

Dota 2 7.22c Update Information

Dota 27.22 update has been released to gamers, bringing many changes to Heroes. And below are the details about Dota 2 game update 7.22c.

Dota 2 7.22c brings balance to the heroes, the adjustments do not only change on a few Heroes but include all, some of them are buffs, some of them are nerfs and the rest include changes to talents.



- PC version download link: **Dota 2 for PC**

Detailed information about Dota 2 update 7.22c

1. Item changes

Ring of Basilius

- Damage received increased from 7 to 8

2. Changes in Heroes

Axe

- Base movement speed increased by 10

Batrider

- Fling Lasso cooldown increased from 100/80/60 to 100/90/80

Bloodseeker

- Base armor increased by 1

Bristleback

- Base damage increased by 3

Chaos Knight

- Mana cost when using Chaos Bolt reduced from 140 to 110/120/130/140

Chen

- Divine Favor no longer provides +4/8/12/16 damage

- Now replaces Recall with Holy Persuasion with 60 second cooldown

- Divine Favor HP regen increased from 1/2/3/4 to 2/3/4/5

- Holy Persuasion now provides +8/16/24/32 damage

- Penitence Manacost increased from 70 to 70/80/90/100

- Talents

+ Level 10 Talents: +35% XP Gain to +30%

+ Level 15 Talents: changed from +10 Divine Favor damage to +20 Holy Persuasion damage.

+ Level 15 Talents: changed +7 Armor to -30s Divine Favor Cooldown

Clinkz

- Talent

+ Talent level 10: Changed from +5 Amor to +8 Agility

+ Talent level 10: Changed from +12% Magic Resistance to +10 Strength

+ Talent level 15: Changed from +15 Strength to -30s Burning Army Cooldown

+ Talent level 25: Changed from +3s Strafe Duration to +4s

Clockwork

- Battery Assault: Cooldown reduced from 32/28/24/20 to 24/22/20/18

Dark Seer

- Surge: Reduce skill effect from 30/45/60/75% to 25/40/55/70%

- Talent

+ Talent level 20: Changed from +100 Ion Shell Damage to +80

Dark Willow

- Base attack speed increased from 100 to 115

- Shadow Realm: Time to deal maximum damage reduced from 4 to 3.5 seconds

Dazzle

- Bad Juju: Increased cooldown reduction ratio from 0/35/50% to 26/38/50%

- Talent

+ Talent level 10: Changed from +200 Health to +30% XP Gain

Dragon Knight

- Basic Intelligence +3

- Talent

+ Talent level 10: Changed from -25% Breathe Fire Damage Reduction to -30%

+ Talent level 15: Changed from +350 Health to +400

Elder Titan

- Astral Spirit: Damage increased when hitting each hero increased from 15/30/60/80 to 20/40/60/80

Enchantress

- Impetus: Increased range from 550 to 575

- Enchant: Cooldown reduced from 22/18/14/10 to 20/16/12/8

Enigma

- Intelligence gained per level reduced from 3.9 to 3.6

Faceless Void

- Chronosphere: Chronosphere range increased from 425 to 450

- Time Lock: Increase Time Lock rate from 10/14/18/22% to 12/16/20/24%

Huskar

- Life Break: Slow rate increased from 40/50/60% now fixed at 60%

Invoker

- Base armor increased by 1

IO

- Attack range reduced from 575 to 500

- Base armor increased by 1

- Strength gained per level increased from 2.5 to 3
- Tether
- + Regen rate reduced from 105/120/135/150% to 90/110/130/150%
- + Tether when canceled will have 0.25 second cooldown
- Spirits: No longer slows
- Talent level 10: Changed from 20% XP Gain to Spirits slow

Keeper of the light

- Will-O-Wisp: Increased range from 675 to 700

Calendar

- Base Intel increased by 2
 - Sinister Gaze: Cooldown reduced from 30 to 30/28/26/24
 - Chain Frost: Damage increased from 250/375/500 to 250/400/550
 - Talent
- + Level 25 talent changes slow duration from 50% to 60%

Luna

- Base health regeneration increased from 0 to 0.5

Medusa

- Strength gain per level increased from 1.3 to 1.5

Mirana

- Base mana regen increased from 0 to 0.4
- Starstorm: Reduced cast point ratio from 0.5 to 0.4

Morphing

- Cooldown increased from 17/15/13/11 to 20/17/14/11
- Mana cost increased from 140/155/160/165 to 150/155/160/165

Necrophos

- Heartstopper: HP regen per stack increased from 2/3.5/5/6.5 to 3.5/4.5/5.5/6.5
- Heartstopper: Mana regen per stack increased from 3/4/5/6 to 3.5/4.5/5.5/6.5

Nyx Assassin

- Base health regen reduced from 3.25 to 2.5
- Spiked Carapace stun duration reduced from 2.25 to 2

Phantom Lancer

- Juxtapose for shadow damage increased from 16% to 18%
- Talent
- + Level 10 Talent increases Evasion rate from 15% to 20%

Phoenix

- Fire Spirits: No longer causes cast point interruption between shots
- Icarus Dive: Cooldown reduced from 36 to 36/34/32/30

Puck

- Base health regen increased from 0 to 0.5
- Talent Dreamcoul level 25 no longer requires enemies to be within Puck's attack range, but only requires Puck to be within 200 range of the circle.
- Talent
- + Talent level 10 changed from +5 All Stats to +6
- + Talent level 10 changed from +125 Cast Range to +150
- + Talent Dreamcoil level 25 increased the interval between 2 attacks from 0.6 to 0.7

Sand King

- Strength gained per level reduced from 3.2 to 3
- Sandstorm: Mana cost increased from 60 to 75

Shadow Shaman

- Base attack speed reduced from 100 to 90

Skywrath Mage

- Concussive Shot: Damage increased from 70/140/210/280 to 100/160/220/280
- Talent
- + Level 10 Talent changed from +8 Intelligence to +30XP Gain

Slardar

- Base health regeneration increased by 0.5

Sven

- Storm Hammer stun duration reduced from 1.7/1.8/1.9/2 to 1.4/1.6/1.8/2

- Warcry: Mana cost increased from 40 to 60

Terrorblade

- Strength gained per level increased from 1.5 to 1.7

Timbersaw

- Base strength increased by 2

- Base Mana Regen increased from 0 to 0.25

Tinker

- March of the Machine: Mana cost reduced from 145/150/165/190 to 130/150/170/190

- Talent

+ Level 15 Talent changed from +30 Movement Speed to +150 Gold/Min

+ Level 15 Talent changed from +10% Spell Lifesteal to +15%

+ Level 20 Talent changed from +8 March of the Machine to +10

Treant Protector

- Base armor increased by 1

- Overgrowth root duration increased from 3.25/4/4.75 to 3.5/4.25/5

Troll Warlord

-Melee Whirling Axes: damage reduced from 75/125/175/225 to 50/100/150/200

Tusk

- Base running speed +5

Underlord

- Base Armor +1

Undying

- Bug fix + Tombstone Attack talent not healing the correct amount of health

- Fixed Soul Rip not healing Tombstone

- Soul Rip

+ Maximum unit count reduced from 10/12/14/16 to 8/10/12/14

+ Damage/Healing increased from 10/12/14/16 to 8/10/12/14 per Unit

Vengeful Spirit

- Magic Missile: Cooldown reduced from 10 to 9

Warlock

- Fatal Bonds: Reduced damage dealt from 13/17/21/25% to 12/16/20/24%

- Talent

+ Talent level 10: Changed from 13/17/21/25% to 12/16/20/24%

Weaver

- Geminite Attack: Damage + bonus increased from 10/20/30/40 to 10/25/40/55

Above is detailed information about Dota 2 update 7.22c . If you experience lag while playing Dota 2, you can refer to our way to [increase FPS Dota 2 for a better gaming experience](#). Wish you have a good time playing the game.

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