Gameplay Update

**7.39e**

7.39e7.39d7.39c7.39b7.397.38c7.38b7.387.37e7.37d7.37c7.37b7.377.36c7.36b7.36a7.367.35d7.35c7.35b7.357.34e7.34d7.34c7.34b7.347.33e7.33d7.33c7.33b7.337.32e7.32d7.32c7.32b7.327.31d7.31c7.31b7.317.30e7.30d7.30c7.30b7.307.29d7.29c7.29b7.297.28c7.28b7.28a7.287.27d7.27c7.27b7.27a7.277.26c7.26b7.26a7.267.25c7.25b7.25a7.257.24b7.247.23f7.23e7.23d7.23c7.23b7.23a7.237.22h7.22g7.22f7.22e7.22d7.22c7.22b7.227.21d7.21c7.21b7.217.20e7.20d7.20c7.20b7.207.19d7.19c7.19b7.197.187.177.167.157.147.13b7.137.127.117.107.097.08

General Updates

**General Changes**

Scan no longer triggers on creep heroes (with the exception of Lone Druid's Spirit Bear)

Neutral Creep Gold/XP penalty for stacked camps increased from 15% to 20%

Neutral Creep Updates

Alpha Wolf

Packleader's Aura damage decreased from 30% to 20%

**Dark Troll Summoner**

Skeleton Warrior

Rally aura bonus attack damage decreased from 3 to 2

Item Updates

Aeon Disk

Combo Breaker now starts on a 6s cooldown after being assembled for the first time

Ghost Scepter

Ghost Form is no longer active while the wearer is Debuff Immune

Ethereal Blade

Ether Blast ethereal form is no longer applied while the target is Debuff Immune

Helm of the Dominator

Dominate now has a 50 mana cost

Dominate can no longer be used if the currently dominated creep took damage from hero-based sources in the last 3s

Dominated Creep movement speed decreased from 380 to 370

Helm of the Overlord

Dominate now has a 50 mana cost

Dominate can no longer be used if the currently dominated creep took damage from hero-based sources in the last 3s

Refresher Orb

Reset Cooldowns cooldown now increases by 10s with each subsequent use up to 210s

Reset Cooldowns mana cost increased from 350 to 400

Neutral Item Updates

**Artifact Changes**

Outworld Staff

Self-Exile now makes the user invulnerable and immobile for the duration, instead of hidden

**Enchantment Changes**

Timeless

Debuff Duration bonus decreased from +10/15% to +8/15%

Spell Amplification bonus decreased from +8/16% to +6/16%

Boundless

Cast Range bonus decreased from +350 to +275

Hero Updates



[Abaddon](https://www.dota2.com/hero/abaddon)

**Abilities**

****

Borrowed Time

Cooldown increased from 90/80/70s to 90/85/80s



[Bane](https://www.dota2.com/hero/bane)

**Abilities**

****

Enfeeble

Cast Range decreased from 800/900/1000/1100 to 700/800/900/1000



[Beastmaster](https://www.dota2.com/hero/beastmaster)

Base damage decreased by 2

Damage at level 1 decreased from 52–56 to 50–54

**Talents**

Level 15 Talent Movespeed to Beastmaster and his summons decreased from +20 to +15

Level 25 Talent Primal Roar Cooldown Reduction decreased from 30s to 25s



[Brewmaster](https://www.dota2.com/hero/brewmaster)

Base armor increased by 1



[Centaur Warrunner](https://www.dota2.com/hero/centaurwarrunner)

**Abilities**

****

Work Horse

Hitch a ride cast range decreased from 300 to 250



[Crystal Maiden](https://www.dota2.com/hero/crystalmaiden)

**Facets**

****

Arcane Overflow



**Arcane Aura**

Mana Granted increased from 15% to 20%



[Dawnbreaker](https://www.dota2.com/hero/dawnbreaker)

**Abilities**

****

Solar Guardian

Aghanim's Scepter aura linger duration decreased from 3s to 2s



[Disruptor](https://www.dota2.com/hero/disruptor)

**Facets**

****

Thunderstorm



**Thunder Strike**

Slow duration bonus decreased from +100% to +75%

**Abilities**

****

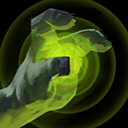
Static Storm

Cooldown increased from 90/80/70s to 100/85/70s



[Earth Spirit](https://www.dota2.com/hero/earthspirit)

**Abilities**

****

Geomagnetic Grip

Remnant Damage increased from 70/140/210/280 to 75/150/225/300



[Earthshaker](https://www.dota2.com/hero/earthshaker)

**Facets**

****

Tectonic Buildup



**Aftershock**

Bonus AoE decreased from 40 to 30

**Abilities**

****

Aftershock

Damage decreased from 70/100/130/160 to 65/90/115/140

**Talents**

Level 10 Talent Fissure Damage decreased from +90 to +75



[Hoodwink](https://www.dota2.com/hero/hoodwink)

**Abilities**

****

Hunter's Boomerang

Incoming Spell Damage Amp decreased from 25% to 20%



[Jakiro](https://www.dota2.com/hero/jakiro)

**Abilities**

****

Liquid Frost

Impact Damage increased from 10/15/20/25 to 15/20/25/30

Duration increased from 4s to 5s



[Kez](https://www.dota2.com/hero/kez)

Added to Captain's Mode

Base Mana Regen increased from 0 to 0.25

**Facets**

****

Flutter



**Switch Discipline**

The first hit bonus is now consumed by the first attack of Echo Slash and Raptor Dance, rather than applying to the entire cast

Fixed the Katana bonus being lost if Echo Slash hit nothing

**Abilities**

****

Switch Discipline

Fixed a bug with Aghanim's Scepter that would allow extra Sai abilities to skip cooldown



Kazurai Katana

Impale damage changed from post-critical strike bonus damage to a separate instance of physical spell damage



Raptor Dance

Max Health as Damage decreased from 3% to 2.5%

Can no longer be interrupted by casting Grappling Claw



Falcon Rush

Now has an 825 break distance

Attack Speed Factor rescaled from 6/8/10/12% to 9%



Shodo Sai

Mark Critical Strike decreased from 140/160/180/200% to 125/150/175/200%



[Leshrac](https://www.dota2.com/hero/leshrac)

**Abilities**

****

Nihilism

Ethereal form is not applied if the target is Debuff Immune



[Lich](https://www.dota2.com/hero/lich)

Base Intelligence increased from 26 to 28

Damage at level 1 increased by 2 (from 50–59 to 52–61)



[Lifestealer](https://www.dota2.com/hero/lifestealer)

**Abilities**

****

Feast

Hero Creeps no longer count as heroes for Lifestealer's permanent Health bonus



[Lina](https://www.dota2.com/hero/lina)

**Abilities**

****

Light Strike Array

Stun Duration increased from 1/1.4/1.8/2.2s to 1.2/1.6/2.0/2.4s



[Magnus](https://www.dota2.com/hero/magnus)

**Abilities**

****

Skewer

Movement is now cancelled if Magnus is interrupted



[Marci](https://www.dota2.com/hero/marci)

**Abilities**

****

Unleash

Bonus Attack Speed decreased from 700/975/1325 to 700/925/1150



[Mars](https://www.dota2.com/hero/mars)

**Abilities**

****

Arena Of Blood

Duration rescaled from 5/6/7s to 5.5s



[Medusa](https://www.dota2.com/hero/medusa)

**Abilities**

****

Mana Shield

Base Damage per Mana decreased from 2.2 to 2.0



[Monkey King](https://www.dota2.com/hero/monkeyking)

**Abilities**

****

Boundless Strike

Aghanim's Shard portion of Primal Spring's max power decreased from 40% to 35%



Tree Dance

Movement is now cancelled if Monkey King is interrupted

**Talents**

Level 10 Talent Primal Spring Max Damage decreased from +100 to +85



[Naga Siren](https://www.dota2.com/hero/nagasiren)

**Facets**

****

Deluge



**Deluge**

Damage decreased from 80/150/220/290 to 80/140/200/260

**Abilities**

****

Song of the Siren

Aghanim's Shard Max HP Regen per Second decreased from 5/6/7% to 4/5/6%



[Necrophos](https://www.dota2.com/hero/necrophos)

**Abilities**

****

Ghost Shroud

Ethereal form is not applied if the target is Debuff Immune



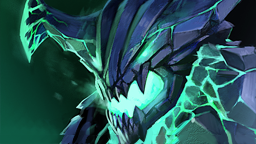
[Omniknight](https://www.dota2.com/hero/omniknight)

**Abilities**

****

Purification

Cast Range increased from 600 to 700



[Outworld Destroyer](https://www.dota2.com/hero/outworlddestroyer)

**Abilities**

****

Arcane Orb

Cooldown decreased from 6/4/2/0s to 4.5/3/1.5/0s



[Phantom Assassin](https://www.dota2.com/hero/phantomassassin)

**Abilities**

****

Immaterial

Bonus Evasion increased from 20/30/40/50% to 25/35/45/55%



[Phoenix](https://www.dota2.com/hero/phoenix)

**Abilities**

****

Supernova

Aghanim's Scepter cast range decreased from 500 to 450



[Puck](https://www.dota2.com/hero/puck)

**Facets**

****

Curveball



**Illusory Orb**

Bonus damage per tick decreased from 5% to 3%



[Pugna](https://www.dota2.com/hero/pugna)

**Facets**

****

Siphoning Ward



**Nether Ward**

Damage to HP decreased from 30% to 25%

Damage to Mana decreased from 40% to 30%

**Abilities**

****

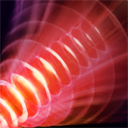
Decrepify

Ethereal form is not applied if the target is Debuff Immune



[Queen of Pain](https://www.dota2.com/hero/queenofpain)

**Abilities**

****

Sonic Wave

Damage decreased from 350/500/650 to 325/475/625



[Razor](https://www.dota2.com/hero/razor)

**Abilities**

****

Static Link

Cooldown decreased from 50/40/30/20s to 44/36/28/20s



[Riki](https://www.dota2.com/hero/riki)

**Abilities**

****

Blink Strike

Slow Duration increased from 0.4s to 0.5s



[Ringmaster](https://www.dota2.com/hero/ringmaster)

**Abilities**

****

Tame the Beasts

Min Damage increased from 45/70/95/120 to 50/75/100/125



[Rubick](https://www.dota2.com/hero/rubick)

**Talents**

Level 10 Talent Telekinesis Landing damage increased from 150 to 165



[Sand King](https://www.dota2.com/hero/sandking)

**Facets**

****

Sandblast



**Sand Storm**

Blind debuff no longer affects buildings



[Silencer](https://www.dota2.com/hero/silencer)

**Abilities**

****

Arcane Curse

Cast Range decreased from 1000 to 850



[Snapfire](https://www.dota2.com/hero/snapfire)

**Facets**

****

Full Bore



**Scatterblast**

Max range decreased from 1300 to 1200

**Abilities**

****

Firesnap Cookie

Cast Range decreased from 700 to 650



[Storm Spirit](https://www.dota2.com/hero/stormspirit)

**Abilities**

****

Overload

Aghanim's Shard active mana cost decreased from 150 to 100



[Sven](https://www.dota2.com/hero/sven)

**Facets**

****

Wrath of God

Bonus Damage per STR decreased from 0/0.3/0.4/0.5 to 0/0.2/0.3/0.4



[Techies](https://www.dota2.com/hero/techies)

**Abilities**

****

Reactive Tazer

Cooldown decreased from 30/25/20/15s to 26/22/18/14s



Proximity Mines

Min damage at the edge increased from 50% to 60%



[Timbersaw](https://www.dota2.com/hero/timbersaw)

**Abilities**

****

Reactive Armor

Stacks gained from hero attacks increased from 3 to 4



[Treant Protector](https://www.dota2.com/hero/treantprotector)

Base armor increased by 1

**Abilities**

****

Living Armor

Bonus Armor increased from 4/6/8/10 to 4/7/10/13



[Troll Warlord](https://www.dota2.com/hero/trollwarlord)

**Talents**

Level 10 Talent Berserker's Rage Movement Speed decreased from +25 to +20

Level 15 Talent Fervor Attack Speed decreased from +5 to +4



[Tusk](https://www.dota2.com/hero/tusk)

**Abilities**

****

Bitter Chill

Attack Speed Slow increased from 15/35/55/75 to 20/40/60/80



[Ursa](https://www.dota2.com/hero/ursa)

**Abilities**

****

Earthshock

Aghanim's Shard Enrage duration decreased from 1.3s to 1.2s

**Talents**

Level 10 Talent Fury Swipes Reset Time decreased from +12s to +9s



[Venomancer](https://www.dota2.com/hero/venomancer)

Base agility increased from 24 to 25

Damage at level 1 increased by 1 (from 45–48 to 46–49)

**Abilities**

****

Plague Ward

Ward damage increased from 14/22/30/38 to 16/24/32/40



[Viper](https://www.dota2.com/hero/viper)

**Abilities**

****

Corrosive Skin

Attack Slow increased from 8/16/24/32 to 9/18/27/36



[Visage](https://www.dota2.com/hero/visage)

**Abilities**

****

Grave Chill

Mana Cost decreased from 90 to 75