

October 6, 2014

Current as of Balance Patch - 6.82b

Written by: [tsunami](#)

6.82 Balance Patch Review

Have a seat boys and girls. Class is once again in session. Now that I've ~~stopped being a lazy piece of trash~~ had a chance to play 6.82 for over a week, let's see what new rage this balance patch has brought forth.



Abaddon

- Mist Coil mana cost rescaled from 75 to 50/60/70/80
-

Abaddon has been kind of 'meh' in the competitive support scene ever since he was added to CM. Mostly everyone agrees that his spells are pretty swell, but the problem is the hero attached to it. Mist Coil is great, but he doesn't really have the mana to spare. Aphotic Shield is amazing, but a 0.45 cast time and 500 cast range makes it difficult to use in the heat of the moment. Curse of Avernus is a great passive... for a carry... as is Borrowed Time. At least now a level 1 Mist Coil only costs half of an Aphotic Shield instead of 75% of one.



Alchemist

- Acid Spray negative armor increased from 3/4/5/6 to 4/5/6/7
-

This was probably a buff to account for the fact that Acid Spray now deals physical damage instead of deprecated composite damage.



Anti-Mage

- Base strength increased from 20 to 22
-

38 more HP don't mean nothin'.



Axe

- Counter Helix chance to activate increased from 17% to 20%
 - Culling Blade no longer ignores Linken's Sphere
-

Icefrog's new pet project. Counter Helix has gotten *six* straight buffs since 6.73. A maxed Helix in 6.72 used to do 175 damage with a 0.55s cooldown and now it deals 205 on a 0.3s cooldown. He's still pretty irrelevant, but six buffs yo.



Bane

- Aghanim's Scepter Fiend's Grip now also causes anyone who attacks Bane while he is channeling to be afflicted with Nightmare
-

Wonderful. Too bad you can still use spells on him which is what you needed to do anyway to break his channel. I guess if you're playing against a 5 core team, this is a viable pickup.



Batrider

- Flaming Lasso cooldown increased from 90/70/50 to 90/75/60
-

This changes... nothing. Oh wait, that's Puck's line... Or is it OD's line?



Beastmaster

- Wild Axes damage type from Composite to Physical
 - Wild Axes damage reduced from 90/120/150/180 to 70/100/130/160
 - Primal Roar side knockback radius increased from 250 to 300
 - Primal Roar side damage same as primary damage now (100/200/300 to 200/250/300)
 - Primal Roar push distance increased from 240 to 300
 - Primal Roar side push duration increased from 0.4 to 0.6
-

I don't care about any of this. This dude's real buffs came in 6.81 and yet he's still somehow unpopular. It's almost as if no one realizes that the Boar doesn't draw creep aggro at all in lane. I guess these Primal Roar buffs encourage players to use his ult Burrowstrike style, but that's not very easy to do.



Bloodseeker

- Removed from Captain's Mode
 - Base movement speed from 300 to 290
 - Reworked Bloodrage
 - Replaced Blood Bath with a new active ability, Blood Rite
 - Thirst visibility and true sight are granted only when the target is at or below 30% HP (instead of 50/25% for vision/true sight)
 - Thirst now shows a debuff and a visible effect to the enemy when they are revealed
 - Thirst movement and damage bonuses are now proportional to how low the enemy's health is
 - Thirst movement speed and damage bonus increased from 5/15/25/35 to 10/20/30/40
 - Rupture no longer deals initial damage
 - Rupture duration increased from 7/8/9 to 12
-

- Rupture cooldown reduced from 70/60/50 to 60
-

Things I've gathered about new Bloodseeker: **1.** Dagon may have found a new best friend. Sorry Nyx. **2.** Bloodrage on magic damage nukers is ridiculous. **3.** That silence visual effect is totally baller. I don't know if he's better or worse, but he's really not geared towards being the mid-lane mid-game molester that he formerly was.



Bounty Hunter

- Shuriken Toss now bounces to all Tracked units within a 900 range
-

Bounty can usually keep ~3 heroes perma-Tracked during when 5v5 fights are breaking out, so this is a buff to Bounty's late game relevancy (which is usually his drop-off point). This is priming up for a hilarious Agh upgrade in the coming future, mark my words.



Brewmaster

- Drunken Brawler's critical strike/evasion timer increased from 10 to 16/14/12/10 seconds
-

This nerf is clever. The damage multiplier on Brawler never scaled, just the passive proc chance. Since he was getting a guaranteed proc every 10 seconds, no one ever cared about leveling it.



Broodmother

- Spin Web now has 1/2/3/4 charges with a 40 second replenish time, instead of a 30 second cooldown
 - Spin Web time to enter hidden mode after taking damage increased from 3 to 6 seconds
 - Spin Web movement speed bonus is doubled whenever Broodmother is in hidden mode (having not taken damage recently)
 - Spin Web phasing and speed bonuses now work on Spiderlings
 - Spin Webs are now selectable and have an ability to destroy themselves
 - Spin Web can now be cast from anywhere as long as the new web touches another
-

- Whenever Broodmother is taken out of Spin Web's free pathing, she destroys nearby trees
-

Broodmother is bar none the strongest laner in the entire game and she has been for the past three patches. There are only about five heroes that can deal with her in lane: Timbersaw, Centaur Warrunner, Tidehunter, Bristleback, and Legion Commander. If you aren't playing any of these and you suspect that the enemy Brood knows how to box-select, just abandon the lane. These new Spin Web changes were precisely what she needed to not be utterly useless after all the Tier 2 towers go down. The phasing on the Spiderlings is bittersweet. On the one hand, I really enjoyed body-blocking people with my invisible spiders, but on the other hand, this change is just straight up overpowered. Spiderlings were already able to nearly solo support heroes, this change just makes that all the more terrifyingly possible. I will eat a Croatian if she gets added to captain's mode in this state without any nerfs.



Centaur Warrunner

- Stampede mana cost increased from 80 to 100
-

Okay sure.



Chaos Knight

- Phantasm Illusion duration increased from 24 to 34
-

Compared to other illusion heroes, CK actually hit the duration cap most of the time because all of his illusions are so damn tanky. Too bad CK rarely ever makes it to the late game in my experience.



Chen

- Penitence duration rebalanced from 7 to 5/6/7/8
 - Penitence slow and damage amplification rebalanced from 8/16/24/32 to 14/18/22/26
 - Penitence now amplifies a damage source directly instead of attempting to re-deal a percentage of the damage taken as Physical damage
-

- Penitence cast range increased from 600 to 800
 - Holy Persuasion is no longer restricted from targeting Spell Immune neutral creeps
 - Aghanim's Scepter now allows Holy Persuasion to target Ancient Creeps (maximum 1 Ancient Creep per level of Hand of God)
-

Agh was already core on Chen for the most part, this just made it better. It's not as lol omg gamebreaking XDDDD as people make it seem, but if I had to recommend an ancient creep, I'd say go for the Black Drake. Why? Because they can keep up. You know how slow that big red Satyr walks? He has 290 move speed. You know what the Granite Golem and Thunderhide have? 270. In a teamfight, those fatties can't keep up with the fight to do anything useful.



Clinkz

- Searing Arrows is no longer an Attack Modifier
-

People kept saying lifesteal is now core on Clinkz, but honestly I think Diffusal is now perfectly synergistic on him. Purging enemies for the slow is a no-brainer, he can defensively purge dust if needed, and he burns 25 mana on every hit. Since he's an AGI hero, the item is also giving him +45 damage (20 from the AGI, 25 from the mana burn). I haven't tried it yet, but my theory-crafted logic seems sound.



Clockwerk

- Hookshot now pulls Clockwerk to neutral creeps normally like any unit
-

Hookshot now behaves the way it should have since day one. It's hard to believe that a few patches ago this spell couldn't hit allies either.



Crystal Maiden

- Frostbite damage interval from 70 per 1 second to 50 per 0.5 seconds (total damage now 150/200/250/300)
 - Freezing Field explosion radius increased from 230 to 250
-

So what does this mean? Seriously, what does it mean, I have no idea. I guess she's an even better counter to TA and Treant now since Frostbite hits more frequently? Let's go with that.



Dark Seer

- Vacuum cooldown rescaled from 28.0 seconds to 28 seconds
-

HAHAHAHA, WAIT WAIT, BUT IF YOU HOVER OVER IT. OHHHHHH VALVE YOU'RE SO SILLY. The real buff to Seer was hidden elsewhere: *"The following abilities can now be cast on Spell Immune allies: Ice Armor, **Surge**, Alacrity, Nature's Guise, Chakra Magic, Recall and Mist Coil."* Most of these other spells don't really matter, but magic immune Surge is a game changer. If your carry is in trouble and pulls off a BKB, a Surge can get them out of a lot of hairy ganks.



Dazzle

- Aghanim's Scepter Weave armor reduction per second increased from 1/1.25/1.5 to 1.25/1.5/1.75
-

AGH NOW CORE ON DAZZLE. Except no.



Death Prophet

- Exorcism cooldown increased from 115 to 135
-

I'm pretty pleased with this nerf. The fact that Tier 1 towers have free glyphs was enough of a nerf to her, so this is all that was necessary.



Doom

- Doom now requires Aghanim's Scepter to disable passives
 - Doom ability cast point increased from 0.3 to 0.5
-

These are actually some painful nerfs. Doom disabling passives automatically was a big deal, especially against heroes like Void (Backtrack), Lifestealer (Feast), Huskar (Berserker's Blood), Spectre (Dispersion), and heroes with passive evasion/crits. This *also* means that other passives from items are no longer auto-disabled. The cast point deal hurts him even more, especially his Blink initiation powers.



Drow Ranger

- Frost Arrows slow increased from 11/24/37/60 to 15/30/45/60
-

Marginal buff to her laning phase.



Earth Spirit

- Added Aghanim's Scepter: Grants Earth Spirit a new ability, Enchant Remnant, which lets him temporarily convert a hero into a Stone Remnant.
 - Boulder Smash unit targeting now only selects units
 - Boulder Smash point targeting now knocks back the closest Remnant (within 200 area of effect) in the direction selected
 - Geomagnetic Grip silence rebalanced from 2/3/4/5 to 2.5/3/3.5/4
 - Geomagnetic Grip damage rebalanced from 100/150/200/250 to 50/125/200/275
 - Geomagnetic Grip pull speed on allies reduced from 1000 to 600
 - Stone Remnant drop range reduced from 1400 to 1100
 - Fixed Stone Remnant being unable to travel as a projectile through Chronosphere
 - Fixed Stone Remnants not appearing in fog of war
-

-
- Magnetize search radius increased from 300 to 400
 - Magnetized Stone Remnants disappear after 8 seconds instead of 5
-

I don't play Earth Spirit, so I can't tell you how his 'feel' has changed as a result of these fixes, but overall he came out nerfed, even with this Agh upgrade. Stone Remnant's drop range being reduced below Blink Dagger range sucks for him, as does the reduction on pull speed. The Agh upgrade seems pretty great, but it's basically a glorified banish on a 45 second cooldown.



Earthshaker

- Fissure no longer has unit targeting
 - Fissure is no longer blocked by Linken's Sphere
-

Unit targeting Fissure was usually a dangerous game because you never knew what side the enemy would end up on, so this isn't that big a deal. Having the buff against Linken's is far better.



Elder Titan

- Added Aghanim's Scepter: Causes units that are pulled in by Earth Splitter to be disarmed in addition to being slowed. Slow/disarm duration increased from 3/4/5 to 4/5/6.
 - Natural Order armor reduction increased from 25/50/75/100% to 40/60/80/100%
 - Natural Order magic resistance reduction increased from 8/16/25/33% to 12/19/26/33%
-

This dude has been bouncing all over the place on the buff/nerf roulette. He's either top tier material or put into the dumpster. 40% armor reduction at level 1 is pretty ridiculous though. Give this guy an Orb of Venom in lane and just permanently debuff melee enemies. I'm a fan of seeing the 'disarm' mechanic more, so this Agh upgrade is cool, but extremely situational.



Enchantress

- Base movement speed increased from 310 to 315
-

K.



Enigma

- Midnight Pulse cooldown increased from 25 to 35
 - Black Hole max damage rebalanced from 60/100/140 to 50/100/150
 - Black Hole max damage area of effect increased from 150 to 200
 - Black Hole min damage rebalanced from 30/50/70 to 25/50/75
 - Black Hole min damage area of effect reduced from 500 to 400
 - Black Hole mana cost rebalanced from 250/350/450 to 275/350/425
-

Net nerfs to Enigma, which I find strange. Midnight Pulse deals Pure damage now, but that doesn't really change anything.



Faceless Void

- Chronosphere area of effect reduced from 450 to 425
 - Chronosphere flying vision area reduced from 1000 to 425
 - Chronosphere no longer disables passives
 - Chronosphere's effects no longer linger for an extra 0.5 seconds (like normal auras do) at the end of its duration
-

The biggest nerf here is the lack of disabling passives in Chrono, which also includes item passives, so building evasion is actually smart against Void now. Like Death Prophet, I'm glad he came out relatively unscathed this patch. I hate to see heroes briefly get their moment in the sun in competitive and then get nerfed into oblivion. I wonder who that reminds me of...



Gyrocopter

- Homing Missile Maximum damage increased from 110/220/330/440 to 125/250/375/500
-

Oh yeah, now I remember.



Huskar

- Inner Vitality cooldown reduced from 25 to 25/22/19/16
 - Berserker's Blood attack speed bonus increased from 8/12/16/20 to 14/16/18/20
 - Life Break cooldown reduced from 45/30/15 to 12
 - Life Break damage reduced from 50% to 35%
 - Life Break self damage rebalanced from 40/35/30% to 35%
 - Life Break slow duration rebalanced from 5 to 4/5/6
 - Lifebreak slow rebalanced from 50% to 40/50/60%
-

All of these changes mean that my support Huskar strat is now more viable than ever.



Invoker

- Tornado flying vision area reduced from 1200 to 600
 - Tornado damage from 2*Wex+Quas to 3*Wex
-

Is Invoker finally balanced? Say it ain't so. This is the smallest change Invoker has seen in a balance patch in ages. Though to be fair, I see an almost equal number of Q/W and Q/E Invokers out there these days. Icefrog just needs to buff the meatball and he'll be perfect.



Jakiro

- Dual Breath movement and attack slow rebalanced from 30% to 28/32/36/40%
-

A buff, but not a significant one.



Juggernaut

- The following abilities no longer cancel Blade Fury: Chronosphere, Toss, Black Hole, Global Silence, Doom.
-

- Blade Fury cooldown from 30/27/24/21 to 30/26/22/18
-

Neat. I don't know why Blade Fury deserves these special rules, but okay.



Keeper of the Light

- Mana Leak mana removal percentage increased from 3.5/4/4.5/5 to 5
 - Mana Leak duration increased from 4/5/6/7 to 5/6/7/8
 - Recall can now target invulnerable allies (e.g. allies affected by Song of the Siren)
 - Blinding Light knockback distance from 250 to 400
-

Mana Leak is seriously annoying now. I always liked getting an early level during lane just to be irritating, but now I'd argue that it's core.



Kunkka

- X Marks The Spot cooldown from 13 to 14/13/12/11
-

Aight.



Legion Commander

- Enabled in Captain's Mode
 - Duel no longer disables passives
 - Overwhelming Odds base damage from 60/100/140/180 to 40/80/120/160
 - Press The Attack mana cost from 80/90/100/110 to 110
-

She's still a very strong hero, but these nerfs were necessary.



Leshrac

- Pulse Nova damage increased from 80/120/160 to 100/130/160; Aghanim's Scepter damage from 100/160/220 to 160/190/220
-

- Pulse Nova activation cost reduced from 110 to 70/90/110
-

Icefrog spends all this time buffing Lightning in previous patches just to convince me that he's a totally viable 5 position support and now he buffs Pulse Nova? What do you want me to do with this hero?! JUST GIVE ME BACK THE ZERO CAST TIME ON EDICT, PLEASE. I still wouldn't level Pulse Nova at 6, but who knows. Bottle Leshrac in a side lane could make these Nova buffs pretty great.



Lich

- Ice Armor now slows ranged heroes for the full amount (instead of half)
-

Everyone has been sleeping on Lich for ages, but now that deathball has been nerfed, I fully expect this dude to make a resurgence. I honestly still can't believe that Sacrifice's free XP change hasn't been reverted at all since its introduction. I'd contend that he's one of the strongest supports as of this patch.



Lina

- Light Strike Array cast range increased from 600 to 625
 - Light Strike Array stun duration increased from 1.6/1.7/1.8/1.9 to 1.6/1.8/2/2.2
-

Okie.



Lion

- Earth Spike damage increased from 60/130/200/260 to 80/140/200/260
-

SPIIIIIIIIIKE.



Lone Druid

- Spirit Bear now has 300 mana
 - Spirit Bear using Hand of Midas now grants the XP to Lone Druid
-

Medic bear is possible. Dagon bear is possible. Shiva bear is possible. Blade Mail bear is possible. Mask of Madness bear is possible. Eul's bear is... nuoh my god.



Lycan

- Shapeshift no longer grants 1.5 Base Attack Time
 - Shapeshift cooldown increased from 100/70/40 to 120/90/60
 - Shapeshift speed increased from 522 to 650
 - Shapeshift now has a 1.5 seconds transformation time
-

This might be the first patch in which Lycan isn't 100% pick/ban or 0% pick/ban. The Shapeshift speed boost is actually fairly useful because it means all his summons also move at the same speed.



Magnus

- Empower is no longer removed by Spell Immunity
 - Empower mana cost rebalanced from 40 to 30/40/50/60
-

...Empower used to be removed by magic immunity? This explains so much.



Medusa

- Mana Shield damage absorption rate increased from 50% to 60%
 - Mystic Snake outgoing speed increased from 633 to 800
 - Mystic Snake return speed reduced from 833 to 800
-

- Mystic Snake mana steal increased from 20/30/40/50 to 20/35/50/65
-

The gold/bounty changes this patch were the bigger buff to Medusa. Just check Dotabuff.



Meepo

- Meepo clones' boot item slots now match whichever slot Meepo Prime has his boots in
-

Icefrog's gone mad with power.



Mirana

- Leap speed reduced from 2000 to 1600
 - Leap distance rebalanced from 630/720/780/870 to 600/700/800/900
-

I actually saw a Mirana get Electric Vortex'd mid-Leap by a Storm recently. Was it because of this nerf? Probably not. It was still pretty cool to see.



Nature's Prophet

- Nature's Call Treant magic resistance reduced from 20% to 0%
-

Good. Treants were practically the hardest summon in the game for support heroes to kill outside of the Spirit Bear. "Prophet is pushing top, can anyone TP? Yeah I can. OH WE STILL LOST THE TOWER BECAUSE I CAN'T KILL THESE STUPID STUMPS."



Necrophos

- Reaper's Scythe added respawn time penalty from 30% to a constant 30 seconds
-

This is a huge buff. You formerly needed 90s respawn time for the 30% increase to bump up to 30s. No one hits those kinds of times until late late late game. This will definitely force people to spend gold on buybacks a lot earlier than they would like to.



Night Stalker

- Hunter in the Night attack speed increased from 45/55/65/75 to 45/60/75/90
 - Darkness duration increased from 25/50/80 to 40/60/80
-

Night Stalker really isn't as bad as people say he is these recent patches. The night nerf hurt his *old* playstyle, but now you can just go deep on the enemy mid at 4 minutes rather than ganking side lanes. These buffs make that even more important with an extra 15s on Darkness at 6.



Ogre Magi

- Base HP regeneration increased from 0.25 to 2.5
 - Fireblast damage reduced from 80/145/210/275 to 60/120/180/240
 - 2x Multicast chance increased from 25/40/50 to 40/50/60%
 - Multicast spread interval increased from 0.3 to 0.4 (affects Ignite and Fireblast)
-

I don't even. Ogre takes 2nd place for being slept on (after Lich) for these past few patches. This dude is literally impossible to bully out of lane now. If he gets a Stout Shield he might as well have the backdoor 'meep-merp' error sound every time you right click him.



Omniknight

- Base armor increased by 1
 - Purification damage area of effect increased from 240 to 260
-

Damn, I was hoping Degen would be buffed for the billionth straight patch.



Outworld Devourer

- Essence Aura chance to activate increased from 10/20/30/40% to 40%
 - Essence Aura percentage of mana restored reduced from 25% to 10/15/20/25%
-

- Aghanim's Scepter Sanity's Eclipse now always triggers the mana drain
-

If you had told me OD would get buffed a year ago I would have punched you in the throat. It's now actually somewhat practical to get an early point in Arcane Orb if you're feeling lucky.



Phantom Assassin

- Blur minimap hide now has the opposite effect, and is active when no enemies are near
-

I always felt like it made more sense to work like this. Also, everyone apparently has the IQ of eggplants, because no one seemed to know what this change meant. If no one is within 1600 range of you, you will fall off the minimap. It used to be that whenever enemies *were* within 1600 range of you, you'd fall off the minimap. Complex stuff.



Phantom Lancer

- Removed from Captain's Mode
 - Agility gain reduced from 4.2 to 3.0
 - Base Agility increased from 23 to 29
 - Base Strength increased from 18 to 21
 - Reworked Phantom Lancer:
 - Spirit Lance: unchanged
 - Phantom Rush: a passive basic ability for Phantom Lancer, or his illusions, to quickly close the distance to an enemy
 - Doppelganger: a new ability for dodging immediate danger, and confusing enemies with deceiving illusions
 - Juxtapose: now his Ultimate, and allows both Phantom Lancer and his illusions to create more illusions
-

I don't really know what to make of these changes. When I first read them, I thought that he went from being the poor man's Naga to being the poor man's CK. Now I hear that he's causing a real ruckus in pubs. He was formerly my favorite carry, so I don't really know how to feel, but you definitely cannot play him as a split pusher anymore.



Phoenix

- Added Aghanim's Scepter: Allows Phoenix to cast Supernova on an allied hero, bringing both into the Sun to be reborn together. This does not refresh either hero's ultimate. 500 cast range. If the Sun is destroyed, both heroes will die.
-

There are a couple of amusing interactions currently with this ult (Razor, Naga, Luna, Leshrac, Medusa, and quite a few other heroes ultimates still work in the Egg), but it's not really enough to consider it core on Phoenix.



Pudge

- Turn Rate improved from 0.5 to 0.7
-

Actually kind of a good buff. Pudges are constantly swiveling around to keep mind gaming enemies on when a Hook is coming, so turn rate is pretty useful on him.



Puck

- Dream Coil no longer ignores invisible units or Illusions
 - Aghanim's Scepter Dream Coil snap stun now pierces Spell Immunity
 - Aghanim's Scepter Dream Coil snap stun duration increased from 1.5/2.25/3 to 1.5/3/4.5
-

There are still very very few reasons to get Agh on Puck. Maybe now it went from being the worst Agh in the game to the second worst. No. No I think it's still the worst.



Pugna

- Life Drain can now be targeted on allies, allowing Pugna to drain his own life into them
-

Cute. Pugna has pretty awful STR gain, but this can prove clutch if people remember to use it.



Queen of Pain

- Base Attack Time improved from 1.7 to 1.6
 - Removed unit targeting from Sonic Wave
 - Sonic Wave final area of effect increased from 300 to 450
-

I totally forgot this hero existed. Sonic Wave final area buff is good since the projectile+cast animation travels kind of slow and people tend to just barely escape it.



Razor

- Plasma Field minimum damage from 60/100/140/180 to 30/50/70/90
 - Static Link no longer ignores Linken's Sphere
 - Static Link mana cost from 20/30/40/50 to 50
 - Eye of the Storm no longer lingers through aegis reincarnation
-

Another set of good nerfs to a former top tier hero. Nothing too drastic, but he's not as faceroll as before.



Riki

- Base movement speed reduced from 300 to 290
 - Base damage reduced by 10
 - Base HP regeneration reduced from 1.5 to the default 0.25
 - Permanent Invisibility is now a basic ability
-

- Permanent Invisibility fade delay from 3/2/1 to 8/6/4/2
 - Permanent Invisibility now provides 4/5/6/7 HP regeneration while invisible
 - Blink Strike is now an Ultimate and can target Spell Immune
 - Blink Strike bonus damage from 30/60/90/120 to 50/70/90
 - Blink Strike now has 3/4/5 charges, with a 30 second replenish time, instead of a 20/15/10/5 cooldown
 - Blink Strike mana cost reduced from 50 to 40
 - Blink Strike cast range increased from 700 to 800
-

I personally think all of these changes makes Riki a pretty miserable hero. Riki's biggest issue has always been the laning phase. When he got the Backstab on allied units buff, his laning improved significantly. Now... it's garbage again. If an enemy puts two sentry wards down, your laning phase is completely over. Every other invis hero has something to deal with this. Bounty has Jinada and Shuriken to pick up last hits, Weaver is ranged, has Geminate, and 522 MS on Shukuchi, Broodmother can sit in trees and nuke, Clinkz is ranged and has a damage steroid orb. What does Riki have? Backstab, you say? Too bad you have to max Permanent Invis first. Couple that with his nerfed HP regen, nerfed damage, and nerfed MS, I can't possibly imagine how this hero is able to lane against any team that gets early sentry wards. If you can make it to mid/late game, I do think this new Riki is better. But that's a big *'if.'*



Shadow Demon

- Soul Catcher now amplifies damage by 20/30/40/50% instead of attempting to re-deal 20/30/40/50% of the damage as Pure damage
 - Aghanim's Scepter Demonic Purge charges increased from 2 to 3
-

Stop trying to make Agh Shadow Demon happen. It's not going to happen.



Shadow Fiend

- Necromastery soul cap increased from 12/20/28/36 to 15/22/29/36
-

- Requiem of Souls debuff is now applied when the wave hits units instead of in a slightly smaller area independently
 - Requiem of Souls slow increased from 20% to 25%
-

All of this is well and good, but have you seen the new animations on Razes? I think they look cool, don't get me wrong, but they were a nerf to SF. The 1v1 Mid Only SF versus SF matchup has been changed forever.



Shadow Shaman

- Shackles mana cost rebalanced from 110/130/155/185 to 140/150/160/170
 - Mass Serpent Ward cooldown increased from 110 to 120
-

MY ANCESTORS.



Silencer

- Glaives of Wisdom percent intelligence to damage from 30/45/60/75 to 30/48/66/84
 - Global Silence mana cost from 250/350/450 to 250/375/500
-

Since the AGI buff Silencer received recently, his carry potential is quite legitimate, especially if you can get him to participate in early kills. The Glaive buff makes that even more viable.



Skywrath Mage

- Concussive Shot movement slow rebalanced from 40% to 30/35/40/45%
 - Concussive Shot is now disjointable
 - Mystic Flare damage is now dealt over 2.2 seconds instead of 2 seconds
-

From the Ghastly Eyrie I can see to the ends of the world, and from this vantage point I declare with utter certainty that this is a nerf.



Slardar

- Slithereen Crush stun duration increased from 1/1.5/2/2.5 to 1.6/1.9/2.2/2.5
-

0.6s added at level 1 is no joke. Slardar's laning phase is fairly strong at this point now.



Slark

- Slark is no longer visible inside Chronosphere during Shadow Dance
-

Clearly Icefrog has been reading my famed Tips and Counters and decided to nerf them.



Sniper

- Headshot now causes a 0.5 second 100% MS and AS slow instead of a 0.25 second stun
 - Shrapnel area of effect increased from 400 to 450
-

A lot of people think that Sniper is a lot worse now, but I think this a buff. Sniper never really has problems killing people, he has problems getting killed. Losing the stun on Headshot means you can't channel-break, sure, but it also means that people, namely carries, can't easily manfight you anymore. I think turning it from 0.5s to 0.25s/0.5s/0.75/1s would be the perfect buff for him, but I trust in the frog.



Spectre

- Spectral Dagger movement speed change increased from 5/9/14/18% to 8/12/16/20%
 - Spectral Dagger projectile speed reduced from 857 to 800
-

According to Dotabuff, Spectre's main buff (like Medusa) was all the gold changes.



Spirit Breaker

- Charge of Darkness cooldown reduced from 35 to 12
 - Charge of Darkness cooldown is now triggered when Charge hits its target or is cancelled, instead of when cast
 - Empowering Haste can now be cast to improve the Aura by 50% for 6 seconds. 20 second cooldown. After it is used, the aura is 50% weaker while the ability is on cooldown.
 - Greater Bash damage from 10/20/30/40% to 22/28/34/40% of movement speed
-

Huge buffs to SB's early game, which was already fairly strong. He deals a scary amount of damage if he can proc some bashes.



Storm Spirit

- Ball Lightning mana cost per 100 units from 10 + 1% to 12 + 0.7%
-

It's cheaper.



Sven

- Added Aghanim's Scepter: While activated, God's Strength grants an allied aura (900 area of effect) for 40/60/80% of base damage.
-

I've got my dream comp: Troll mid, Sven+Venge+Luna trilane, Beastmaster offlane. There's no visual effect for this Agh upgrade, which is a damn shame. When Valve said Sven's here to pump me up, I thought that implied that every hero would turn bright red once you cast it. Real missed opportunity.



Techies

- Land Mines cooldown from 25/20/15/10 to 19/16/13/10
 - Stasis Trap stun duration from 3/4/5/6 to 2.5/3/3.5/4
-

- Stasis Trap activation area now matches stun area (200->450)
 - Stasis Trap duration from 270/300/330/360 to 360
 - Remote Mine duration increased from 8 to 10 minutes
 - Remote Mines vision reduced from 900 to 700
 - Remote Mines area from 400/410/425 to 425
 - Batrider in Firefly, Visage's Familiars, Beastmaster's Hawk, and Flying Couriers no longer trigger or get hurt by Land Mines
-

Most of these are buffs, but the damage type changes make Techies early game slightly worse. Land Mines dealing physical damage means that you have to hope you're laning against supports with low armor values. Stasis is still a pretty garbage spell unless you have incredible set-up time, so the buffs to that spell are practically pointless.



Templar Assassin

- Psionic Trap cooldown from 11/9/7 to 11/8/5
-

I think TA's still a good hero, but no one seems to play her anymore. I'd say her bigger buff this patch was that runes will now spawn on both ends, allowing her to keep Refraction spam up ez.



Terrorblade

- Enabled in Captain's Mode
 - Sunder cast point improved from 0.5 to 0.35
-

I don't really know why TB got a buff, and to Sunder of all things. I don't think he's overpowered, but I definitely didn't think he needed a buff.



Tidehunter

- Anchor Smash damage reduction reduced from 60% to 45/50/55/60%
-

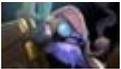
Necessary nerf.



Timbersaw

- **Added Aghanim's Scepter: Grants Timbersaw a second Chakram.**
-

Timbersaw is one of those heroes that gets six-slotted pretty easily, so having an Agh upgrade like this is fantastic.



Tinker

- **March of the Machines no longer affects Spell Immune units**
-

Only Icefrog could come up with a change so incredibly subtle, yet brilliant. A lot of Tinker apologists claim that he got overnerfed due to other indirect nerfs, but I strongly disagree. Dagon mana cost increased, E-Blade has a projectile now, and Blink Dagger costs a bit more. Boo hoo. Dagon+E-Blade Tinker became the go-to build only recentlyish. You know what he can still do just fine? Perma-Sheep and Perma-Silence. When Q/W Tornado+EMP Invoker got the nerf bat, a lot of people whined, but a lot of other people started playing the hero differently and discovered that Q/E Invoker is also the business. The one-man-army Tinker got nerfed, but the ultra-disable Tinker is just as viable as ever.



Treant Protector

- **Nature's Guise mana cost reduced from 90/80/70/60 to 60**
 - **Added Aghanim's Scepter: Grants a new ability, Eyes in the Forest, which allows Treant to enchant trees to spy on his enemies and expand the area Overgrowth affects.**
-

Agh is now arguably core on Treant. Thanks to his kit, Treant never really needed a Blink Dagger like Tidehunter does, nor does he really need any other items. The cooldown on Eyes in the Forest is pretty long (50s) and the range of vision isn't *that* great (800), but it's still a very strong spell for the damage (405/540/675).



Troll Warlord

- **Ranged Whirling Axes cooldown from 20 to 20/19/18/17 seconds**
-

- Acquisition Range increased from 600 to 800
-

Whew. The longer Troll stays under the radar and gets buffs, the happier I am.



Tusk

- Ice Shards no longer stops when it hits a hero
 - Ice Shards now travels until the cast location and creates its blockade there
 - Ice Shards cast range increased from 1500 to 1800
 - Ice Shards no longer destroys trees
 - Snowball bonus speed per hero increased from 75 to 100
 - Allies can now click in the snowball to jump into it
-

Huge buff to Tusk. Being able to hit multiple heroes with Shards and choose the destination makes it a way stronger spell.



Undying

- Tombstone area of effect increased from 400/600/800/1000 to 600/800/1000/1200
 - Aghanim's Scepter Flesh Golem damage amplification increased by 5% at all levels, both min and max
 - Flesh Golem slow aura increased from 9% to variable from 5% to 15%, based on distance to Undying (same mechanic as the damage amplification)
-

I still don't really like Agh Undying. Now that Icefrog is all about Agh buffing up other random spells that aren't ultimates, I can only hope Undying will receive the same treatment at some point.



Vengeful Spirit

- Nether Swap range increased from 650/925/1200 to 700/950/1200
-

Yezzir.



Venomancer

- Poison Nova applies its debuff on Spell Immune enemies
-

S'cool.



Viper

- Corrosive Skin now only affects enemies within 1400 area of effect
 - Corrosive Skin damage cannot be reflected multiple times
-

This is helpful against heroes who deal DoT. Formerly, putting a DoT on Viper meant that it would refresh Corrosive Skin on yourself every time he took damage. Now, it's probably likely that you'll be out of 1400 range after the first few ticks. I still would avoid putting DoTs on Viper, but this helps heroes like Ancient Apparition out. The latter change was for Viper v. Viper matchups (mid only or illusions).



Visage

- Familiar Stone Form cooldown from 30 to 26
-

Rad.



Warlock

- Fatal Bonds now shares the same damage type that is dealt to it, before it is reduced
 - Fatal Bonds damage percentage from 20% to 25%
 - Golem attack range increased from 100 to 225
 - Golem Base Attack Time improved from 1.35 to 1.2
 - Golem HP regeneration increased from 15/20/25 to 15/30/45
 - Golem Immolation area of effect increased from 250 to 300
-

- Golem Flaming Fists chance reduced from 60% to 40%
-

Golem is pretty freaking strong now. The biggest buff are the attack range and BAT changes.



Weaver

- The Swarm duration increased from 8/12/16/20 to 14/16/18/20
 - Shukuchi no longer ignores invisible units
 - Shukuchi damage reduced from 90/110/130/150 to 75/100/125/150
 - Geminate Attack can now proc items
 - Geminate Attack cooldown increased from 6/5/4/2.5 to 6/5/4/3
-

Crazy change. Maelstrom/Mjollnir Weaver is probably core now.



Windranger

- Shackleshot max latch distance from 525 to 575
 - Windrun duration increased from 2.75/3.5/4.25/5.0 to 3/4/5/6
-

Crank up the Hackleshot meter.



Witch Doctor

- Maledict area of effect increased from 165 to 180
 - Death Ward bounces now behave the same as the Death Ward attacks with regards to Blademail (neither redirects damage to Witch Doctor)
-

Maledict really needs to be reworked. It has pretty much zero synergy with the hero. Buffing it doesn't help anyone.



Wraith King

- Reincarnation mana cost increased from 140 to 160
-

This is actually a pretty big nerf. This means that Soul Ring doesn't guarantee a Reincarnation if you have <10 mana (Soul Ring gives 150). That doesn't happen often, but against heroes like PL, Naga, Lion, KotL, or Anti-Mage, it's a pretty big nerf.



Zeus

- Static Field area of effect increased from 1000 to 1200
-

Sweet, now I can attract even *more* neutral creeps every time I'm fighting out in the jungle.

Notable Item Changes



Black King Bar

- Avatar spell immunity duration and cooldown are now tied to the hero, instead of the item
 - Minimum immunity duration increased from 4 to 5
-

I think BKB is in a good place now. It has had a history of being too strong, but these nerfs are ideal.



Crimson Guard

- New Item that is formed from Vanguard and Buckler
-

It's like Pipe for physical damage comps. Don't build it against Death Prophet though, Exorcism ignores damage block.



Flying Courier

- Base movement speed increased from 350 to 430
 - Flying Courier now takes 50% extra damage from melee heroes
 - Flying Courier Speed Burst cooldown increased from 40 to 90
 - Flying Courier Speed Burst duration reduced from 20 to 4
 - Flying Courier Speed Burst speed increased from 522 to 650
-

For everyone who doesn't bottle crow, all these changes mean nothing. Well it is slightly harder to snipe couriers, I suppose.



Urn of Shadows

- Changed from HP Removal to Pure
-

Huge change. Offensive Urns now break Blink Dagger and burn TA's Refraction. Supposedly, it also works with Invoker's Cold Snap.

Notable Meta Changes

I'll cover the map changes in another article, but here are the salient points.

- Reworked terrain surrounding the Roshan area
-

It is *far* easier for Radiant to safely take Rosh now.

- Reworked terrain around the Dire bottom lane
-

Dire offlane heroes can now easily access the side shop without eating a tree.

- Added a Bounty Rune
 - Two runes now spawn in the river every two minutes. One of them will always be a Bounty Rune
-

This changes the mid-lane matchup a bit, but it changes the support game more. Supports pretty much have nothing to lose by scouting out runes now, which will lead to more early skirmishes between supports and more roaming overall.

- Reworked the bonus area of effect XP
 - Reworked bonus area of effect Gold and Streak ending
-

People have been screaming bloody murder over these changes, but I honestly haven't noticed anything that outrageous since 6.82b dropped. I wish I had more to say about these changes, seeing as how polarizing they've been, but there isn't much I can add that [graphs don't already say](#).

- Glyph of Fortification cooldown is now refreshed whenever you lose a Tier 1 tower
-

When I first read the changelog, I thought that this change would completely change the early game. It turns out it doesn't really mean much. People use Glyph more liberally now for sure, but if you really want T1 towers, you will still take T1 towers. Trust me, I've been playing a ton of Broodmother recently.

- Aegis duration decreased from 6 minutes to 5
-

This is going to take some getting used to. Remember when it lasted 10 minutes? Good times.
