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Recommended applications Support Nuker Disabler Each young acolyte dezun order must complete a series of rituals before becoming a shadow priest. The last ceremony, a ritual of shades, is a tingly spiritual journey through Nothl's realm, an unpredictable domain from which not all visitors return. Of those who do that, some come back crazy. Others come back with strange virtues. But everyone who goes there is changed by their experience. Dazzle was the youngest of his tribe to demand a sacred ceremony. At first, he refused the order, saying he was too young. But Dazzle didn't have to be eroed. When they felt something special in the main young acolyte, the old men were scathing. Dazzle drank in the sacred poem and sat by the fire while the rest of his tribe danced through the night. In this ethereal dimension of Nothl realma, the properties of light and darkness are reversed. Thus, his brilliant healing light, beautiful to our eye, is actually an evil kind of evil; and the darkest works are made in a glare of brilliance. The intuition of the elderly was too much: Dazzle returned to his people as a priest in the shadows, as no one had ever seen, with the power to heal and destroy. Now he's using his gift to cut his enemies and cut his friends. Abilities[edit code] QTAffectsEnemy UnitsDamage TypePhysicalReleases toxic magic that strikes several enemy units into the kone. Over time, he handles the damage and slows down the targets. When poisoned targets are attacked, the duration of the errors is refreshed. Do not pierce the Immunity spell.Blocked by the Linken realm and echo lotus orb. Disellable.One of the few dezun rituals used for offensive purposes, paralytic enching often proves useful. Notes Total damage without refresh: 64 / 140 / 240 / 364 679 Projectile moving at 1300. The error is refreshed if the target is attacked by a player-controlled unit or Roshan. Completely stacked with myself. WGAffectsAllied UnitsNa ally blessed with shallow grave, no matter how close to death, can not die while under his protection. Only the seasoned akolite shadow can properly perform a ritual of preventing death. Notes Culling Blade can kill through shallow grave. If the meepo clone dies, all the Meepos will die regardless of the Shallow Grave. Enemies can see the duration indicator for the Shallow Grave. EDAffectsUnitsDamage TypePhysicalShadow Wave heals several rabbits, but they cause damage equivalent to their ingenuation in a small area around them. Dazzle always smzzles the Shadow Wave, and doesn't count against the number of targets. Although it is a simplistic and routine ritual among shadow priests, the Shadow Wave is also the most critical of success. Notes Maximum damage: 320 / 500 / 720 / 980 1120 Priority determines the limits of heroes above crawls. It can injure the enemy several times if more rabbits heal nearby. Bad JujuRWAffectsHeroesApplies a debuff to enemies Zaslišuj, kadarkoli vrže urok. Njegova eterična pot v nothlski svet je omogočila Dazzlu, da združi moči svetlobe in teme in tako ustvari premikajoče se valove očala. Opombe Debuff stacks in osveži trajanje. Ne vpliva na Roshana. Aghanim's Scepter Ability[uredi kodo] AffectsEnemy UnitsDamage TypePhysicalKo uporabljate sposobnost, samodejno izvedete osnovni napad. Ta urok odobri neposredno žeslo. Onemogoči se z odmorom. Uredi kodo] Priporočeni predmeti[uredi kodo] Začetni predmeti Zgodnja igra Mid Game Late Game Splošna strategija[uredi kodo] Rojena za podporo kohortam v bitki, Dazzle ohranja ranjene zajce pri življenju, da bi lahko kasneje dež smrti na sovražnika. Njegova čudna čarovnija se preleti v bližnji oklep, slabi sovražnike in krepi prijatelje. Dazzle (Opis v igri) Pregled Spretnost Graditi Raven12345678910 Urok Ravni111213141516182025 Urok Zgodnje igre Mid Game Late Game Version Zgodovina[uredij] Različica Ravnotežje Spremembe 7.27b Raven 10 Talent povečala iz +1.5 Mana Regen Na +1.75 Level 15 Talent se povecao sa +24 Senca Wave Heal/Damage to +30 Level 25 Talent increased from +0.4 Bad Juju Armor Reduction to +0.5 7.26b Talents reduced by ~20% 7.25 Reworked Scepter. Ko oddate sposobnost, samodejno zaženete napad na 8 sovražnih enot (do 800 enot stran). Level 10 Talent reduced from +75 Damage to +60 7.23e XP Talent is now replaced with +2 Mana Regen 7.23 Reworked Scepter: Shadow Wave bounce count increased by 3 Bounce range increased by 200 Each bounce dispels allied targets 7.22d Level 15 Talent increased from +125 Cast Range to +200 Cast Range Level 15 Talent increased from +20 Shadow Wave Heal/Damage to +30 7.22c Bad Juju cooldown reduction increased from 20/35/50% to 26/38/50% Level 10 Talent changed from +200 Health to +30% XP Gain 7.22 Shallow Grave Scepter radius increased from 450 to 500 7.21 Movement Speed reduced by 5 Poison Touch mancost increased from 95/110/125/140 to 110/120/130/140 Shadow Wave cast range reduced from 900 to 800 7.20e Poison Touch cast range reduced from 600/700/800/900 to 500/600/700/800 Poison Touch mana cost increased from 80/100/120/140 to 95/110/125/140 Shallow Grave cooldown increased from 60/45/30/15 to 60/46/32/18 7.20d Intelligence gain reduced from 3.4 to 3.2 Bad Juju cooldown reduction reduced from 30/40/50% na 20/35/50% 7.20c Senca Val hlajenje se je povečalo s 13/11/9/7 na 14/12/10/8 7.20b Poison Touch mana stroški povečali s 80/90/100/110 na 80/100/120/1 40 Bad Juju debuff trajanje s 10 na 8 7.20 Poison Touch mana cost se povecao sa 80 na 80/90/100/110 Poison Touch debuff now stacks Replaced Weave with Bad Juju Passive ability Grants you 30/40/50% Cooldown Reduction Anytime you cast apel, 1200 AoE izgubite 2/2.25/2.5 oklop za 10 sekundi Debuffs stek i osvežite trajanje Ne utiče na Roshan Shadow Wave cooldown se povecao 12/10/8/6 to 13/11/9/7 Level 25 Talent changed from +0.5 Weave Armor Per Second to +0.5 Bad Juju Armor Reduction Level 25 Talent changed from -4s Shadow Wave Cooldown to +40% Poison Touch Slow 7.18 Base damage spread reduced from 41-59 to 47-53 Poison Touch damage rescaled from 10/24/38/52 to 16/28/40/52 7.16 Strength gain increased from 2.15 to 2.3 Poison Touch count rescaled from 4/5/6/7 to 2/4/6/8 Poison Touch cooldown reduced from 35/30/25/20 to 27/24/21/18 7.14 Fixed Poison Touch effective area covered not scaling properly with cast range bonuses 7.13b Base strength increased from 16 to 18 7.12 Poison Touch damage increased from 10/20/30/40 to 10/24/38/52 7.10 Base movement speed increased from 305 to 310 Level 20 Talent increased from +30 Poison Touch DPS to +45 7.07d Level 10 Talent from +175 Health to +200 Level 10 Talent from +60 Damage to +75 7.07 Reworked Poison Touch Reworked Talent Tree 7.06 Reworked Dazzle's Scepter Causes Shallow Grave to be a 450 AoE spell Replaced Respawn Talent: +25 Poison Touch DPS (Level 20) 7.02 Level 15 Talent from +40 Damage to +60 7.00 Multiple instances of Poison Touch stack Added Talent Tree 6.87 Poison Touch range increased from 600 to 600/650/700/750 6.86c Shallow Grave cast point increased from 0.35 to 0.4 Shadow Wave mana cost increased from 80/90/100/110 to 90/100/110/120 6.86 Poison Touch mana cost reduced from 100 to 70 Shallow Grave cast point increased from 0.3 to 0.35 Shallow Grave mana cost increased from 140/130/120/110 to 150 Weave no longer provides 800 flying vision Now provides ground vision for the AoE of the ability for 3 seconds 6.85 Poison Touch mana cost reduced from 100/115/130/145 to 100 6.84 Poison Touch level 4 damage from 32 to 36 6.83 Base attack range increased from 500 to 550 6.82 Scepter Weave armor reduction per second increased from 1/1.25/1.5 to 1.25/1.5/1.75 6.81 Poison Touch no longer causes a ministun 6.80 Weave duration increased from 20 to 24 6.79 Weave duration rescaled from 12/18/24 to 20 Weave armor per second rescaled from 1 to 0.75/1/1.25 (scepter is 1/1.25/1.5) Poison Touch damage increased from 8/16/24/32 to 14/20/26/32 (7 seconds worth) Poison Touch is now dodgeable Poison Touch slow timings reworked 6.78 Shadow Wave target count increased from 3/3/4/5 to 3/4/5/6 Shallow Grave can now be cast on magic immune allies 6.77 Shallow Grave cast range rescaled from 400/600/800/1000 to 550/700/850/1000 6.75 Poison Touch level 4 cooldown decreased from 9 to 7 Shadow Wave AoE increased from 170 to 185 6.72d Shadow Wave always heals you first before it jumps 6.72c Poison Touch is no longer blocked by damage block items like Vanguard 6.72 Poison Touch damage increased from 7/14/21/28 to 8/16/24/32 6.70 Shadow Wave damage aoe increased from 155 to 170 6.69 Shallow Grave now has a duration indicator for allies 6.65 Shallow Grave cooldown increased from 54/40/26/12 to 6.64 Removed the extra vision on Weave that remains for 12/18/24 seconds It now only reveals for a couple of seconds during the cast effect 6.60 Lowered Shallow Grave cooldown (80/60/40/20→54/40/26/12 cd) Added Dazzle to Aghanim's Scepter 6.57 Reduced Shallow Grave cooldown from 90/70/50/30 to 80/60/40/20 6.54 Reworked Dazzle 6.52 Added an allied-vision only visual effect for Weave 6.48b Restored the old duration based Shallow Grave Shallow Grave now has a 360 second buff duration instead of lasting until the next death 6.44 Removed the duration nerf on Shallow Grave (it will now last until the target dies) Reduced the cooldown, and the respawn time reduction is nerfed instead 6.40 Reworked Shallow Grave a bit, it has a duration now 6.39b Shallow Grave cooldown increased from 300/150/75 to 300/200/100 6.39 Readded Dazzle 6.03 Removed Dazzle 6.01 Power Word lasts longer 6.00 New Hero Notable Players[edit] See also[edit] Damage Over Time Stun Armor External links[edit] Guides[edit] Uredi kodo]

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