

Forum:[Hack Forums](#)

Thread: [Eclipse | All Preseason Changes and What You Can Expect for 2017](#)

Soulmate~?? - November 24, 2016, 7:44 pm

Season 7 is just 12 days away, but there are still a lot of people that are not caught up with the changes made at the end of season 6 and during preseason. I will try to go over everything in the most comprehensive way possible so that you can refer to this thread any time you are lost or don't know about the changes. I will try my best to constantly update this, but if I have left anything out let me know.

Ranked Queue

In season 6, Riot took out solo/duo queue and replaced it with dynamic queue, where below a certain rank you could queue up with whoever many people you wanted and the opposing team did the same. Obviously this pissed a lot of people off and Riot kept trying to fix it with bring back ranked teams and doing changes in high elo. This was to no avail, as everyone still wanted solo queue back.

Solo/Duo Queue

This season, Riot is finally bringing back solo/duo queue in it's own queue, as well as adding a "flex" queue which is like dynamic, I will talk about that later. For those not familiar, in solo queue you can play by yourself or with 1 other person, and the enemy team will be composed the same way. However, this time not only will you be able to choose your 2 best positions but you can take out your worst as well. For example: I am a mid-lane and jungle player, but I hate playing support. I can pick mid and jg then emit support which will stop me from getting that role.

Flex Queue

This is like dynamic queue + ranked 5s. You will probably get placed in bronze even if you are diamond but it doesn't matter because this queue is not an indicator of skill whatsoever. A lot of people don't like to play solo and are really good in a team so this game mode is made to try to get as high as possible or have fun with friends. Unfortunately if you have a 5s team where some people are ranked a division higher or lower than others, you will have to take it to normals instead as flex queue won't let you queue up with someone a full division lower or higher than you. Thanks [?Creation](#) for the tweaks.

Replays and Sandbox Mode

Replays

Riot has been promising for years that we will finally get a replay system instead of having to use shitty 3rd party tools to record our games. It's basically spectator mode but you can record and download as well. This is actually very well done in my opinion, like with CSGO's replay system you can go to kills and objectives instantly instead of having to drag the slider and guess.

How to use the replay feature:At the end of the game, you will see an option to download a replay

Open it in Replay Mode

Use the built-in recorder to capture your clips, which will then be saved in
C:\MyDocuments\LeagueofLegends\Highlights as webms.

Practice Tool (Sandbox Mode)

Another thing people have been begging for for ages, the practice tool (sandbox mode) will arrive to the alpha client in early 2017. The full list of features hasn't been released yet but according to this article, here is what you can do so far. On the Riot pages there were some links to cringy "Playmaker" videos but I will spare you of that.

Infinite Gold

Reset your Cooldowns

Lock your level

Freeze minion spawns

Alpha Client

I personally opted out of the alpha client because it seemed like a bunch of unnecessary crap, but if it's your thing I'll explain it here. Firstly you will need this client to be able to use both the Practice Tool and Replays. There's some other nifty stuff, like shortcuts for runepages and ability scaling but other than that it's all visuals. If you want to upgrade, just open League and it will pop up. If you accidentally closed the pop up immediately like me, poke around in the settings and you'll be able to upgrade.

Assassin Rework

For some reason Riot thought the most broken champions needed an update to either make them stronger or completely useless. They reworked all assassins including Talon, Rengar, LeBlanc, and Katarina. There were also some small changes to Fizz, Zed, Akali, Kha, Shaco, and Ekko as well as some itemization and mechanics changes.

Talon

Talon's passive still adds a bleed, but this time if you autoattack them 3 times they will take even more damage over time. His Q is almost the same but now it is more of a leap than a blink. His Q is a bit different. If the target is a bit further you leap to them and deal some damage this is your new gap closer.

If the targets stand close you will crit the target (you will crit and deal 150% of the damage). Also when you kill an enemy you get 50% of the mana cost back and a little bit of health. His W is still the same for the most part but now it doesn't slow enemies hit on the way, only on the way back. His E allows him to jump over walls and other terrains, after you hop over one wall you can't hop over it again for a few minutes. His ult didn't change it was just a meme for riot to give him more blade.

Katarina

Like before, you can use her Q and it will bounce to 3 enemies instead of 4. However, it will now leave a dagger on the ground behind the first target she hit. If she picks up the dagger you can do also some AOE damage to nearby enemies with a slash like the old W from her. Since they put her W into her Q, Her W is a Movement speed steroid that leaves another dagger. Her E is still the same. However, she can't ward jump anymore but you can jump to daggers and activate them.

Picking up a dagger will reset the CD of her E to 80-99%. Oh, and it's also an AA reset. Thanks [?Creation](#) for the corrections.

LeBlanc

Instead of her old Q being the only sigil that you can activate with any of her other abilities, all her attacks apply a sigil now. They didn't really change much about her other basic abilities but now there's a .25 second delay so you can't just use W and then teleport back instantly. Her ult is now like her passive and old ult combined. You use it to spawn a clone and then you can use that ability to deal double damage to the enemy.

Rengar

There is now 4 stacks of ferocity instead of 5 and you get 1 from jumping out of a bush. Instead of the special abilities they had before now you just get a movement speed buff from using an empowered ability. His Q is a small leap/slash that does damage to one target and a few others around you, if it's at 4 ferocity it deals more damage. His new W gives him a heal back of the damage you took in the past 1.5 seconds like a mini Ekko ult. When it's empowered it breaks CC and you're immune to it for another 1.5 seconds and you can even cast it when you're CCd already. They didn't change his E they just removed the root from it. They didn't change his ult but now it's camouflage instead of stealth, which I'll talk about later.

Fizz

Fizz his Q applies Seastone Trident (his W) to all enemy units Fizz passes through during his dash. They did a few changes to his W. Firstly, it resets the AA and empowers his next attack. If he waits until the target has bleed stacks, the damage increases. If you kill a unit you get a little bit of mana back. For his ult, there are now 3 different sharks depending on how far you threw it. There isn't anything special about any of them but they give you more AOE, Damage, Slow, and Knockback the further you throw it. Also it doesn't get stuck in terrain anymore. Thanks [?Creation](#) for the corrections.

Kha'Zix

Evolved Q refunds Q's cooldown when cast on Isolated targets, Evolved W heavily slows Isolated targets, and Evolved R stealths Kha'Zix when entering brush.

Akali

With her passive her first AA heals her and her second AA deals bonus damage, it resets a few seconds after her first AA. Her W is mostly the same but now it teleports you to wherever you cast it. Also while you cast it there's a .5 second cooldown on all your other abilities. If her E kills something, you get 60% of the cooldown back.

Zed

Gains a portion of the attack damage of champions killed with Death Mark for himself.

Ekko

His passive doesn't slow anymore but does increased damage. If you use the ult to travel through his W it will activate the W stun.

Shaco

His Q doesn't give you a crit anymore but using a box while in stealth won't break the stealth. His

boxes have more health now but they're like a ward when a champion attacks it. I'm not sure why this is on his ult, but when you die you leave a bunch of boxes on your body.

Other Champion Changes

Alistar

They moved his E heal to his passive, after a number of enemy units are killed or Alistair crowd controls a number of enemy champions with his abilities he heals himself and all nearby allies. His Q is the same but the stun after the knockup is removed. His E now activates and does aoe damage around Alistair for 5 seconds every 0.5 seconds. After 5 hits on an enemy champ his next auto stuns. They removed the AD bonus from his R. [Credit: xShadowAlk](#)

Twitch

His Q's camouflage now lasts 10-14 seconds and activates instantly. His W now leaves a poison cloud that constantly applies slow and poison stacks. [Credit: xShadowAlk](#)

Stealth

There's a few changes to the mechanics. No longer is there just stealth but it's split up into camouflage and invisibility. There is also a new ward and a mechanic called "shimmer" which is where if you hit a stealthed champion with an ability (on purpose or on accident) it will reveal them briefly. You'll be able to tell because it's light blue and they look like a ghost.

Camouflage

Camouflage lasts longer but when you're in the middle of champions (like a rengar ult) they can all see you and kill you. Besides champions, you are also revealed by wards and turrets. Camouflage abilities are Rengar's Ult, Eve's Passive, and Twitch's Q.

Invisibility

The opposite of camouflage, it lasts for a shorter period of time but instead of champions being able to see you only turrets can. Here's a list of all the invisibility effects.

Akali's W

Kha's Ult

LB's Ult

Shaco's Q

Talon's Ult

Teemo's Passive

Vayne's Ult

Wukong's W

Control Wards

This new ward reveals camouflage but not invisibility and acts like the old pink ward which they removed. When you kill a ward you get like 5 or 10 more exp than you previously did.

Assassin Itemization

Lethality

Armor Penetration is replaced with Lethality, which takes 40% of armor pen and 60% scaling with the enemy level instead just 100% pure armor pen. Precision (the mastery) and armor pen/hybrid runes are updated to Lethality. Lethality out scales Armor pen after the target hits level 9. Thanks [?Creation](#) for the corrections.

Serrated Dirk

Attack damage up. On-hit damage after kill removed. Out of combat movement speed added.

Poacher's Dirk

Transforms into Serrated Dirk after killing three Large Monsters in the enemy jungle.

Edge of Night

This new item is like a replacement for Hexdrinker. It gives you an early spellshield so you don't get shit on by assassins.

Duskblade of Draktharr

Mini-Death-Mark removed. Deal bonus damage after being unseen. Disable nearby enemy wards when spotted.

Youmuu's Ghostblade

Move faster. Active no longer grants attack speed.

Maw of Malmortious

Builds out of Caulfield's Warhammer instead of Serrated Dirk.

Jungle Update

RNG Plants

If you have played, you may have noticed some tiny plants on the ground that did various things when clicked on. This is referred to as the "living jungle" where there are 3 plants that are randomly generated to spawn in several locations.

First is the red one, called "Black Cone" when you hover over it, you can see a red circle. If you are inside the initial blast range of the cone, you will get tossed into the air and land in the location in the circle like a Ziggs E. Next is "Scrier's Bloom" which is like a blue trinket. When you hover over it, you can see a cone of vision which will be granted into yours or the enemy's jungle when you destroy it. Lastly we have the "Honeyfruit" which gives you a small scatter of fruit that gives you health and mana.

Jungle Camps

They changed smites tooltip to [Heal for 100+ 10% of max HP when smiting neutral monsters]

meaning you heal whenever you smite a monster. [credit to [xShadowAlk](#)] They've also changed most of the camps in one way or another. Red and Blue don't have the 2 small monsters anymore. There is now 1 big Raptor and 5 small ones instead of 1 big Raptor and 3 small ones. Gromp doesn't poison you anymore, he just enrages when you first attack him. Krugs now pop out of the 2 initial ones like Russian Matryoshka dolls. There is no change to Wolves.

Masteries

Ferocity

Double Edged Sword was moved to Tier 4 where the damage dealt and taken increased and there is a new one called Fresh Blood where "Your first basic attack against a champion deals an additional 10 (+1 per level) damage (9 second cooldown)". In Tier 4, they buffed Bounty Hunter and removed Oppressor. Also there is a new one called Battle Trance, "Gain up to 5% increased damage over 5 seconds when in combat with enemy champions". With Fervor, the on hit damage per stack is now just 1-6 bonus AD for stacks.

Cunning

There is a new one in Tier 4 called Greenfather's Gift where "Stepping into brush causes your next damaging attack or ability to deal 3% of your target's current health as bonus magic damage" and instead of Armor Pen you now get the new stat Lethality with Precision.

Resolve

In Tier 2 there is a new one called Siegemaster which gives you 8 armor and MR when you're near your own tower. In Tier 4 there is a new one called Fearless which gives you 10% bonus Armor and MR when you first get damaged by an enemy champ. They removed SOTA and replaced it with Courage of the Colossus. You get a shield for 7% (+7% for each additional nearby enemy champion) of your maximum health for 4 seconds after hitting an enemy champion with hard CC.

Items

They changed Aegis of the Legion and there's two new items. Aegis doesn't give you an aura anymore but you get more HP, Health Regen, and MR as a trade off.

Knight's Vow is one of the new items. You get HP, Health Regen, and Armor as well as a cool passive. Designate an allied champion as your partner. Gain armor and movement speed when near your partner, redirect a portion of their damage taken to yourself, and heal for a portion of their damage dealt.

Redemption is the other item. You get HP, Health Regen, Mana, and CDR. If you couldn't tell yet, these are both supposed to be Support items. This one has both a passive and an active. The passive gives you more health and stronger shields (think Janna, Sona, etc) and the active is really cool, I'll just copy how Riot wrote it because it sounds better that way.

Quote:After a brief delay, allies in the area are healed while enemies are damaged. Can be cast while dead.

Conclusion

I hope everyone had a good year in Season 6 and that this helps us prepare for the future in Season 7. If you feel I have left something out or made an error anywhere, please let me know. I don't play league as much as I used to anymore so if there is an update I will try my best my change it in the thread as well but if I forget please let me know. I think Season 7 will be fascinating and I'm having a lot of fun playing in the Pre-Season. As always, if you have any questions please let me know or if you need help with the game in general feel free to consult my [League of Legends Guide](#) and ask questions in the Help Desk.

Lettuce - November 24, 2016, 7:46 pm

Although I no longer play I can appreciate the effort you put into this thread. Nice job

Cold Heart - November 24, 2016, 8:31 pm

wow man, a fucking quality thread in the league of legends section? Awesome work, thanks for keeping this section HQ. You really summarize all of it quite nice.

Banana - November 24, 2016, 10:54 pm

You basically paraphrased the patch notes...idk how this is helpful at all Imfao

Cold Heart - November 25, 2016, 5:21 am

(Nov 24, 2016 11:54 PM)Banana :D Wrote: [\[CITE\]](#) You basically paraphrased the patch notes...idk how this is helpful at all Imfao

Patch notes are quite boring to read, I feel this thread design is more interesting, and this is the first time I've actually read something about the patch. I'm usually watching videos about it.

?Creation - November 25, 2016, 6:41 am

Looking good, a bit too much of your personal opinion I guess, and some small mistakes but thanks for this!

Soulmate~?? - November 25, 2016, 9:15 am

(Nov 24, 2016 11:54 PM)Banana :D Wrote: [\[CITE\]](#) You basically paraphrased the patch notes...idk how this is helpful at all Imfao

I tried to summarize it in the quickest way possible so that you could just skim through it if you didn't know what's going on. I could see how this wouldn't be helpful to you but hopefully it will help others.

(Nov 25, 2016 07:41 AM)?Creation Wrote: [\[CITE\]](#) Looking good, a bit too much of your personal opinion I guess, and some small mistakes but thanks for this!

Thanks for the feedback, if you have the time I would love it if you could show me where I made mistakes. I also tried to not make it personal by using mostly facts but the tone might make it appear that way.

xShadowAlk - November 25, 2016, 10:00 am

(Nov 25, 2016 10:15 AM)Soulmat? Wrote: [\[CITE\]](#) I tried to summarize it in the quickest way possible so that you could just skim through it if you didn't know what's going on. I could see how this wouldn't be helpful to you but hopefully it will help others.

Thanks for the feedback, if you have the time I would love it if you could show me where I made mistakes. I also tried to not make it personal by using mostly facts but the tone might make it appear that way.

Main mistake I see is that you don't get mana from smiting blue. They changed smites tooltip to [Heal for 100+ 10% of max HP when smiting neutral monsters] meaning you heal whenever you smite a monster.

Soulmate~?? - November 25, 2016, 10:19 am

(Nov 25, 2016 11:00 AM)xShadowAlk Wrote: [\[CITE\]](#) Main mistake I see is that you don't get mana from smiting blue. They changed smites tooltip to [Heal for 100+ 10% of max HP when smiting neutral monsters] meaning you heal whenever you smite a monster.

Thank you I will change both of the buffs to say that and update the thread. Not sure why I thought blue buff still gave mana, might have just overlooked it or was tired and still thinking about season 6. Thank you for pointing it out.

shutin4life - November 25, 2016, 11:33 am

how many of you watch professional LoL? I can't find many people here that do

xShadowAlk - December 3, 2016, 11:02 am

Hey I also think it should be mentioned that a couple other champions received changes in preseason as well. Those champions would be Twitch and Alistar.

Alistar:

Passive: After a number of enemy units are killed or Alistar crowd controls a number of enemy champions with his abilities he heals himself and all nearby allies.

Q: Is still functionally the same, however it no longer stuns for 0.5 seconds after they land, so it is now just a 1 second knockup.

W: Same

E: Now activates and does AoE damage around Alistar for 5 seconds every 0.5 seconds. After 5 hits on an enemy champ his next auto stuns.

R: Removed AD bonus.

Twitch:

Q: Now camouflage, lasts 10-14 seconds, activates instantly.

W: Now he hurls the cask now leaves a poison cloud that constantly applies slow and poison stacks.

Other abilities are unchanged.

Loses - December 3, 2016, 11:03 am

I thought you were talking about Eclipse IDE. Rip...

Soulmate~?? - December 3, 2016, 11:47 am

(Dec 3, 2016 12:02 PM)xShadowAlk Wrote: [\[CITE\]](#) Hey I also think it should be mentioned that a couple other champions received changes in preseason as well. Those champions would be Twitch and Alistar.

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Twitch:

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W: Now he hurls the cask now leaves a poison cloud that constantly applies slow and poison stacks.

Other abilities are unchanged.

Those changes are pretty small, but thank you I will update it. I been pretty busy on other parts of HF and IRL so sorry if this is starting to get outdated but I appreciate you informing me.

(Dec 3, 2016 12:03 PM)Loses Wrote: [\[CITE\]](#) I thought you were talking about Eclipse IDE. Rip... Eclipse IDE? This is the League of Legends section.

Bleach - December 3, 2016, 1:21 pm

ehhh next season the junglers are gonna have such a huge advantage. adcs are gonna suffer. mid lane is gonna fuck booty and well top lane who cares about that

Banana - December 3, 2016, 4:17 pm

(Dec 3, 2016 02:21 PM)Bleach Wrote: [\[CITE\]](#) eh hh next season the junglers are gonna have such a huge advantage. adcs are gonna suffer. mid lane is gonna fuck booty and well top lane who cares about that

Yeahhh go top lane xd