**SMITE Guide**

Hello and welcome to the #1 thrown-together SMITE guide this side of the Mississippi. I’ll be your host, Drew Manuel, or as *everyone* in the SMITE community knows me, “VoidVigilante”. This guide will be all about the basics, mainly for *Arena*, *Joust*, and *Conquest*. I will also touch on some of the basic gods and how to build effectively with them. So as the kids say:

“Shit fam those kicks on fleek my guy. Haven’t yeet that kush ina hot minute. Finna get

fucked up on Friday. YOLO.”

Oh, to be young again…anyway, on with the guide.

Disclaimer: I am not to be held accountable for any and all incorrect information viewed in this document. This document contains information that is correct to the best of my knowledge. Some information will be based on opinion but I will try to avoid “hot takes” to the best of my ability. I am not responsible for any and all injuries that may occur while viewing this document or by listening via audiobook, dedicated friend/Significant-other, or paid/unpaid professional / casual / semi-casual reading aids.

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**Dictionary** EnglishPlz

* **Role**: Each god has a designated “role” they play in the game. This helps dictate their playstyle, stats, typical item builds, and the overall team composition.

In conquest Roles are called by one of the following:

* + ADC (Attack Damage Carry) – hunter or auto-attack based ranged god
  + Mid (Middle lane) – mage or god with strong poke and burst
  + Solo (Solo/short lane) – warrior or god with high sustainability
  + Sup (Support/Tank) – guardian or god with good crowd control
  + Jgl (Jungle) – assassin or god with good mobility and camp clear

This list shows the typical team comp, but any god can be played in any role, it just depends on how viable they are and if they fit the overall team composition.

Sometimes roles will be called by the type of god instead of the position, usually in non-conquest game modes. For instance, instead of calling “mid”, a joust player might call “mage”. It will mainly depend on the game mode and how many people are playing. The most typical teams in any game mode will have a Hunter-Mage-Guardian team. This covers all the bases of Physical Damage, Magical Damage, and Support. If there are other slots, then they can be filled however they see fit, but these three roles are the core of any team.

* **Minion / Creep**: The little soldiers that walk in the lanes in different game modes. They come in varieties: Archers, Warriors, and Mega. There are fire variants of each of those types, which only spawn when that lane’s phoenix (last tower) is destroyed. Killing minions rewards gold and experience. Landing the final attack on them before they die grants a bigger reward. If you don’t land the last hit, but are close enough when they die, it will count as an assist and you will get a reduced reward. Whenever an enemy is in sight of a minion/creep, they will be revealed on the minimap and their items will be updated in the scoreboard. Use this to position and plan your own build.

Minions will prioritize enemy minions even when being hit by an enemy god. Minions will switch priority to an enemy god ONLY when there are no more enemy minions, an enemy god damages a friendly god nearby, or when there is significant distance between the friendly minion wave and the enemy minion wave.

What does all this mean? Minions will fuck you up in the early game; avoid aggroing them whenever you can, especially early on. Later in the game, you can tank the damage from them if needed. Do not approach the enemy minions until they start to fight your own minions. Minions will block some attacks, use that to kite enemies around and use them as shields during a mid-wave fight.

* **Wave**: Not just moving your hand in greeting or parting. A wave is a single unit of minions/creeps, usually 3 Archers + 4 Warriors, that move down the lane.
* **Base / Fountain:**  The spawn area at the start of the match. Returning here will heal your health and mana very quickly over time for as long as you stay within the designated area. WARNING: YOU CAN BE DAMAGED AND KILLED WHILE IN THE FOUNTAIN.

You can purchase items ONLY when you are standing inside the fountain (unless you’re Chang’e because apparently a rabbit can carry metal armor and giant weapons for miles). You are allowed to refund bought items at full price ONLY if you do not leave the zone after purchasing them. If you do leave, then you can still resell them when you return to the shop for a reduced price.

If you enter an enemy’s fountain, you will be damaged heavily over time. Fun fact, you can buy items in the enemy fountain if you’re fast enough.

* **Tower**: They look like literal towers. They are lane objectives / structures. Think of them like checkpoints, you have to destroy one to get to the next one, no skipping. Each lane will have at least one tower. The tower has a health bar that does not regenerate and an area of influence designated by the circle at the base of the tower. If minions/creeps enter that ring, the tower will attack them one at a time. If an enemy god enters the ring, the tower will attack them, again one at a time if there are multiple enemy gods in the ring. The tower will prioritize minions/creeps in the ring ONLY if they enter the ring BEFORE an enemy god. The tower will switch priority to an enemy god ONLY if there are no more minions/creeps OR that enemy god has attacked a friendly god while in the ring. If multiple enemy gods are fighting under a tower, the tower will target the FIRST god that attacks a friendly god. You can reset the tower to a different target by leaving the ring.

When attacking the tower, you can only use basic-attacks to damage it. Penetration and power will increase your damage on towers. You CANNOT critical hit a tower. If there are minions/creeps in the ring, the tower’s defense will be debuffed. Tower damage is considered physical; therefore, physical defense will help reduce damage from tower shots if you are getting hit. Destroying a tower rewards gold and experience and unlocks the next objective to be damaged.

What does this all mean? The goal is to push minion/creep waves into the tower to more easily deal damage to it and make your opponents miss gold/experience from the tower killing minions. Push the tower when you have an advantage.

* **Phoenix**: The last tower structure in a lane. Acts exactly like a tower, with a few extra properties. Its health will slowly regen over time. Subsequent attacks against an enemy within the zone of influence will do increased damage per hit until reset. Destroyed phoenixes will “rise from the ashes” after a certain amount of time; they cannot be permanently destroyed. For every phoenix currently destroyed, the Titan’s defenses will be debuffed, allowing for a stronger push to end game. When a lane’s phoenix is destroyed, all minion waves will be fire minions until that phoenix comes back up.
* **Titan**: The main objective of all lane-based game modes. Think of it like the “final boss”. The titan is located closest to the fountain and is the strongest objective in terms of defense and offense. He behaves just like a tower but will move within the zone of influence to attack. Subsequent attacks will deal more damage just like phoenixes. His health will also regen over time if his at least one phoenix is alive. Resetting his aggro by walking out of the zone will heal a chunk of the titan’s health. His defenses are greater the more phoenixes that are currently alive.
* **Gank**: Surprise attack, usually with multiple people
* **Feeding / Fed**: Essentially giving a player free kills in order to boost their lead. DO: get fed by the enemy. DON’T: feed the enemy.
* **Boxing**: Auto attack trading
* **Acronyms / Abbreviations**:
  + **FG** – Fire Giant; may also refer to boss objectives in non-conquest game modes.
  + **GF** – Gold Fury
  + **RL** – Right lane
  + **LL** – Left lane
  + **Mid** – Middle lane
  + **Solo** – Solo lane / Short lane
  + **Duo** – Duo lane / ADC-Support lane
  + **ADC** – Attack Damage Carry / Hunter / Auto-attacker
  + **Sup/Supp** – Support / Tank / Guardian / Healer
  + **Aggro** – aggressive behavior / receive aggression from / become the target of
  + **Buff / Bolster** – strengthen / enhance
  + **Debuff / Nerf** – weaken / lessen
  + **Pen** – Penetration
  + **CDR** – Cooldown reduction
  + **CCR** – Crowd control reduction
  + **Crit** – Critical attack, critical hit, critical chance

**Game Mechanics** ItIsKnown

**Movement** JustLikeThat

By default movement is bound to W-A-S-D controls. Aiming is done with the mouse. Now that everyone reading that has rolled their eyes and said “duh” at the obvious. We can get to the real point of this section.

You are at your fastest movement speed while not in an “attacking” state and moving FORWARD. Backward and strafing will cause you to suffer a movement penalty. If you auto-attack, you will enter a period of time where you will suffer a movement penalty, which must be waited out by not auto-attacking and eventually entering an idle state. Using abilities does not put you into a movement penalty unless stated otherwise.

Some abilities and items can provide faster movement speed, reduce an enemy’s movement speed, or eliminate the movement penalty for a time. When something eliminates the movement penalty, it is often called a “fatalis” effect (named after an old, removed item) or more commonly now a “hastened” effect (named after current items)

Jumping is purely cosmetic. You CANNOT jump over anything to dodge it. Jumping is solely used as a way to juke your opponent by mixing up your movement, and even then, it is a bad option. You might ask, “But Master, how could it hurt to add extra movement even if it’s just for show?” Well buckle down kiddo because this is why: jumping puts you in a special state in the air where you cannot activate any abilities, relics, or items until the animation finishes. This state is typically referred to as “Silenced” which is one of the strongest forms of crowd control in the game. By cosmetic jumping you are actively putting yourself into a terrible, CC’d state for abso-fucking-lutely FREE. If you catch an enemy ability at the wrong time or get piled on during a jump, that split second could be the difference between you living and dying. Use that time instead to juke left and right, drop damage to zone, pop health pots for sustain, counter-CC, or literally anything else. Jumping is a last resort movement mix-up. The only true reason to jump is to shift the camera up over a wall in order to check for buffs or enemies (and to see that sweet jump stamp you have because who doesn’t like seeing a little poop emoji pop up everywhere, signifying the shit flying out of your asshole as the enemy Poseidon drops a kraken under your taint). Rant over.

**Attacking** Time2Frag

**Basic/Auto Attacks** W+LeftClick

Basic attacks (aka “auto” attacks) are the single left-click attack of every god. If your god is melee, they’ll swing their weapon or their fists (claws, creepy hands, tentacles, etc.) and ranged gods will shoot their weapon or magic. This attack does not cost mana and generally does not do much damage unless augmented with items. You can’t level it up like abilities.

Using an auto attack will put your character into an attacking state/stance. In this state, you will suffer a movement penalty; your movement speed and general mobility will be decreased. Also, auto attacks are the only attacks that damage towers.

Auto attacks have specific properties. An auto attack will only hit a single enemy unless specified otherwise through specific gods, abilities, or items. Auto attacks that hit more than one enemy are called “cleave” auto attacks. The HUD will show which enemies will be hit by cleaves if more than one enemy is in range. Gods have different auto attack strings. This means that if you perform a sequence of auto attacks, then each attack will have its own properties (damage, scaling, range, speed, animation, cleave, etc.). Generally, melee gods will have a 1-2-3 auto string, where 1 does average damage, 2 does less damage, and 3 does the most damage. Ranged/Magic gods usually do the same animation and damage for every auto attack. “Boxing” is when two opponents are using auto attacks and trading hits; avoid boxing auto-attack gods with ability-based gods.

Auto attack canceling (AA cancels) are an advanced technique involving auto attacks. It is a form of animation canceling where you weave autos in between your abilities in order to reset the auto attack string back to the first animation. This can be done on many gods, but is more important on a select few. For example, Nemesis has very strong auto cancels with her 1-auto-1-auto(x3)-2-auto(x3)-3. In that string, Nemesis can chase with the first use of her 1 ability and auto in between the second cast to get extra damage. In between her other abilities, she can auto up to 3 times. Nemesis players typically do 1 to 3 autos because her fourth auto attack has a much longer animation, so for the most efficient damage, an ability is used to reset her auto attack string back to the first animation. Certain items reward this type of weaving, such as *Hydra’s Lament*, *Heart Seeker*, or *Polynomicon*. For now, don’t focus on AA canceling, but if you get a chance in a fight, try weaving autos in between ability casts/cooldowns. It will increase your DPS and will get you more familiar with your god’s animations.

Not all auto attacks are created equal so it’s important to figure out your god’s specific auto attack string and use it as efficiently as possible to maximize dps.

**Abilities** AllyHasFallen

Abilities are a god’s four special moves with default bindings of 1, 2, 3, and 4 on the keyboard. Each god has a different set of abilities which make up their “kit” or “move set”. Almost every ability costs mana and has a cooldown, which is the time it takes in between casts of that same ability after using it. Each time you gain enough experience to level up (from level 1 to level 20) you can choose to spend a point to level up one ability (from level 1 to level 4). Every time you level an ability, the damage, cooldown, mana cost, and/or properties will change. You can see how your god’s abilities change at each level by viewing your god’s ability sheet or by hovering the mouse over an ability icon in-game.

Abilities have a ton of different properties, so I won’t go into detail, which means you MUST read each god’s ability sheet to see what that god does and how someone might play with them. Abilities play a huge role in the playstyle of a god; reading a god’s abilities will give insight into some common questions:

1. Where does this god like to be in a fight?
2. Does he/she need to be near the minion wave?
3. How much damage can this god do?
4. Am I able to get away if someone is close?
5. Can the opponent get away if I chase them?
6. Should I build anti-heal?
7. Will I be getting CC’d?

All these questions (and mooooorrrree \*wavy hands\*) can be answered, or at least attempted, by reading a god’s abilities.

**Damage Types** ALotOfDmg

There are two types of damage in SMITE: physical and magical. The type of damage varies by god and is shown when looking at the god’s stats or when hovering over the god’s image in lobby. Certain items can only be bought by gods of each damage type. Mainly, items with magical power can only be bought by magical gods, and physical power items can only be bought by physical gods. These restricted items will not show up in the item shop while playing a god that does not match the required damage type. There are a few exceptions to this rule and usually due to an item giving BOTH physical and magical power, though the only power that matters is the one that matches your god’s current damage type (see *Attacker’s Blessing*). The keyword “power” denotes the increase/decrease of physical and magical damage, while “protection” denotes the increase/decrease of physical and magical defense. Damage is calculated based on a number of factors, but most importantly is the amount of physical/magical power being dealt vs. the amount of physical/magical protections of the target respectively.

**Physical** HackNSlash

Physical power dictates the amount of physical damage you do with auto-attacks and abilities. It is reserved for the following classes: Hunters, Assassins, and Warriors; only gods within these three roles are able to purchase and use physical power items. Also note that physical damage is the only damage type that can critical hit, though the probability of a crit is dictated by a separate stat. A critical hit will apply a damage multiplier, therefore, the more power you have, the more damage you gain when you crit. Physical power is typically given by offensive items and often coupled with stats like attack speed, penetration, and critical hit chance.

Physical protection is exactly what it sounds like: protection against physical damage. Unlike power, physical defense can be built by any god, regardless of their damage type. However, the ruling holds true that if an item gives power of the opposite damage type to the god you’re playing then the item cannot be purchased even if the item is primarily defensive in nature. That means that just because *Void Stone* gives magical defense doesn’t mean you can buy it on a physical god because it also provides magical power. Protection is primarily given by defensive items and often coupled with stats such as health, HP5, or cooldown reduction.

**Magical** HAAAAA!

If you read the previous section about physical power then you will already know what this section is going to be about. I’ll reiterate it just in case you can’t remember:

~~Physical~~ Magical power dictates the amount of ~~physical~~ magical damage you do with auto-attacks and abilities. It is reserved for the following classes: ~~Hunters, Assassins, and Warriors~~ Mages and Guardians; only gods within these ~~three~~ two roles are able to purchase and use ~~physical~~ magical power items. Also note that ~~physical~~ magical damage i~~s the only damage type that can~~ CANNOT critical hit, though ~~the probability of a crit is dictated by a separate stat~~ it can still fuck someone up big time. An ~~critical hit~~ ability will apply a ~~damage multiplier~~ metric fuck-ton of damage, therefore, the more power you have, the more damage you gain when you ~~crit~~ press a button. ~~Physical~~ Magical power is typically given by offensive items and often coupled with stats like attack speed, penetration, and ~~critical hit chance~~ more power.

~~Physical~~ Magical protection is exactly what it sounds like: protection against ~~physical~~ magical damage. Unlike power, ~~physical~~ magical defense can be built by any god, regardless of their damage type. However, the ruling holds true that if an item gives power of the opposite damage type to the god you’re playing then the item cannot be purchased even if the item is primarily defensive in nature. That means that just because *~~Void Stone~~* *Ancile* gives ~~magical~~ physical defense doesn’t mean you can buy it on a ~~physical~~ magical god because it also provides ~~magical~~ physical power. Protection is primarily given by defensive items and often coupled with stats such as health, HP5, or cooldown reduction.

**Damage Types** ALotOfDmg

**Power** Palpatine

We already talked a lot about power in the previous section, and I reeeeeaaaally don’t want to copy-paste all that again. So just remember power directly relates to how much damage your basic attacks and abilities do. The more you have, the bigger the hit. It will have a stronger impact on abilities with higher scaling.

**Penetration** SoMuchMath

Here we go. This will be the first noticeable shift in your builds if you don’t already build items with penetration. Penetration is the amount of protections that an auto-attack or an ability will ignore when hitting a target. Why is this important? It is the direct counter to enemy protections. Every god has some natural protections from the start that grow slightly as they level up. So right off the bat, you are NOT hitting true damage (full damage) on an enemy. Secondly, there are loads of items that give protections and there is a 99.99% chance that at least one opponent builds an item with protections in a game. Last but not least, towers are hella tanky; if you’re trying to down one of these bad boys, a little penetration goes a long way. Pen will help you deal more damage to towers and phoenixes, which is huge for early pushes.

There is a multitude of items with penetration so I won’t go into them individually, but instead I will outline the different kinds of penetration and “pen-like” effects.

**Flat Penetration**: A static, “flat” number value that reveals how much protection is bypassed. Flat penetration is also the ONLY penetration type to affect damage on towers. An example would be *Brawler’s Beat Stick*. Along with its other stats, it gives a +15 physical penetration bonus. This means that if the enemy has protections, then an ability or auto attack will ignore up to 15 protections on-hit. Now 15 pen isn’t a lot in the grand scheme of the game, but it will help on squishier gods that don’t normally build defense.

To put this in perspective, let’s say there are two enemies: a Neith with 25 physical protection and a Geb with 215 physical protection. With 15 pen, an attack on Neith will bypass 15 of her 25 physical protection, making her effective protection only 10 for that attack. The same attack on Geb will bypass 15 of his 215 protections, making his effective protection 200 for that attack. You can see how flat pen would not do much against targets with high protections. NOTE: Flat penetration is capped at 50! You cannot get more flat penetration from abilities nor items than 50. Now you might be wondering:

“B-b-but Master, how will we ever kill that Geb with crazy high protection if we

can only go up to 50 pen? Do we even have a chance? Will I be Bronze 3

forever? What’s the airspeed velocity of an unladen swallow?”

Yes you do have a chance! You won’t be Bronze 3 forever, you’ll be at least like Silver 2 by the end of this guide. I’ll show you how to chew through that mean ole Geb, don’t you worry you mischievous little rascal you. And lastly…about 24 mph or 11 meters/sec.

**Percent Penetration**: Instead of a static value, these items will be based on a percentage of the protections of the target. This means the value of the penetration will be dynamic, changing based on the target’s protection values. An example would be *Titan’s Bane* which gives 15% physical penetration on targets under 65 physical protection and up to 40% physical penetration on targets with 200+ physical protection. This means that an attack hitting a god with this item will ignore between 15% and 40% of the target’s physical protections, depending on how much they actually have at the time.

Let’s compare this scenario with our previous flat pen one. Remember, our Neith has 25 physical protection and Geb has 215 physical protection now. Since 25 is less than 65 (duh), an attack hitting Neith will use the 15% pen bonus. 25 \* 0.15 = 3.75, round up to 4, meaning the attack will bypass 4 of her 25 physical protection, making her effective protection 21 for that attack. The same attack on Geb will use the 40% pen bonus because his protection of 215 is over 200 (double duh). 215 \* 0.40 = 86, meaning the attack will bypass 86 of his 215 physical protection, making his effective protection 129 for that attack. I saw your eyes light up there >:) I know what you’re thinking, “wow that’s a huge difference from the flat pen.” Yes it is my child…yes…it…is. Notice how it didn’t take off a lot from Neith though? That’s why percent pen is generally better on targets with high protection, while flat pen is better against targets with less protection.

“Wow Master VoidVigilante, that’s totally rad! I can’t wait to try that out in ga-“

BUT WAIT THERE’S MORE!!!!

**Flat/Percent Reduction**: I’m combining the last two forms of penetration here because you’re all very smart and I’m sure you don’t need an example of each to get what they do. Flat Reduction and Percent Reduction work the same way as Flat Penetration and Percent Penetration with one key difference: they don’t “ignore” protections they “reduce” protections. What’s the difference? HUGE difference! Reducing a target’s protections will lower their amount of protection for not just that single attack but for ALL other subsequent attacks within the timeframe of that reduction! That means that if you reduce a target’s protection by a flat 10, then your teammates will also gain the benefit as long as that item/ability is applying that reduction. If you reduce a target’s protections by 33% then your teammates again will also be able to deal more damage during this time. You are essentially creating penetration for your whole team to use, not just you.

*Void Stone* is a flat reduction item that reduces every target’s magical protections by 20 within a 55 unit radius of the item’s owner. *The Executioner* is a percentage reduction item that reduces a target’s physical protections by 12% for 3 seconds for each basic attack you land on the target (up to 3), meaning the total reduction is 36% of the target’s total physical protections. These are just two examples of flat and percent reduction that can help your team shred through enemies in team fights.

I already said no example here because the math will work exactly the same as the previous examples for flat and percent respectively. But I will share some added things to stay aware of. You cannot have multiple reductions from the same item owned by different players on the same enemy at the same time. This means that if two people on the same team buy *Void Stone*, enemies will only ever have 20 less magical protections; the *Void Stone* effect will NOT stack to reduce 40 protections.

With all this being said, things can get a bit confusing when applying a bunch of different kinds of penetration on an enemy at the same time. To explain this, I’m going to give one simple, number-filled, math-a-licious example involving all four types of penetration that we talked about. Follow along kids; you’re in for one heluva ride:

Our enemy is Khepri with 200 physical protections and I’m some asshole level 20 Khali with *Titan’s Bane*, *The Executioner*, *Stonecutting Sword*, and *Heartseeker* and I’m fighting that Khepri who happens to be my “target”, activating Khali’s passive. If this seems like some crazy scenario, it’s actually not all that out of the ordinary; I’m choosing this scenario specifically to show the interactions between multiple forms of penetration. Pay attention to how separate instances of the same type get calculated together and the order in which the different types of penetration apply. To calculate Khepri’s remaining protections after I’ve hit him with 3 auto attacks…

1. Apply *The Executioner*’s percent reduction: 36% reduction after three auto-attacks,

200 x (1 – 0.36) = 128

Khepri now has 128 physical protections left.

1. Apply *Stonecutting Sword*’s flat reduction: flat 30 reduction after three auto-attacks, 128 – 30 = 98

Khepri now has 98 physical protections left.

1. Apply *Titan’s Bane*’s + Khali’s passive percent penetration: since 98 is about 1/3 of the way on the scale from 65 to 200 protections for its scaling percent pen, we’ll call it 23% penetration for *Titan’s Bane* + Khali’s passive 30% penetration gives us 53% pen,

98 x (1 – 0.53) = 46

Khepri now has 46 physical protections left.

1. Apply *Heartseeker*’s flat penetration: flat 10 penetration,

46 – 10 = 36

Khepri now has 36 physical protections left.

Oh how the mighty have fallen. Khepri started with 200 physical protections and is now down to a measly 36…all from three very quick auto-attacks and only 4 out of the 6 possible items in our build from a single god out of a possible 5-person team. This is the true power of penetration; chewing through tanks and making them wish they went full damage.

In this example, you should’ve realized that separate instances of same-type penetration apply at the same time and essentially get added together. We saw that in *Titan’s Bane* and Khali’s passive. This also shows the order that different types of pen apply, so keep that in mind when building pen. See how *Titan’s Bane* came after both the percent and flat reductions? That means we actually lost some value on our *Titan’s Bane*; instead of getting the 40% pen on Khepri’s original 200 protections, we got 23% on 98 protections. Thankfully, we had Khali’s passive to cover some of the loss in this scenario. Normally, you would not build reduction AND percent pen because you lose value on the percent pen item; only when the enemy has very high protections would you need to consider building both.

**Arena Basics** Deicide

1. What is arena?
   1. Arena is a 5v5 game mode focused on brawling. The closest thing to “I just wanna frag” that you will get in SMITE.
2. How do I win?
   1. Each team starts with 500 tickets. The goal is to reduce the enemy team to 0 tickets. You do this by clearing minions, escorting minions, or by killing enemy gods.
3. That’s cool n’ all…but HOW do I win?
   1. Minion waves (friendly and enemy) will meet in the middle of the arena periodically.
   2. For each minion you last hit (land the killing blow on), you will subtract 1 ticket. Each wave has 7 minions so the max ticket count per enemy wave is 7 tickets.
   3. For each minion you escort into the opposing portal, you will subtract 1 ticket. Each wave has 7 minions so the max ticket count per friendly wave is 7 tickets.
   4. This means that each new wave has a potential score of 14 (!!!!) tickets, this rarely happens because people ignore waves and go for the sweet killz cuz frags = fun amiright?
   5. Sometimes there will be a special big minion with a health bar. This is worth 15 tickets if you escort it into the opposing portal. Big payoff, hard to defend.
   6. For each enemy god you kill, you will subtract 5 tickets.
   7. When you or your enemy is down to 10 tickets, only killing the last big minion in each wave will count for a ticket. This is essentially your last 10 waves to win the game, unless the other team can catch up through other means. Escorting minions into the portal will still count each minion as 1 ticket, only last-hitting is changed at this time in the game.