LÁ OÍCHE: CHANGELOG

Patch 0.19

Lá Oíche has been added to the game

Patch 0.21 (Nerfs)

Lantern of Souls (ability 1)

- Energy cost increased from 2 -> 3

Spirit's Wrath (ability 2)

- Energy cost increased from 1 -> 2

Patch 0.22 (Nerfs)

Spirit Rend (basic attack)

- Additional effects swapped
- Now grants a heal per shot hit during the **Day**
- Now deals *True Damage* during **Night**

Lantern of Souls (ability 1)

- **Day -** Heal per soul stack reduced from 2 -> 1.5

Go to the Light (ability 3)

- Deployment range reduced from 8 -> 6 Spaces
- Slow zone radius reduced from 3 -> 2 Spaces
- Pass-Through damage reduced from 4 -> 3
- Globe slam down damage reduced from 10 -> 8
- No longer pulls enemies

Eclipse (ultimate)

- Using *Eclipse* now stops your Day/ Night cycle from shifting again when the round ends

Patch 0.23 (Nerfs)

Keeper of the Cycle (passive)

- No longer grants *Stealth* during **Night**
- No longer grants a CC *cleanse* at the start of a new **Day**

Eclipse (ultimate)

- Now grants *True Stealth* when shifting into **Night**
- Now grants a *CC* and *Debuff Cleanse* when shifting into **Day**

Patch 0.24 (QoL Buff)

Go to the Light (*ability 3*)

- Can now be recalled to you for no energy cost but using this abilities cooldown