/6/8 seconds. 8 seconds is a long time in Dota, but I'm not entirely sure what you can legitimately use it for. Ideas that come to mind: X an ally who is going in to deny a tower in dangerous territory. X an ally and have them blindly jump into dangerous territory and Return them if they're dying. X yourself, TP back home and enjoy ~10 seconds of Fountain regen. This would be an amazing buff if enemies couldn't see that an ally is X'd, but since they can, mind games aren't as easy.



## Legion Commander

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- Overwhelming Odds bonus damage per hero is increased from 14/16/18/20 to 20/35/50/65
  - Overwhelming Odds area of effect increased from 315 to 330
  - Overwhelming Odds base damage rescaled from 50/100/150/200 to 60/100/140/180
  - Moment of Courage now uses Pseudo Random chance
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Overwhelming Odds is now a pretty great teamfight spell. If you catch all 5 heroes without any other units, you'll deal 505 magic damage to everyone. Chances of that happening are slim, but you never know.



## Leshrac

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- Lightning Storm now slows its targets by 75% for 0.5 seconds
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0.5s isn't nearly enough to help you prime a Split Earth, but this change somewhat makes up for Lesh's cast times. But I'm looking forward to having my mind blown when someone casts this on a creep wave so it can jump to an enemy hero who's out of range.

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## Lich

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- Frost Armor can now be cast on buildings
  - Aghanim's Scepter Chain Frost no longer has a bounce limit
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In classic Reddit fashion, everyone latched onto the Agh upgrade with big numbers being the most amazing thing since sliced tangoes. If you were ever hitting the bounce limit on the base ult in an actual game, you must have been playing against armless babies or some sort of AD game where someone had Treants, Eidolons, and Rearm. The only interesting thing I've seen come from this is the fact that you can have a Chain Frost perpetually bouncing on enemy ancients.

The Frost Armor change is actually a big deal though. Frost Armor lasts for 40 seconds, provides 3/5/7/9 armor and slows enemies attack speed and move speed. One of the reasons why Lich isn't popular is because he inherently pulls the lane with Sacrifice spam. As a result, towers usually go down fast when you have a Lich on your team. This buff helps negate that.



## Lina

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- Attack range increased from 650 to 670
  - Aghanim's Scepter Laguna Blade damage goes through magic immunity
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Lina now outranges Sniper with one level of Take Aim. Agh on Lina was already a legitimate purchase and now it's even better.



## Lion

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- Hex cooldown reduced from 30/25/20/15 to 30/24/18/12
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Minor late game buff. I'm starting to notice that nearly every support balanced in this patch got buffed except AA, Dazzle, and Visage.

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## Lone Druid

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- Spirit Bear health regeneration increased from 2 to 2/3/4/5
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I didn't even realize the bear had HP regen to begin with. In any case, the bear now comes with a free Ring of Health when maxed.



## Luna

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- Base agility reduced from 22 to 18
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4 less agility means 4 less damage and about ~0.56 less armor. Seeing as how Luna is already pretty squishy, that armor nerf might hurt quite a bit.



## Lycan

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- Shapeshift no longer provides 100/200/300 bonus health
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The real Lycan nerf of this patch is what happened to Necronomicon, which I'll cover down below.



## Magnus

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- Removed Skewer maximum target limit
  - Skewer range increased from 600/800/1000/1200 to 750/900/1050/1200
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In 6.77, the range on Skewer was changed from a flat 1200 to 600/800/1000/1200. This was the era in which Mag was pretty much the best mid in the game. Four patches later and he slowly starts working back. The cap on Skewer used to be 1/2/3/4, so that buff isn't really that big a change.

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## Medusa

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- Split Shot reworked from 50/60/70/80% damage with 5 maximum targets, to 80% damage with 2/3/4/5 maximum targets
  - Mystic Snake no longer requires Fog of War vision to bounce
  - Mana Shield damage absorption per mana increased from 1/1.5/2/2.5 to 1.6/1.9/2.2/2.5
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I'm curious if this improves or diminishes the viability of Medusa ancient strats.



## Meepo

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- Base movement speed increased from 305 to 315
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Geostriking to Earthbinding is now a bit easier.



## Mirana

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- Sacred Arrow vision reduced from 800 to 650
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Everyone would have screamed bloody murder if Mirana didn't get nerfed, so here we go.



## Naga Siren

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- Mirror Image illusion damage dealt reduced from 30/35/40/45% to 20/25/30/35%
  - Rip Tide area of effect reduced from 350 to 320
  - Rip Tide negative armor no longer goes through magic immunity
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Naga was another candidate for the nerf bat after professional players dug her up and found her to be a pretty strong mid. The most severe change here is that Rip Tide no longer debuffs magic immune enemies. -2/-3/-4/-5 armor was no joke.

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## Necrophos

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- Heartstopper Aura area of effect increased from 1000 to 1200
  - Reaper's Scythe now adds +30% duration to the respawn timer
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Respawn time is determined by hero level \* 4. So at level 16, your respawn will turn from 64 seconds to ~83 seconds. A nice buff to a weird hero.



## Night Stalker

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- Darkness now also affects the vision of buildings
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Darkness reduces vision by 25% when active. Seeing as how NS is a tower diver extraordinaire, this is a fairly useful buff.



## Nyx Assassin

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- Impale cooldown increased from 11 to 13
  - Impale can no longer be blocked by Linken's Sphere
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Overall I'm considering this a net buff to Nyx. Impale getting blocked by Linken's was a holdover from when you could hero target it. Now that it's exclusively ground targeted, it made no sense that it got blocked.



## Ogre Magi

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- Base armor increased by 1
  - Cast animation improved from 0.56 to 0.45
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Ogre now has the second highest armor in the game, bested only slightly by Terrorblade. Except TB has 435 starting HP and Ogre has 587. The chuft just got chuftier.

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## Omniknight

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- Purification area of effect increased from 225 to 240
  - Repel no longer removes positive buffs from allies
  - Guardian Angel duration increased from 5/6/7 to 6/7/8
  - Aghanim's Scepter Guardian Angel duration increased from 5/6/7 to 8/9/10
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Omniknight's kit finally has a bit of synergy. Dude has been getting nothing but buffs since 6.67 and he's still not competitively viable yet, though.



## Phantom Assassin

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- Stifling Dagger cooldown reduced from 8 to 6
  - Blur evasion chance increased from 20/25/30/40 to 20/30/40/50
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Minor buffs.



## Phoenix

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- Icarus Dive cast point extended from 0.01 to 0.2
  - Fire Spirits damage reduced from 15/35/55/75 to 10/30/50/70
  - Fire Spirits health cost increased from 15% to 20%
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Minor nerfs. Icarus Dive still has an extremely low cast point, but it's not an automatic panic button like it used to be.



## Pugna

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- Decrepify mana cost reduced from 100 to 60
  - Nether Ward duration increased from 25 to 30
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Decrepifying -> Nether Blasting in lane is a bit cheaper now.

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## Queen of Pain

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- Shadow Strike cooldown reduced from 20/16/12/8 to 16/12/8/4
  - Shadow Strike cast range increased from 400 to 435
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Seeing as how all sorts of random spells got cast animation buffs, I'm surprised Shadow Strike missed the boat and got a cast range buff instead. At max level Shadow Strike does 425 damage, but chances are you'd rather save your mana to spam Scream.



## Razor

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- Strength gain increased from 1.7 to 2.3
  - Unstable Current slow duration increased from 0.4/0.8/1.2/1.6 to 0.5/1/1.5/2
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With the STR gain buff, Razor gets around ~50 more HP every 5 levels. Nothing huge, but every little bit helps.



## Riki

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- Backstab now works when attacking allied units
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This is a brilliant change. Riki's biggest weakness is that his laning phase is absolute trash. Backstab working on allied units means denying every one of your creeps will be a joke and freezing the lane will be simple.



## Shadow Demon

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- Added Aghanim's Scepter upgrade: Demonic Purge cooldown replaced with two charges that have a 40 second replenish time
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More Agh upgrades for heroes that can't afford it.

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## Shadow Fiend

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- Requiem of Souls' secondary debuff now affects magic immune units
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The secondary debuff is actually a pretty fantastic component of SF's ult that is oft ignored. A 50% damage reduction for 5 seconds can make a big difference in a physical-damage-heavy team. Since the physical damage dealers (or what we in the business like to call, 'carries') usually get BKBs, this is a pretty big buff.



## Silencer

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- Agility growth increased from 2.1 to 3.0
  - Curse of the Silent cooldown reduced from 20/18/16/14 to 20/16/12/8
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With the AGI buff Silencer will now have the kind of armor it takes to be a carry.



## Skywrath Mage

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- Base movement speed increased from 315 to 325
  - Concussive Shot damage increased from 50/100/150/200 to 60/120/180/240
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Skywrath is now tied with CK and LD for 2nd fastest hero in the game (first being Luna at 330).



## Sniper

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- Fixed Sniper's acquisition range not matching his maximum attack range
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This is a bug fix disguised as a buff.



## Spirit Breaker

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- Nether Strike cast range increased from 400/550/700 to 700
  - Nether Strike cooldown rebalanced from 75 to 80/70/60
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Nothing major. Spirit Breaker won't be his 6.78 self for a looong time.

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## Sven

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- Base damage increased by 6
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Last patch Sven got his armor buffed by 3. Now he's getting huge damage buffs. Icefrog is begging people to pick this.



## Templar Assassin

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- Psionic Trap sub-ability now has the same cast point as the ability on the trap itself
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Why it ever worked like that originally, I don't know.



## Terrorblade

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- Strength gain reduced from 1.9 to 1.4
  - Reflection slow no longer persists through magic immunity
  - Reflection duration rebalanced from 5 to 2.5/3.5/4.5/5.5
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TB's outrageously strong one point wonder of a slow now actually scales properly. 2.5s at level 1 is still pretty good, but at least now you have to make an effort to get a kill. The STR nerf also slightly decreases his late game prowess since his illusions will also be squishier.



## Tidehunter

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- Anchor Smash damage reduction increased from 40 to 60%
  - Anchor Smash now works on Ancient creeps
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Anchor Smash is a 225 physical damage nuke every 4 seconds. Too bad Tide has ridiculous mana issues for most of the early game, making early ancients not particularly viable.



## Tinker

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- Heat Seeking Missile is no longer blocked by Ethereal
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The 0.01% of games that ever experienced this interaction will now be huge Tinker stomps. GG.

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## Tiny

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- Craggy Exterior stun duration rescaled from 1.2/1.3/1.4/1.5 to 1/1.25/1.5/1.75
- 

The most annoying spell in the game gets slightly more annoying.



## Troll Warlord

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- Melee Whirling Axes cast point improved from 0.2 to 0
- 

When Troll was first introduced into Dota 2, this was how the spell worked. Then it got 'fixed' to have the cast time and Troll completely fell off the map. I'd love to have been in the room when it was decided that the bug should be re-implemented as a balance change.



## Tusk

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- Reworked Snowball into a two-part ability: one which creates the snowball, and a sub-ability to launch the snowball. You have up to 4 seconds to use the sub-ability. The area that automatically pulls allies in has been reduced.
  - You can now load an ally into your snowball within 400 range by right clicking on them
  - Snowball moves 75 MS faster for each allied hero inside it
  - Snowball deals 20/30/40/50 extra damage for each additional hero in it
- 

I'm very excited to see what comes of this change. At the time this was written, some people were reporting that you can Ball up your Sigil or Rotting Pudge and a few other clever interactions. At worst, Snowball is now a 4 second Imprisonment that you can use to save yourself or any allies with.

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## Undying

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- Soul Rip area of effect increased from 975 to 1300
  - Tombstone Zombie Deathlust's Max % health threshold increased from 5/10/15/20% to 20/25/30/35%
  - Tombstone Zombies no longer give any experience or gold
  - Tombstone Bounty increased from 70/90/110/130 to 75/100/125/150
  - Flesh Golem's Plague Aura now affects magic immune units
- 

The most significant changes here are that Zombies are no longer food for the enemy and Plague Aura now works on magic immune enemies. Undying is still in an odd place metagame-wise, but for pub purposes, he just got a whole lot stronger.



## Ursa

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- Fury Swipes is no longer a Unique Attack Modifier
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Ursa's early game just got a whole lot meaner and has now become slightly more viable as a late game carry. Pretty much every orb works on him to an extent. Orb of Venom (obvious), Skadi (the slow is great and Ursa loves having more HP), Diffusal (helps purge of Ghost Scepter and burns mana fast with Overpower), Desolator (Fury Swipes deals physical damage), and Mask of Madness (AS+MS+Lifesteal, what's not to love) all open up Ursa's item choices now.



## Vengeful Spirit

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- When Vengeful Spirit is slain, her killer is inflicted with a negative Vengeance Aura, which decreases the damage of her killer and their nearby allies, until she revives
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This is a pretty gigantic buff. At max level, Vengeance Aura is a 36% bonus damage aura in a 900 radius. VS was already a very good late-game support thanks to this skill and now it's a whole lot better.

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## Visage

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- Grave Chill cooldown increased from 10 to 16/14/12/10
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More nerfs.



## Warlock

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- Shadow Word duration increased from 9 to 11
  - Upheaval cooldown reduced from 50 to 50/46/42/38
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Shadow Word now deals/heals 165/275/385/495 HP up from 135/225/315/405 HP.



## Windranger

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- Activating Windrun now disjoints incoming attack projectiles
  - Aghanim's Scepter Focus Fire damage reduction decreased from -50/-40/-30 to -30/-15/0, and no longer has special rules for procs
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Carry Windr... anger... just got a whole lot stronger. Scepter Focus Fire is on a 15s CD and gives 400 attack speed. With no rules on damage reduction, getting crit on her has the potential to be hilarious and Mjollnir could be terrifyingly strong with bounces galore.



## Witch Doctor

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- Maledict cooldown reduced from 35 to 20
  - Death Ward base attack time improved from 0.25 to 0.22
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One day this guy will be top tier. And everyone will wonder how he got buffed for so long without anyone noticing.

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### Wraith King

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- Mortal Strike damage ratio increased from 1.25/1.75/2.25/2.75 to 1.5/2/2.5/3
  - Base armor reduced by 1
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### Zeus

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- Arc Lightning cast point improved from 0.4 to 0.2
  - Lightning Bolt true sight range reduced from 900 to 750
  - Lightning Bolt flying vision range reduced from 1000 to 750
  - Lightning Bolt can now be cast on the ground, affecting the closest enemy hero in a 250 range
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A very clever set of changes. While all the visions got reduced ever so slightly, the ability to ground target Lightning Bolt makes life far easier for Zeus. Not only can he be a counterwarding machine with the true sight, but Zeus can now 'guess' Lightning Bolts to hit fogged heroes. In mid lane matchups where enemies going into the fog on the high ground on their side of the river is common, being able to ground target and not get screwed by Zeus's cast animations will make a big difference. Plus, this change effectively adds 250 range to the cast range on Lightning Bolt.

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# Notable Item Changes



## Eul's Scepter of Divinity

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- Cyclone now deals 50 damage to enemy units when they land
  - You can now cast Cyclone on yourself while you are magic immune
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Eul's is by far my favorite item in the game. It's been getting buffed left and right for ages and these last two buffs are probably the last it'll see because this item is way too good now. The reason the 50 damage is relevant isn't for huge Top 10 Play-style kills, but rather you can *disable enemy blink daggers*. For heroes like Leshrac or Lina who used to get Eul's to help set up their stuns, this makes them way stronger against blink dagger carriers. The second buff is also nice and will be useful on caster BKB carries like Queen of Pain, Death Prophet, Invoker, Leshrac, Batrider, and others.



## Necronomicon

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- Necronomicon Warrior's movement speed rescaled from 330/360/390 to 350
  - Necronomicon units XP bounty increased from 59 to 100/150/200
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Easily the most genius balance change of this entire patch, in my opinion. Necro units are practically as strong as heroes and had pretty much no downside. Now, you'll be feeding roughly one hard neutral camp's worth of experience to an enemy if they die. This is nothing dramatic, but for heroes like Lycan who just threw Necro bodies at the tower until they eventually whittled it down, this is a great nerf. Now it's actually worth navigating your summons out of the enemy line of fire, rather than sending them in kamikaze style every time the book's off cooldown.

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Information and images taken from the [Dota 2 blog](#).  
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