

# Ultimate Carmilla Guide!

Have you ever been left worried because you're forced to roam? Have you ever looked at Carmilla and wondered how in the hell this beautiful vampire-esque woman worked? Have you ever yelled at your phone because why the hell is my defense equipment doing nothing? I sure have! and if you have too this is the guide for you! I will be focusing on the main lady of the night Carmilla and I will make a part two post for more general roaming tips :)

## Carmilla - Who is she? What is she?

Carmilla is the gorgeous support/tank (leaning heavier on the tank side) who is the lover of Cecil in our lovely and totally not aggravating game of mlbb.

but why should you want to play her?

The short answer is that she has crazy sustain, an amazing burst, and she counters Estes. So come, learn the ways of a hugely underrated hero, and make Estes mains cry (sorry Estes mains, love y'all).

Now lets get into it!

## Carmilla's skills & how to make the most of them:

**\*\*Passive:** **\*\*Carmilla steals 7-11 physical & magic defense (scales with level) from enemy heroes while dealing damage to them. Each target's defense can be stolen only once in 5 seconds. The stolen physical and magic defense can be stacked up to five times. Lasts for 5 seconds"**

- In simpler terms: if you deal damage (most likely with your skill 1), then you will take away some of your enemy's magic defense and give it to yourself (stacked up to 5 time). To make the most of this passive, you will want to be nice and cozy next to multiple enemies whenever you are going in with your skill 1.

**\*\*Skill 1:** **\*\*Carmilla summons 2 Crimson Flowers circling around herself for 5 seconds. When Crimson Flowers hit an enemy, they increase spinning speed, deal 100–200 (+50% Total Magic**

Power) Magic Damage to the target and slow it by 10% for 0.8 seconds (slow effect stacks up to 50%). Each time the Crimson Flowers deal damage to enemies, Carmilla will restore 75–150 (+35% Total Magic Power) HP (only heals 30% of this amount on minion hit)"

**\*\*Skill 2:** **"\*\*Carmilla accumulates Bloodbath Energy, greatly increasing her Movement Speed by 70% (decreases rapidly in 4.5 seconds).**

Use Again: Carmilla casts Bloodbath Energy to a designated enemy (can't target at the minion), dealing 150–300 (+120% Total Magic Power) Magic Damage and stunning the enemy for 0.6 seconds. The damage and the stunning duration scale with the Bloodbath Energy accumulation, capped at 100%"

-> this skill is great to chase down and stun enemies. As a side tip, it will also only stun the real bodies of your enemies (other than hanzo, in which it will just stun his puppet as normal), so enemies like sun, or guinevere you can find the real bodies for by using stun. This is super fun against Sun specifically.

**\*\*Skill 3 (ultimate):** **"\*\*Carmilla casts Curse of Blood in an area, where all enemies will be slowed by 40%. 1s later, enemies still in this area will suffer 450(+130%Total Magic Power) Magic Damage and be Immobilized for 0.4s, slowed by 60% and linked for 5s.**

When a linked enemy takes damage or becomes controlled, all the other linked targets take 50% of the damage or become controlled for 100% of the duration. Enemies can move away from one another to break the link"

To explain this more simply: Your ult has essentially 2 quick phases. First it will encompass a circular area which will slow them heavily for a few seconds, and whoever is left in there after 1 second, will become immobilized, slowed, and their damage and control will become linked for a few seconds.

If paired with Cecillion, you will unlock the special skill:

Vermeil Shadow: " Cecilion summons Carmilla to become a Vermil shadow to possess him, providing a 200 (+20 × Hero Level) shield. Use Again: Carmilla charges toward a designated location, gaining an equal shield, dealing 200 (+20 × Hero Level) Magic Damage to enemies within the area of effect. and slowing them by 30% for 1 second. Meanwhile, she resets the cooldowns of her Crimson Flower and Bloodbath"

-> In shorter terms: If you're Cecilion and you press the button, she will give you a shield, and if you're Carmilla you are hidden for a few seconds (the enemy cannot hit or see you) and you can either ambush them or run away.

# Okay, so you know what her skills do - now what?

## how can you use them?

To break down the point of all of her skills, it is to more efficiently take one hell of a beating for her team. Now lets learn how to actually use them, starting from the very beginning of the game. what skill you should buy first:

Personally, I would heavily suggest getting her S2 first unless you 1. have a jungler who has crazy slow clear, or 2. have been forced to jungle with her (more on jungler Carmilla later) in both of these cases get her S1 first. I suggest her S2 as the first option, because it is her main form of movement around the map, and it also provides a stun to help out your allies. I have also found that without it, it becomes very hard to invade space in order to use your s1 properly anyways, so it is better to just help your allies by stunning, and being just an extra body for your enemies to get through until you level up more.

Play it safe until you get your s1 though, since it is your main form of sustain.

Once you have your s1 and s2 you can start to annoy the enemy team a bit more, but still be careful. Carmilla is about being bold, and taking a lot of damage while an ally is nearby (dont just rush in when nobody is ready). You want to be moving around the map a lot, and making the enemy hit you instead of your ally while you take away their defense and your allies hit the hell out of them.

My general combo in the early game is to get close enough to an enemy (where they might not see me yet) then press S2 once, activate my S1 once I'm closer, hit S2 the second time to stun, and try to soak up a bunch of their damage while sustaining as best as I can and while my allies hit them.

If your ally runs away, unless the enemy is literally only 1 hit left, you should leave. If you are under 50% hp go back to the base and retrieve hp, and if you are over that amount, then you can hideout in a bush or rotate to gain some vision.

Your main job here is to be all over the map for vision (she has great movement), and to annoy the hell out of enemies. If you have not soaked up most of the damage for your team by the end of the game you have done something wrong, but try not to die too much while doing it. The key is to out-sustain and to always attack when your allies are near.

You have your ult now - How and when do you use it? How do I combo?

A huge thing to keep in mind is that Carmilla's ult has a giant cooldown, and so you must use it wisely. You can't just be throwing it around to the first person that comes by, you must wait for a good opportunity to surprise your enemies and capture as many of them inside of your net of doom.

The most general combo I will do for a typical set-up ambush ult (where your allies should be waiting nearby), which will be S2 (1 press) to rush towards your enemy, S3 to hook them all into your ult, S2 (2nd press) to stun them, and S1 to start doing some damage and take away some defense while your allies (hopefully) do some crazy damage.

Why does this work? -> essentially when you hook them together (at least 2, hopefully 3-5), your S2 stun will stun multiple enemies, giving your allies time to safely gank, and not letting the enemies react fast enough to do a combo of their own. Because they are also all receiving damage from each other, they will also wipe out a lot faster. be aware that your enemies can break their link if they split up far enough, so having your stun at the ready gives a bit more time to make sure they stay linked as long as possible and so they can't escape away.

A general tip for ulting consistently is to throw it down where they are most likely to go. I usually throw my ult down a little bit behind them, since if you're rushing at them they are most likely to go backwards to try and run away or gain a bit of distance. Of course, if you see them running a different direction, aim in that area instead. This is important because it has a slight casting delay.

Here are some other ways you can ult for your team:

The comeback: Let your enemies use up some of their skills (especially regen/healing skills) before throwing down your ult. This is very effective when they are getting cocky and going way too far in than where they should, but your allies haven't quite run away yet (hopefully they are at least 50% health). Be careful using this if your allies have also already used up their own skills, this works the best directly after the enemy tries to gank you before you allies have had time to react.

The my team is dumb so I'm using them as bait: Throw your ult down halfway through your allies have started whatever fight they probably couldn't win without you. Do this if two of your allies picked a random ass fight. The key is to show up shortly after they started fighting, so your teammates aren't ready to backdown yet. Throw your ult into the middle of the chaos before your enemy's can react. You thought this was an easy fight because my allies are dumb? think again, you are now dead.

Some general info on how each stage of the game should feel for you:

Assuming you have bought the right equipment to counter your enemies (which I will go over for everyone who wants a more in depth breakdown for equipment!), this is how you should feel at each stage of the game:

- Early game - okay I think I kind of got a handle on this tank thing oh shit I died: Carmilla can out-sustain some damage, but will die if she stays in a battle too long and doesn't regen her health & mana.
- Mid game - okay I'm not dying anymore lets go! : Carmilla should be surviving more clashes now that she has some meat on her bones! Give her that sweet sweet equipment and she can tank so much longer. You may still be dying sparsely, but it will be for the might of your team and for the vision!
- Late game - somebody cooked here: Carmilla should be nearly unkillable (unless for some reason you used her against someone who hard counters her). You will be an all mighty force in which you can outlive almost any damage, all while making your team dish out so much god damn damage its insane. Long live Carmilla.

If there is one thing you take from this guide, please let it be that with Carmilla you must go in and be ballsy. If you stand on the sidelines, it doesn't matter how much equipment you have you will die. You cannot sustain by sitting on the sidelines, you are the front liner go in and sustain by hitting those enemies so many times with your s1.

## So you want details? Take all my details: Here's her best teammates, who she counters, who she does not do well against, and how you build her!

Best teammates:

Because Carmilla's ult links damage, but more importantly cc, she works best with a team that has tons of cc and good bursty damage (that being said, she can still work okay with damage over time, but her best teammates will be those with good ult potential, which relies mostly on mages).

If you want to see explosive damage, try pairing her with:

Odette: Their damage together with both of their ults is crazy, you can wipe out an entire team if they are all unlucky enough to be caught in your web, and your Odette follows up. ideally enough, their ults are also both almost the same size, it's as if it were meant to be.

Kadita: Similar to odette, her ult is explosive and she has a knock airborne effect, if you enemies get caught in all three they are basically doomed. I haven't gotten to try out this combo much though because I don't come across many Kadita mains.

Belerick: God forbid your enemies are stuck with a Belerick exp laner and a carmilla roam. This duo is so goddamn annoying, so much stun, so much damage, so much everything. This would be a better triple set-up with a mage on top of all this nonsense, but my point still stands.

Guinevere: Her damage is pretty annoying, and she also knocks enemies airborne, meaning anyone linked will become knocked-airborne and deal with quite a bit of damage on top of that.

Cecilion: Of course I have to include her lover, as he also gives her an extra skill when they are nearby (which is great), and they can dish out some pretty crazy damage together since he has some control skills. He is not my most favourite pairing weirdly enough, as I find burst damage suits her ult much better, but if you find a strong cecilion main, there are many ways you can combo and gank which can be very exciting to play with!

Some honourable mentions I will not go in depth with, but are excellent picks: Alpha, Aurora, Vexana, Bane, and Vale.

Who does Carmilla counter?

The most basic team style that Carmilla best counters are the teamstyle that bunches up a lot together, and won't be doing a lot of split pushing. This is because her ult works best when used against 3 or more enemies, and so to get the best result, it is much better when they are constantly grouped together. For this reason she plays very well against a lot of healer teams! Here's who she counters most of the time:

Estes: Carmilla hard counters Estes teams, as this team is very likely to group together, and no amount of healing is going to outheal the damage you can bring to their team.

Floryn: For similar reasons to Estes, teams with Floryn tend to bunch, and Floryn does not have enough escape skills to get out of her ult most of the time. Even though she has anti-antiheal, her healing is still not enough most of the time to outdo the damage and all the cc your team will be able to bring. The only exception is if Floryn's team chose mostly heroes that will not bunch as much.

Any quick marksmen (miya, moskov, hanabi): Because Carmilla can take a lot of damage by the late game, she can really dish damage back to many fast pace marksman given the right build (I will go in depth about this during the builds section).

In general, I find that she doesn't do too bad against most heroes, with there only being a few exceptions:

Heroes to not play her against:

In general you don't want to play Carmilla against a team who will split up a lot (a lot of assassins), but these heroes won't full counter her either. What will counter her is a lot of cc and escape skills, especially when it comes to mages.

Valir: Valir is so annoying for most tanks. He has pushback, which will make it difficult to get close to enemies in order to survive, and he has a free purify which will undo all the hard work of your stuns and ult. If you're against a valir, do yourself a favour and play Rafaela.

Diggie: Like with many setter tanks, he will be able to counter your ult, and since your ult will have a giant cd, his ult will be ready and waiting almost every time.

Luo-yi: Her constant cc and map jumping makes your life as a roamer hard, and she will kill you oftentimes before you can even get close, so not the best to play against her.

Cici: her sustain and mobility is weirdly annoying, and she does hp based damage. I have weirdly enough found that Rafaela also works well against her, but Carmilla most of the time does not unless you counter all of her teammates.

edit: adding lunox: As pointed out to me, lunox's light ultimate can completely negate Carmilla's and avoid being linked (and has such a short cd) and she is known to melt tanks for a reason! There is simply no out-defensing that damage.

## So we have found out her allies and foes, now how do you even build her?

Before we get onto items, here's my basic emblem set-up and battle spells I would suggest for her!:

emblem:

I personally always use Tank emblem, as I find the extra hp really helps her out, but support is more than fine as well, but be aware she does not heal anyone else, only herself.

Talents:

- Inspire (to help with her cd a bit) or agility (extra movement speed)
- Wilderness blessing (to help with movement speed) or festival of blood (for extra sustain)
- Brave smite (for sustain) OR Concussive blast (extra damage)

I personally use inspire, wilderness blessing and brave smite to get the best of all worlds, but if you want to focus more on movement speed and sustain, I would suggest to take agility, festival of blood and brave smite.

Battle spells:

- Vengeance: This is the one I personally use. Vengeance is always my go to tank battle spell, as it not only acts as a way to deduct some of the damage you are taking on (very convenient for all stages of the game) it also throws back some damage, which is especially great against mm. If you find you are not surviving, or if you are against a lot of attack speed heroes, I would heavily suggest Vengeance.
- Petrify: If you find your enemies just won't hold still with your ult, you can always use petrify to keep them in place even longer! I don't personally use this, but it can be a great way to really get a bunch of cc in there.
- Flicker: If you have trouble invading their space, then flicker can be a great way to go in and set up a combo, or to escape in a tight situation!
- Sprint: A personal fave of mine over flicker due to its slow reduction and shorter CD. I don't use it on Carmilla, but if you are suffering against a heavy slowing team and you can't catch up with them, sprint may very well do the trick for you!

Out of all of these, I suggest vengeance and petrify the most for Carmilla specifically.

Builds:

So we are finally at builds for Carmilla. I will go over a few basic builds for Carmilla first for different types of teams, and then cover basic equipment knowledge!

Build 1 - basic all-rounder build:

tough boots -> Dominance Ice -> Athena's shield -> Oracle -> Fleeting time -> immortality OR blade armor OR guardian helmet (this is basically a fill in slot for whatever you may need).

Note: if you will need antique cuirass, then build it after dominance ice (or at least build dreadnaught armor), as you will most likely need it, or the build up item for it, before magic defense.

This build works, because it focuses on countering the main types of damage (sustain and magic damage), but it can be adjusted. Fleeting time will also help reduce some of her ult's cd,



but if needed can be removed as she is not reliant on fleeting time, and oracle will help keep her sustain up. It general shies away from building too much hp, incase the enemy deals hp damage, but if they do not, guardian and oracle are an amazing pairing together if no other specific defense is needed!

Build 2 - Hp into the moon:

Tough boots -> Cursed helmet -> Dominance Ice -> Oracle -> Guardian helmet -> Blade armor.

This build will work best against heroes who do a lot of quick damage. Even though you are building a lot of hp, because you are close to them and in their space, you will still melt them anyways because of cursed helmet + blade armor + vengeance (hopefully). I buy cursed helmet first only if they don't have a lot of healing, if they do then buy dominance ice first. Cursed helmet + oracle act as a pretty okay magic defense, and dominance ice + blade armour will act as okay physical defense while you throw damage back at them and sustain through the Oracle and guardian helmet pairing.

Build 3 - Oops we had no jungler so here we are:

For this build you also need retribution lol

Tough boots OR magic shoes -> Cursed Helmet -> Oracle -> Fleeting time -> Dominance Ice ( if you need it) OR ice queen wand -> Guardian helmet.

Note: you could also build very similar to Build 2, I just like to add fleeting time and a spellvamp item to do a bit more damage, but ice queen wand is not necessary, you need cursed helmet as your first item in order to clear quickly.

This build will work because you have cursed helmet working for you to help clear, and Carmilla's S1 has weirdly fast jungle clear, so she will be able to jungle efficiently and still travel around the map to gank.

This concludes my post for Carmilla specific info! I will be making a Part 2 for this post for more generalized roaming information (will be posted right after this <3 ). I hope anyone who tries out Carmilla enjoy their time trying her out and more can find an appreciation for my favourite roamer of all time C: