

GOD CHANGES



Agni

"Agni's Flame Wave can combo into Noxious Fumes, but for many players, this combo was inconsistent or at worst impossible to execute. With this change, executing this combo will be much easier, especially in high ping situations."



Flame Wave

Increased persist time of Flame Wave from ~~5~~ → 1s.

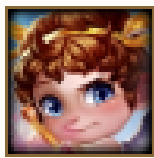


Chiron



Centaurus

Fixed a rare issue where Chiron would revive even if he did not get a kill during his Ultimate.



Cupid

"SMITE's little loverboy has been the subject of many debates. In this patch, we aim to improve Cupid's abilities to solidify his design intent: A mid-game hunter with strong zoning and utility. Changes to Heart Bomb and Fields of Love support his zoning ability, and the streamlining of Share the Love and Flutter should let him aid his team-mates more easily."



Lovestruck

Lovestruck tooltip has been adjusted to accommodate for changes listed below.



Heart Bomb

Increased Cooldown from ~~40s~~ → 12s.

Increased radius of the Heart Bomb's explosion area from ~~20~~ → 30 units.

Added an FX to Heart Bomb to indicate the explosion area.



Share The Love

No longer consumes Lovestruck Heart Stacks.



Flutter

Flutter no longer provides Attack Speed when cast.

Flutter now provides 4/8/12/16/20% passive Attack Speed.

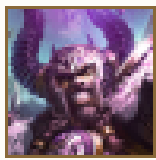
Reduced the Cooldown from ~~49/48/47/46/45s~~ → 16/15/14/13/12.



Fields of Love

Changed how this ability functions with Lovestruck.

Fields of Love now mesmerizes enemies for 1.5s when activated with less than 8 hearts. At max hearts, the mesmerize increases to 3s.

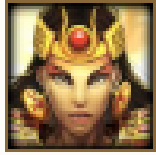


Fafnir



General

Fixed Griffindwarf Fafnir in Griffin form not having his laugh audio.



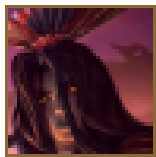
Isis

"Isis was a powerful lane bully during the days of level one potions, but since their removal, we have seen Isis fall off in effectiveness. We are reverting one of the nerfs that occurred during that time, allowing her to better scale into the mid and late game with Wing Gust."



Wing Gust

Increased scaling from ~~30%~~ per Wing Gust → 40%.



Izanami

"Izanami has been significantly underperforming. She is receiving a few changes that are targeted at helping her box enemy hunters more effectively, while also helping her scale into the mid and late game better. Additionally, Fade Away will now drop minion aggro once Izanami begins casting this ability. This fixes a strange interaction where ranged minions were breaking her stealth almost immediately."



General

Izanami's Basic Attacks now deal 75% damage going out and 25% damage going in, changed from 50%/50%.

Base Attack Speed increased from ~~.85~~ → .95



Fade Away

Izanami is now invisible to minions when she begins channeling Fade Away.



Nemesis

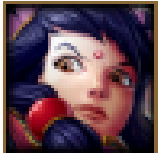
"Nemesis has become a strong pick due to direct buffs she has received, as well as indirect buffs – like the introduction of Wrath and the removal of red potion. We like her identity as a powerful tank shredder, but felt that her ultimate in particular was too effective in it's burst and early game effectiveness."



Divine Judgement

Damage Reduced from ~~30/35/40/45/50%~~ Of target's current health → 20/25/30/35/40% of target's current health.

Slow and Movement speed decreased from ~~25%~~ at all ranks → 15/15/20/20/25%.

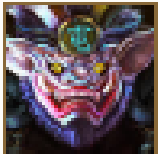


Ne Zha



Wind Fire Wheels

Updated the visual presentation of the "Critical" circles.



Raijin

"Raijin's ability to pressure the lane with Raiju was allowing him to bully most other mages out of the mid lane, especially at the competitive level. We are bringing down the power of the Raiju and Thunder Crash combo to allow players do better deal with his lane pressure."



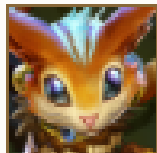
Raiju

Reduced Damage from ~~80/125/170/215/260~~ → 60/100/140/180/220.



Thunder Crash

Reducing scaling on Thunder damage from ~~40%~~ → 20%.



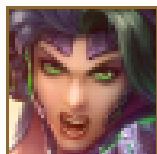
Ratatoskr



Through The Cosmos

Ratatoskr will now go the proper distance when canceling this ability at maximum range.

Fixed the radius being listed incorrectly on the tooltip.



Terra

"Terra has been crushing recently, providing her teammates with strong utility and setup. The control she offers is powerful, but to enemies playing against Terra, it is often too difficult to play around. We have removed the slow from Crushing Earth allowing for more room for players to escape the stun, as well as reduced the duration on Monolith's root. These two changes, combined with an increase to the cooldown of Terra's Blessing, will help players better deal with Terra's control."



Standing Stones

Fixed an issue where the bonus damage was being calculated as true damage.



Crushing Earth

No longer has a slow for enemies standing between the standing stones.



Monolith

Root duration decreased from ~~4.5s~~ → 1s.



Terra's Blessing

Cooldown increased from ~~90s~~ → 110/105/100/95/90s.