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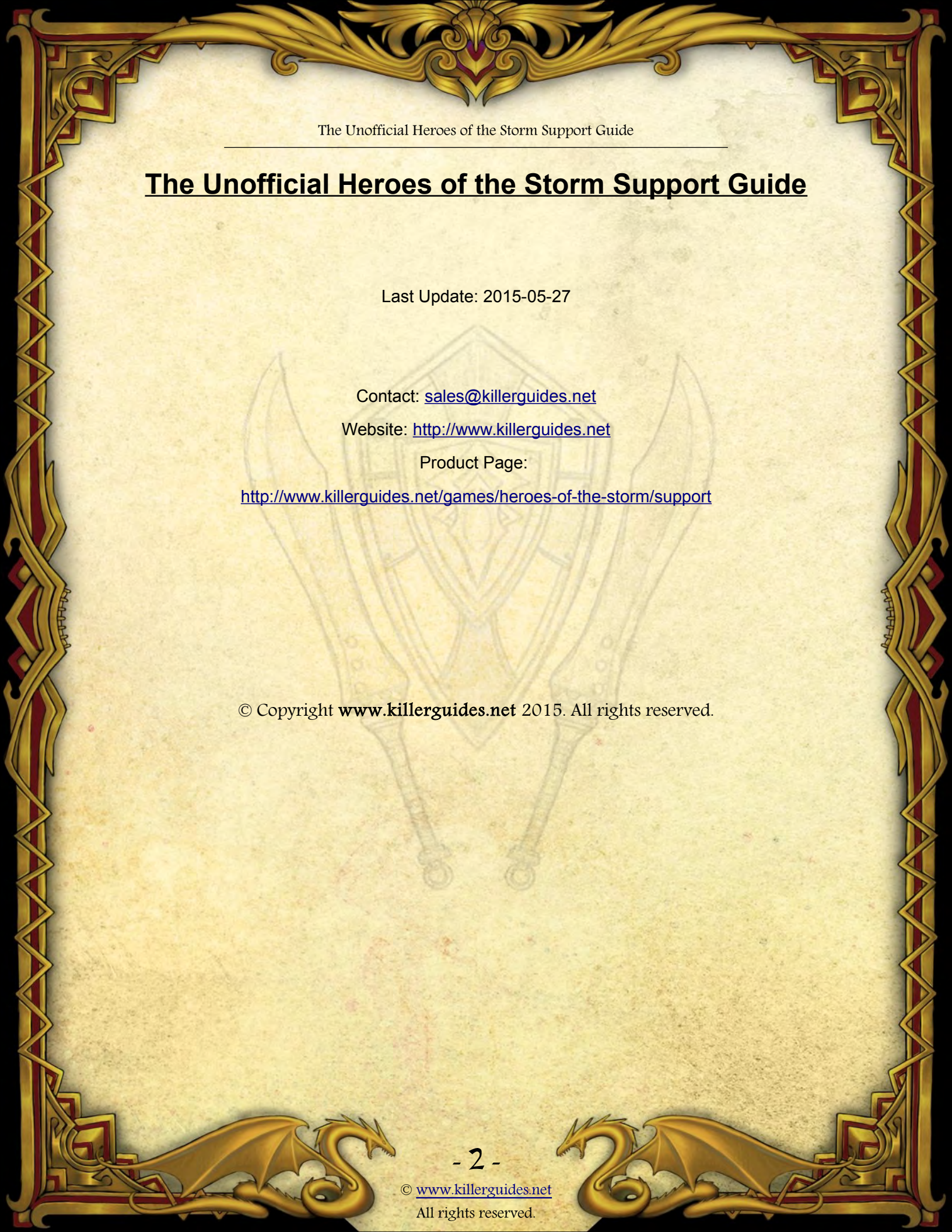
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# THE UNOFFICIAL HEROES OF THE STORM SUPPORT GUIDE

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The Unofficial Heroes of the Storm Support Guide

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## **The Unofficial Heroes of the Storm Support Guide**

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## HEROES OF THE STORM FEATURE



lizzard is really bringing a ton of great new features to the multiplayer online battle arena (MOBA) genre with their Heroes of the Storm game. Plenty of DotA 2 and LoL players are flocking to the game in droves every month. Regardless of whether you're completely new to the MOBA genre or have years of experience playing Defense of the Ancients or League of Legends, you'll have a ton of stuff to learn when it comes to Heroes of the Storm. There are many differences between it and the older games, so let's take a quick glance at the game and see just what you need to know to get prepared to play.

### Game Mode

Blizzard is very big on giving players the time they need to grow as a player without overwhelming them with possibilities right off the bat. This is an old strategy of theirs and one that has worked very successfully when it comes to commanding huge, loyal player bases. Heroes of the Storm is no different. There are a number of different game modes for a player to work their way through as they become more familiar with the game's mechanics. Let's take a look at each one.

### Tutorial

As soon as you start the game, you'll be given an option to play the tutorial. Even if you're a veteran MOBA player, you should consider giving this a try. It'll immediately show you what differences there are in the game and will give you a nice base upon which to grow. With that said, these can be skipped if you feel you can go without them. They show you the very basics of the game when it comes to controls and mechanics. All in all, you'll receive 1,000 gold for completing the tutorial missions, which is a great boost early on.



## Training

After getting past the tutorial section, you'll be locked into playing training mode for your first match before having access to the other game modes. This is where you'll be put on a team with four A.I. controlled allies that you'll be working with to take down a team of enemy computer players. This is pretty much "single player mode" and will allow you to experiment to your heart's content without worrying about messing up the game for a teammate who wants to focus on winning as soon as possible. You'll receive a small bit of experience for each win but will not be able to get any gold.

## Versus A.I.

The next game mode available is Versus A.I., which features a team of five different human controlled heroes versus all computer opponents. The A.I. will be scaled up in difficulty based on the cumulative sum of the human players' skill (taken from their rating). While this mode is generally quite a bit easier than fighting real people, don't assume you'll be able to just slack off and still win. If you're not careful, the computer team will be very capable of winning the match. Winning one of these games will reward a fair amount of experience along with a bit more gold than what you'd get from a Quick Match loss. You can either search for a random group or create a premade.

## Quick Match

This is where the game really begins to open up for people as they start understanding the mechanics at a bit of a deeper level. This is where you're on a team with four other people and are fighting real human players for dominance. This is the mode you'll want to be playing most of all as you work your way up to meeting the League matches. Wins and losses both offer a good amount of experience with a fair amount of gold (20 for a loss or 30 for a win). You can queue up for this as a solo player or create a group to play together.



## Hero League

Once you've reached level 30 on your 'account' level (this is different from hero level and will be explained in detail in the next section) and have purchased ten different heroes (free to play heroes do not count, as they have to actually be purchased with either gold or money), you'll be able to play in hero league.

Like Quick Match, this will be a game of human powered heroes playing five versus five but there are also major differences. You'll notice at the beginning, you'll have to choose precisely what heroes you want to play, as only one hero is allowed in a match (as opposed to Quick Match allowing the same hero to be played on both sides). In addition to that, the order you choose heroes is back and forth between each team, which gives you the opportunity to choose heroes that are strong against what your opponents have chosen.

These games are ranked and will reward a very good amount of experience and gold upon completion. The idea is to get as high in rank as possible, which means you'll need to fully understand the game in order to win.

## Team League

Like Hero League, Team League requires at least 10 purchased characters but the account level requirement is 40 on this one. This is very similar to Hero League but will feature premade teams on both sides. These will ideally be people who are used to playing with each other and know just how to work as a team to accomplish victory. You'll still be given the opportunity to choose your heroes like in Hero League but at this level, it's extremely important to understand just what each hero is capable of and how well they work together. You'll get a ton of experience and gold for successfully winning a Team League match, as well as a rating in the separate team ranking system.

## Custom Games

This is open at any level and allows you to choose a map and invite people to play against or play with. You can even set A.I. opponents and observers.



## How To Create A Party?

While Versus A.I., Quick Match, and Hero League can be played on your own with a group of random pickups, there are benefits to playing with a premade team (which can be a full part of five players or just a pair queuing up for pickups). For example, having a team member on your friend list means bonus experience at the end of the match. In addition to that, you'll generally be able to work better together if you have played together in the past.

To create a party, you'll want to click on one of the black boxes near the top right hand portion of your screen next to your portrait and invite a player. If you don't know anyone in the game, there are "looking for group" channels that can be joined to find people. You can even use outside of the game resources like the Battle.net forums to try to find somebody to play with. Heroes of the Storm is very much a multiplayer game and aside from the raw benefits you get, it's a ton more fun when you're playing with your Heroes of the Storm is Blizzard's multiplayer online battle arena (MOBA) game. The MOBA genre was founded way back in Warcraft 3 and has had over a decade of refining. The game is a pure PVP tug of war style base race where the objective of the game is to push your side to victory by destroying the enemy's core. Each battle features five players on each side controlling individual heroes and multiple lanes of computer controlled minions for each side constantly streaming back and forth against one another. The bases are guarded and must be broken through in order to push to the core and ultimately win the game.

MOBAs aren't new, but what Blizzard is doing is. They're really bringing a ton of great new features to the genre with their Heroes of the Storm game. Plenty of DotA 2 and LoL players are flocking to the game in droves every month. Regardless of whether you're completely new to the MOBA genre or have years of experience playing Defense of the Ancients or League of Legends, you'll have a ton of stuff to learn when it comes to Heroes of the Storm. There are many differences between it and the older games, so let's take a quick glance at the game and see just what you need to know to get prepared to play.



## Level

We've spoken a bit about levels in the previous section, but it's important to understand just what levels mean in HotS. It can be confusing as there are three different types of levels: in-game levels, hero levels, and account wide levels.

### In-Game Level

Whenever you start a game, the hero you chose to play will be level 1 and will level up throughout the game by gaining experience from mob kills, hero kills, or successfully destroying enemy fortifications. You'll get your last talent at level 20, which is generally the highest you'll see in game, although it is very possible to go even higher.

### Hero Level

After completing a game, you'll receive experience based on how well you've performed. This experience is then put into your Hero Level and your Account Level. The Hero Level experience is a persistent level that you have with a particular hero across all games. It represents how much real world experience you have in playing that particular hero in general. The further you level up, the more prizes you'll get, such as special skins for that particular hero, mounts, or even gold.

### Account Level

After the end of a game, you'll be rewarded with experience based on how well you perform, as we've mentioned in the Hero Level section. This same amount of experience is also applied to your Account Level. Accounts level up much slower than Hero Level and will represent how much you've actually played the game across all heroes. A higher Account Level means access to great gold rewards, special upgrades like Stim Packs, and other enticing things. The cap for this is 40 and is what's used to determine when you can access things like Hero League and Team League.



There are tons of rewards when it comes to each type of level, so we have a table set up that shows you everything you need to know about each level.

## Level Reward

### Player Reward

- Level 2: 1,000 gold
- Level 4: 1,000 gold
- Level 6: Unlock Daily Quests
- Level 8: 2,000 gold
- Level 10: 2,000 gold
- Level 10: 7 Days Stimpack (Level Booster)
- Level 12: Hero Rotation Slot
- Level 15: Hero Rotation Slot
- Level 20: 2,000 gold
- Level 25: 2,000 gold
- Level 30: Hero League
- Level 30: 2,000 gold
- Level 35: 2,000 gold
- Level 40: Team League
- Level 40: 2,000 gold

### Hero level

- Level 2: Unlock Second heroic ability
- Level 3: Unlock advanced talents
- Level 4: Unlock expert talents
- Level 5: 500 gold
- Level 6: Hero portrait/mount variation 1
- Level 7: Skin variation 1
- Level 8: Skin variation 2



- Level 9: Hero master portrait/mount variation 2
- Level 10: Master skin unlocked[2]
- Level 15: 1,250 gold
- Level 20: 2,500 gold

## Game Play Basics

### Heroes

There are almost 40 different heroes in the game and an individual player will be able to choose which one they want to play with each battle they start. The heroes each have their own special abilities to strengthen them and a deep, complex talent system that can be used to buff those basic abilities. They're split into four categories: Warriors (high health tanky heroes), Support (healers and shielders), Assassins (direct damage hero killers), and Specialists (commanders and siegecraft experts).

### Abilities

Each hero will begin a game with three basic abilities that'll be unique to the individual hero. These are what are used to kill enemy minions, heroes, or bases, among many other things. Three basic abilities for each hero means over 100 spells that do different things. Once a player reaches level 10, they'll be able to choose between two ultimate abilities that'll really be able to beat up on the other side.

### Talents

Adding further customization capabilities to the game is the talent system. The basic abilities are good, but with talents, you'll be able to tweak them in certain ways to make them even better. As an example, you might be able to choose between making an ability hit harder or giving it a stun effect, but there are tons of other options available in the game. Understanding this system can be difficult at first but is what the game is built up around.



## Mounts

There are a variety of interesting mounts in the game to purchase that will allow your hero to traverse the battlefield very quickly. One thing a lot of new players seem to forget is that mounts should be summoned virtually every time you're traversing terrain. If they're not, then you're wasting time.

## General Tips

Whether you're new to MOBAs entirely or if you're a grizzled veteran, there will be a ton of new things to learn (and for some, to unlearn). Let's take a look at some good tips to get you started.

- You can't really carry your team. In other MOBAs, it is very possible to simply outplay the other side and single handedly lead your team to victory. Since there is shared experience and there aren't any shops in HotS battlegrounds, this is almost impossible to do single-handedly, although it can help quite a bit. Veteran players ought to use their knowledge to ping and directly tell people what goals they need to be doing in order to succeed. A well organized team is one that wins.
- Map mechanics are incredibly important in the game. These are rather new to the MOBA genre and a lot of people tend to want to ignore them because they don't fully understand them. Getting map objectives consistently is one of the most direct ways to play and can easily allow a losing team to secure a swift victory if the winning side isn't paying proper attention.
- A stealthed hero is not invisible. Many games use 'stealth' to be synonymous with 'invisibility,' but this is not true in HotS. There will be a blurry outline of the stealthed character in the game itself that you can learn to quickly spot. While these stealthed characters can't be directly targeted, they can easily be hit by an AOE ability to uncloak them, which most heroes will have access to.



- Focus fire is a very important aspect of each team fight. Almost every hero in the game has a ton of survivability, so you'll need to eliminate any enemy members in a fight one on one in order to get a solid advantage during a team fight.
- Never ever give up. Some MOBA games are very slippery slope in nature, which means that it's very hard for a losing team to get an advantage over the other side. This is not the case at all with Heroes of the Storm. Map Objectives can easily be taken over and used to win the game by a persistent underdog. If you're low leveled and losing, avoid team fights and go after mercenaries to take the winning team's eyes off of the map objectives in order to get the time needed to regain an advantage. Games can easily be turned around on a dime.
- Listen to your team. If your team is going after one objective when you think they should go after another and you can't get them to listen to you, then follow the others. Playing as a cohesive unit is always better than being separated and open to being picked off by the other team.
- Remember to soak experience by having at least one person in each lane. This is particularly true in the early portion of the game where you level up so quickly. Knowing when to split up and push every lane and when to group up to go after challenging obstacles can be a challenging sixth sense to develop in the game, but one that you'll learn with time.



# SUPPORT HEROES

## Li Li

### Summary

Regardless of whether you're new to the support role or entirely new to the game, Li Li is a great option that's easy to play, easy to learn, and still an incredibly powerful addition to your team. This is honestly one of the best heroes in the game for beginners, but she also brings a ton of strength to pro level games as well.

The majority of her spells are very straight forward and don't require any targeting or much micro to pull off successfully. In addition to that, she has some powerful utility spells for a support hero. Part of the reason she's ideal for beginners does come off as a slight weakness the further you progress in skill yourself, as you're relying on the A. I. in the game to target your spells for you. That being said, the A. I. is very good and will allow pros to feel comfortable with her in most situations.

#### ◆ Pros

- Very easy to use, ideal for new players.
- Spammy ability combos allow you to keep an eye on the arena rather than your action bar.
- Has some great utility spells.
- Low mana costs.

#### ◆ Cons

- Some players find her boring due to how straight forward she is.
- Not much when it comes to active shielding.
- Reliant on A. I. to make targeting decisions.



If you've wanted to try out healing, then Li Li is your best bet. She really is a great hero to learn on that has a ton of real strength as well. Now that we've seen a bit of what she's capable of, let's delve into the finer details and see just how to play her properly.

## Abilities

- ◆ **Healing Brew (Q)**

This heals a nearby ally (whichever has the lowest amount of health) for 88 (+18 per level). 30 mana with a 3 second cool down.

Healing Brew has a very good health healed per mana points used ratio and an incredibly low cool down, meaning that this will be spammed all throughout the fight. That said, its overall mana usage can be deceptive, so make sure to watch out for over healing in order to conserve your energy pool.

- ◆ **Cloud Serpent (W)**

This will summon a cloud serpent on an ally that periodically attacks nearby enemies for 22.2 (+2.2 per level) points of damage and lasts for 8 seconds. 30 mana with a 10 second cool down.

This is a pretty straight forward spell that you'll want to cast on any nearby heroes whenever you guys are fighting enemies. It can really add a decent amount of total damage to an encounter so should be applied liberally.

- ◆ **Blinding Wind (E)**

This damages the two closest enemies for 86 (+26 per level) and will give them a 4 second debuff that causes them to miss up to two attacks. 40 mana with a 10 second cool down.



The damage is nice, but the greatest thing about this spell is the fantastic debuff it gives out that causes enemies to miss. This is a great way to seriously reduce the amount of incoming damage for an encounter. Also, the spell can be even more powerful when upgraded with talents.

♦ **Water Dragon (R)**

After a short delay, a Water Dragon bolt will be cast towards the closest enemy hero and cause them to take 154 (+14 per level) damage and also reduce their movement speed by 70% for 4 seconds. 100 mana with a 45 second cool down.

The damage on this Water Dragon spell is very strong, but its true strength is its amazing 4 second movement speed reduction of 70%, which makes it arguably one of the most powerful dazes in the game. Since you aren't targeting with it directly, it can be tricky to get used to but can easily grant a free hero kill in ways that no other hero can.

♦ **Jug of 1,000 Cups (R)**

This is a channeled spell that causes numerous bolts to be sent out to any nearby damaged allies to heal them for 636 (+156 per level) health over a period of 6 seconds. 100 mana with a 70 second cool down.

If Healing Brew alone isn't cutting it, and by level 10 it probably won't be on its own, then you'll want to whip out Jug of 1,000 Cups. It's a great heal in large team fighting engagements. One thing to watch out for is that it can make you an obvious target to the other side, but if you have a well synergized team, this won't be too much of an issue.



## Talent Build

We've taken a look over the basic abilities, so now let's look at the talents. In this section, whichever talent is mentioned first is the one you'll want to be using in the majority of your matchups, as it will give you the best all-around strengths. Any additional talents mentioned at each tier are more niche applications that are dependent upon what the other team is doing or what your team's own composition needs are.

- ◆ **Level 1**

### **Conjurer's Pursuit**

While Li Li does have spells with very low mana costs, their incredibly short cool down durations means you'll be able to burn through them very quickly. Conjurer's Pursuit directly addresses this shortcoming by allowing you to increase your mana regeneration rate based on the amount of orbs you collect. The only time you want to get something else at tier 1 is if you have something like a Malfurion on your team pairing up with you and giving you increased mana regeneration.

- ◆ **Level 4**

### **Healing Ward**

While you do have a strong heal in Healing Brew, it caps out at a specific rate and can be overtaken by aggressive enemies. Healing Ward allows you to throw up HoTs in the area that'll help increase the overall rate of healing you can put out, which makes it a great addition to any healing build.

### **Mass Vortex**

If there's another healer on your team, then opt to get Mass Vortex at this tier instead. This significantly boosts your Blinding Wind ability by doubling the amount of enemies that are hit by it, which significantly reduces their damage output in team fights.

- ◆ **Level 7**

### **The Good Stuff**

This causes Healing Brew to have a healing over time component added to it. This is a terrific choice at tier 7 that will help keep your allies topped off in between fights.



### **Pitch Perfect**

If you find yourself having some significant mana problems, then opt to get Pitch Perfect at this point instead, as it will help you add in a few more Healing Brews before going OOM.

- ◆ **Level 10**

### **Jug of 1,000 Cups**

This is a powerful channeled healing over time spell that will significantly increase your group's survivability, particularly if the spell is combined with Healing Ward and The Good Stuff from the previous tiers. It'll be your go-to ultimate for nearly every healing build.

### **Water Dragon**

If you find yourself in situations where your enemies are getting out of team fights way too easily, then choose Water Dragon instead. It's one of the best movement speed reductions in the game and will make it easy to pick off any fleeing enemies.

- ◆ **Level 13**

### **Hindering Winds**

This adds a movement speed component to your Blinding Wind spell that makes the talent way too good to pass up, particularly at this stage in the game where you'll be doing a lot of team fighting.

### **Shrink Ray**

Shrink Ray follows the same principle as Hindering Winds: it reduces movement speed in order to take down fleeing enemies. It sacrifices the coverage of your winds spell to give you extra damage reduction, which makes it a better choice if your team is on the defensive.



- ◆ **Level 16**

**Two for One**

This talent doubles the amount of allies that get hit with your Healing Brew at the cost of increasing its total cool down by 1.5 seconds. The last part may turn people away from the spell at first, but it's truly a very fair trade off.

**Herbal Cleanse**

If you're fighting against an enemy team that's dishing out a lot of stuns, slows, roots, or anything similar, then choose Herbal Cleanse at this tier instead, as it removes them.

- ◆ **Level 20**

**Kung Fu Hustle**

This talent will significantly decrease the cool down on your abilities after getting hit in battle. This can be absolutely devastating when you're fighting multiple enemies, as it'll give you an even better way to spam them down.

**Jug of 1,000,000 Cups**

If you are paired up with a buddy or are regularly doing team fights, then opt to get this talent instead to beef up your powerful Jug of 1,000 Cups ultimate.

## **Game Play tips**

### **Early On**

Before the match starts, you'll want to find an aggressive buddy that's an assassin, assuming that every lane is full for the experience soak. You'll want to stick with them primarily, as Li Li is not the greatest when it comes to damage output. Support them and the rest of your team whenever you can and just focus on gaining mana orbs from enemy creeps.



### Mid Game

Once you've gotten into the game quite a bit, you'll want to be teaming up with a larger group in order to give your allies the most healing potential. You'll want to try to get everyone together in a huge team fight. Once a battle has started, you'll be primarily healing but will also have a big responsibility to throw out smartly placed Blinding Winds in order to avoid most of the damage rather than simply healing through it.

### Late Game

Once the game has matured, you'll have access to a ton of healing abilities and you ought to also have a fair amount of mana regeneration. At this point, urge your team to push as aggressively as they can and keep all your different heals up and running at all times while sprinkling in Wind and Serpent spells to help with damage.

## Brightwing

### Summary

Brightwing is one of the favorite options when it comes to the professional side of the game, and with good reason. She's arguably one of the most powerful support classes available but can be relatively tricky to learn for new players. If you're looking to really get serious about your game rankings as support, then make sure to check this hero out. She's certainly a different type of support and her main strengths lay in her numerous passive abilities and active debuffs along with her absolutely amazing mobility.

#### ♦ Pros

- Highly mobile
- Greatest crowd control spell in the game
- Offers great, unique bonuses to allied heroes

#### ♦ Cons

- Main heal is a passive, pulsing burst that's hard to understand at first



- You are limited by the skill of your allies.
- Requires very high map awareness to maximize potential.

Now that's we've taken a quick look into the strengths and weaknesses of Brightwing, let's delve deeper and see just how to play her effectively.

### Abilities

#### ♦ Arcane Flare (Q)

This is an area of effect nuke that does 70 (+20 per level) damage in a small circle and 35 (+10 per level) in a larger area. 50 mana with an 8 second cool down.

This is your bread and butter damaging spell that you'll be using all throughout the match.

#### ♦ Polymorph (W)

This is a crowd control ability that puts a targeted enemy out of commission for 2 seconds while also dealing 25 (+5 per level) damage to them. 60 mana with a 15 second cool down.

Polymorph is arguably the best crowd control ability in the game, so use it wisely. It'll damage and also keep players from attacking for two seconds. This is different from Polymorphs in other games in that damage does not knock them out of the effect.

#### ♦ Pixie Dust (E)

This is a movement speed buff that increases a friendly player's running speed by 25% while simultaneously reducing the damage they take by half for 4 seconds. 75 mana with a 12 second cool down.

This is a great movement buff to use in a defensive way to decrease incoming damage to run away or as an offensive spell to run down fleeing and damaged enemy heroes.



- ◆ **Emerald Wind (R)**

This ability dishes out 100 (+30 per level) damage in an area of effect while also pushing enemies out of the way. 90 mana with a 60 second cool down.

This does a significant amount of damage and can also be used strategically when it comes to collecting resources or defending allies who are trying to flee.

- ◆ **Blink Heal (R)**

This is a friendly targeted teleport ability that will heal the target for 100 (+15 per level). There are two charges that take 8 seconds to cool down, with an overall ability cool down of 1 second and a cost of 40 mana.

While you do have a passive heal that you start with, getting this ultimate will give you a bit more control to heal allies directly while also providing a great way to escape from an area quickly.

- ◆ **Phase Shift (Z)**

This spell teleports you to an allied player. No mana cost with a 30 second cool down.

This is what you use instead of a mount. You can teleport to any allied hero anywhere on the map, which makes it absolutely beastly when it comes to your overall maneuverability. Keep in mind it essentially means hearthing back to base to restore health and mana is very time efficient.

## Talent Build

Now that we've seen the abilities, let's take a close look at the talent tree to see how you want to build up your Brightwing. In this section, the talent mentioned first is what you'll want to choose in the majority of your games. Anything else is for niche situations based on how you're faring in the match, what the other team is doing, and what your own team needs.



- ◆ **Level 1**

**Bribe**

This gives you the ability to instantly recruit a mercenary after killing enough enemy minions. Brightwing is fairly weak when it comes to killing on her own, but this ability makes her absolutely phenomenal when recruiting mercs to push into lanes. This is a great overall talent to choose that'll get a lot of use throughout the game.

**Shield Dust**

This gives your Pixie Dust an extra block, which significantly helps the target to live through tough encounters. If you find that your team has no problem recruiting mercenaries then pick this spell up for added mitigation instead.

- ◆ **Level 4**

**Protective Shield**

This ability gives you a shield spell that'll protect heroes for 300 (+30 per level) damage for up to 5 seconds. As Brightwing doesn't have any basic shields, this is a great option to choose that'll make you a much better rounded support hero.

**Envenom**

If you have another support on your team or you simply want to focus on being extra aggressive in the match, then choose Envenom at this tier instead. Its powerful 180 (+30 per level) damage over 6 seconds is just enough to kill off unsuspecting enemy heroes, even after they've successfully run away.

- ◆ **Level 7**

**Gust of Healing**

As we've mentioned earlier, the passive heal can be difficult for Brightwing to utilize since it can't be used proactively. This talent directly addresses that by immediately causing your Soothing Mist heal to pulse once a second for 4 seconds. The downside is that this spell's long cool down makes it more situational than some of your other spells.



### **Regenerative Rains**

Gust of Healing was good if you needed a strong clutch heal, but if you need a bit more regular control over healing instead, pick up Regenerative Rains. It causes Soothing Mist to pulse every time you use an ability.

- ◆ **Level 10**

#### **Blink Heal**

This is an incredibly powerful and multi-faceted heal that can be used in a number of defensive or offensive capacities due to its instantaneous teleport. You'll almost always want to choose this if the group is relying on you to heal.

#### **Emerald Wind**

If you already have a main healer in the group, you may consider picking up Emerald Wind instead. It's particularly strong in resource collection maps and offers some good synergistic potential with your other allies' spells.

- ◆ **Level 13**

#### **Sprint**

One of Brightwing's biggest strengths is her mobility, so get this to be absolutely uncatchable.

#### **Sticky Flare**

If you find that you need to be a bit more aggressive in enemy engagements rather than floating around buffing everybody, choose Sticky Flare instead of Sprint in order to hunt down fleeing enemies much easier.

- ◆ **Level 16**

#### **Critterize**

This boosts damage against Polymorphed targets, so pick this up for an easy way to turn the tides in a battle.



### **Sticky Powder**

If you're in a group that has trouble running down fleeing enemy heroes, then opt to get Sticky Powder instead to give them a few extra seconds to catch them.

#### ◆ **Level 20**

### **Storm Shield**

Storm Shield is another powerful shield option that should always be picked up unless somebody else is healing.

### **Continuous Winds**

If you already have a dedicated healer on the team, then pick up Continuous Winds for extra damage potential and also more positioning control of enemies.

## **Game Play tips**

### **Early On**

Due to her Phase Shift ability, Brightwing is one of the most mobile heroes in the game. Rather than choosing a single lane to go in or a single person to team up with, you'll want to bounce around the map as much as possible. This requires constantly looking at each lane and seeing exactly when they'll need you. If you're with a random team, tell them you're doing this so they know not to be timid and can ping when they need you.

### **Mid Game**

Once the game has progressed, your team will be much more active. Stick with them during the team fights while keeping their health up as a priority and also throwing out Pixie Dusts and Polymorphs as needed. You'll be using a lot of mana at this point, so remember that your hearthstone ability can be used to get you back to base and you'll be able to quickly teleport right back into the fray, making fountains almost entirely unnecessary.



### Late Game

Once the game has progressed quite a bit, you'll still be focused on healing everybody and teleporting around as needed, but you'll want to start aggressively splitting up enemies using your gust and helping your team charge in with Pixie Dust and Sprint. Other than that, keep using the same rotation you had in the mid game.

## Tyrande

### Summary

If there's one thing to know about Tyrande, it's that she has a ton of versatility. She's able to be built up in a number of unique ways and can either dish out tons of damage, act as an anti-stealth resource collector, or fulfill the traditional role of healer. She's one of those heroes that are easy to learn but hard to master. Complete noobs will feel fine playing her, but her overall skill cap, particularly when it comes to her infinite range sniping capabilities, can be incredibly high. Overall, she's a great all-around character that is great for any group comp due to how many roles she can be made to fill on the fly.

#### ♦ Pros

- Easy to learn
- Very malleable throughout the fight, making her ideal for random groups
- High damage output for a healer
- Great anti-stealth capabilities
- Infinite range sniping

#### ♦ Cons

- Hard to master
- Lots of choices to make
- Slightly squishy



If it sounds like Tyrande might be the type of hero for you or if you simply want to try her out, let's take a deeper look at her abilities, talents, and see just how to properly play her while in the game.

## Abilities

- ◆ **Light of Elune (Q)**

This will heal an ally for 148 (+28 per level) health or yourself for 74 (+14 per level). 45 mana with an 8 second cool down.

This is your basic healing ability that'll be the foundation of any healing builds. It's relatively cheap and has only a medium length duration, so use it as much as possible (although do make sure to be mindful of over-healing).

- ◆ **Sentinel (W)**

You shoot an owl that will make its way across the map, revealing the location underneath of it. The first enemy hero it hits takes 76 (+16 per level) damage and is revealed for 5 seconds. 65 mana with an 18 second cool down.

This can be used in a number of ways: to grant vision for teleport heroes, to snipe fleeing or far off enemies, to use against stealth units while turning in resources, amongst many others. It's a strong ability that can be built up and combined with Hunter's Mark to dish out devastating burst damage.

- ◆ **Lunar Flare (E)**

This area of effect spell stuns all enemies in a target area for 1 second while also dishing out 216 (+36 per level) damage to them. 60 mana with a 12 second cool down.

This is an all around solid damage dealing ability that'll be a major feature in any DPS oriented builds you may choose to pursue.



- ◆ **Shadowstalk (R)**

This simultaneously reveals enemy heroes for 3 seconds while cloaking you and your allies for 8 seconds. 75 mana with a 70 second cool down.

This is the less popular of the two ultimates available to Tyrande, but it is still a solid choice if you're facing a team with a lot of stealth or find yourself constantly on the defensive.

- ◆ **Starfall (R)**

This spell dishes out 52 (+12 per level) damage to enemies every second for 8 seconds while also slowing them by 20%. 100 mana with a 100 second cool down.

This ultimate is an incredibly powerful spell that'll complement just about any build due to how versatile AOE roots can be.

- ◆ **Hunter's Mark (D)**

This debuffs an enemy (but not a structure) with a mark that increases all damage they take by 25% for 4 seconds. No mana with a 20 second cool down.

You'll want to use this ability constantly, even if you're a healing focused Tyrande. It's simply too good of a buff to pass up and can be combined with good team communication to nuke the most troublesome heroes on the other side.

## Talent Build

Now that we've seen Tyrande's basic abilities, let's take a look at how to upgrade and complement them with her talents. The majority of these are going to be based on whether you're trying to fill a healing or a more damage oriented role, so make sure to read each one carefully.



- ◆ **Level 1**

- Ranger's Mark**

- This talent lowers the cool down of Hunter's Mark by 8 seconds. While this is a damage oriented talent, it's still fantastic for any Tyrande build simply due to how powerful the Hunter's Mark debuff is to the overall group and should be chosen in most situations, regardless of if you're healing or doing damage.

- Celestial Attunement**

- If you're having trouble keeping your mana up or if your group is outputting enough damage as it is, you can opt to get Celestial Attunement at this tier instead. It'll reduce the overall mana cost of Light of Elune by a decent amount.

- ◆ **Level 4**

- Healing Ward**

- Healing focused builds will want to pick up Healing Ward for a powerful area of effect healing over time ability. Light of Elune is certainly good, but combining it with this talent will really make you feel much more like a true dedicated healer.

- Pierce**

- If you're not pursuing a healing build with your Tyrande, then make sure to pick up Pierce at this tier instead. This ability allows your Sentinel spell to pass through and hit multiple enemies at once, which makes it ideal in hero fights.

- ◆ **Level 7**

- Lunar Blaze**

- This increases your Lunar Flare range by 50%. Even as a healer, Lunar Blaze is a fantastic talent to pick up due to how well you can use it to chase down fleeing enemy heroes. It's also good to use if you're in the back healing and see that one of your allies needs to get out of the fight quickly.



### **Battle Momentum**

This lowers the cool down of all of your abilities with each basic attack, which makes it very powerful in either healing focused builds or if you want to maximize single target nuke damage. Healers ought to pick it up if their team is having more trouble than normal staying alive.

- ◆ **Level 10**

#### **Starfall**

This is the more popular of the two options and a very strong, all around great damaging ability that also slows enemies down. It's ideal for hero fights.

#### **Shadowstalk**

If you're fighting a team that has a lot of stealth units that are harassing you, then opt to pick up Shadowstalk as your ultimate instead of Starfall.

- ◆ **Level 13**

#### **Overflowing Light**

This spell grants a percentage based increase to your bread and butter Light of Elune spell when you're above half health, which makes it absolutely mandatory for any type of healing build.

#### **Huntress' Fury**

Damage oriented Tyrandes will want Huntress' Fury instead, which causes you to gain attack speed after using Hunter's Mark.

- ◆ **Level 16**

#### **Trueshot Aura**

This is a pretty boring ability that simply increases damage output. +15% is strong as a passive bonus, which makes it hard to pass up for healing builds that aren't otherwise contributing much in damage with their active skills.



### **Shooting Star**

If you find yourself using Lunar Flare against fleeing enemies quite a bit, then definitely pick up this talent instead of the passive Trueshot Aura.

#### ◆ **Level 20**

### **Rewind**

Rewind is an absolutely fantastic ability for a healer that is great in the late game when your whole team is spending a lot of time in the enemy base and you need as much healing output as possible.

### **Nexus Frenzy**

If you're playing a damage oriented and highly aggressive Tyrande, then make sure to pick this ability up instead for those late game base pushes.

## **Game Play tips**

### **Early On**

Make sure all lanes have at least one hero in them. If there isn't one, make sure to go to the empty one yourself. Take a look at your enemy team's comp as well as your own team's to see what's going to be needed in the fight. Is there another healer? Does the enemy team have a lot of stealth? This is going to tell you which way you'll want to start building your character. Other than that, stick to the lanes and soak up experience while dishing out heals to allies and nukes to enemies.

### **Mid Game**

Your build should indicate what you're going to stick with for the remainder of the game at this point. Damage oriented Tyrandes will want to fly around the battleground picking up map resources and mercenary camps while nuking down any enemies that are attempting to do the same. Healers will want to stick with a buddy during the mid game while getting off well placed snipes whenever such opportunities arise.



### Late Game

Late game Tyrande can be pretty chaotic with all of your great abilities. As a healer, you'll want to continue sticking to your group, dishing out Hunter's Marks on enemies, and throwing down your AOE spells whenever you get a chance and have enough mana. DPS Tyrandes will want to be doing the same but with a focus on positioning themselves correctly in order to nuke any fleeing enemies. Make sure to keep an eye out for stealth and keep your cool downs used up when fighting in the enemy base.

## Rehgar

### Summary

Rehgar is one of the best supports in the game. Between arguably the best ultimate and the overall best single target heal available in the game, he'll be a great addition to any comp that wants a beastly well-rounded healer that's able to keep everyone alive in even the toughest of team fights. Just about every single one of his basic spells are great and offer a lot of potential in a number of different types of encounters.

#### ◆ Pros

- Some of the best ultimates in the game
- Best single target heal
- Great root capabilities
- Wolf form makes him fairly maneuverable.

#### ◆ Cons

- No traditional mount
- Can be somewhat difficult to learn as a new player
- Does have DPS talents, but there's no real reason not to build him as anything other than a straight healer



## Abilities

- ◆ **Chain Heal (Q)**

Will heal a targeted ally for 118 (+28 per level) points and will then jump to two nearby allies, healing them for 59 (+14 per level) a piece. 70 mana with a 9 second cool down.

This is your bread and butter heal that'll be spammed throughout the game. The cool down is relatively significant, so make sure to save it up for when three people need it at one time to get the most use from it whenever possible.

- ◆ **Lightning Shield (W)**

Gives enemies a melee range AOE effect that does 11 (+3 per level) damage instantly and 22 (+6 per level) every second for up to 5 seconds. 60 mana with an 8 second cool down.

This is a great damage buff that can be cast on yourself while taking out mobs or even thrown onto a friendly creep to allow them to power through enemy mobs.

- ◆ **Earthbind Totem (E)**

Creates an area of effect totem with 95 (+20 per level) health that will slow any affected enemies by 35% and lasts for 8 seconds. 60 mana with a 15 second cool down.

This is a great all around root that can be used to trap any fleeing heroes or to get away in one piece.

- ◆ **Bloodlust (R)**

All nearby heroes receive a 30% movement speed bonus and a 40% attack speed bonus for 10 seconds. 125 mana with a 120 second cool down.

This is a fantastic way to really put pressure on the other side during a team fight, but it's important to understand which types of heroes benefit the most from it.



- ◆ **Ancestral Healing (R)**

Heals an ally for 740 (+140 per level) health after a short build up. 80 mana with a 60 second cool down.

The best single target heal available in the game, this can easily be used to instantly turn the tides of a hero fight.

- ◆ **Ghost Wolf (D)**

Instantly increases movement speed by 30% by turning into a wolf, regardless of whether you're in or out of combat. Basic attacks deal twice as much damage but will cancel the effect.

You'll get this instead of your mount. It's great to use to get into the fray quickly or to flee when you're in over your head.

## **Talent Build**

Now that we know Rehgar's basic abilities, let's take a look at his talents. The first talent mentioned at each tier is what you want to choose in most cases, with any additional options saved for only certain types of scenarios.

- ◆ **Level 1**

### **Healing Totem**

Rehgar has great heals available, but they each have fairly long recharge times. Healing Totem is just what you need to fill the gap in between cool downs. You want to choose this talent each and every time.

- ◆ **Level 4**

### **Feral Heart**

This doubles health and mana regeneration in Ghost Wolf form, which makes it a great way to recharge in between battles.



### **Farsight**

Feral Heart is a very strong choice, but if you're facing a team that has a lot of stealth characters, then get Farsight instead to make sure you aren't nuked before an important fight.

- ◆ **Level 7**

#### **Earth Shield**

This will turn your Lightning Shield spell into an absorption shield as well, which makes it a must have choice for any type of healing build.

- ◆ **Level 10**

#### **Ancestral Healing**

This is the greatest single target heal available in the game, so you'll want to choose this in just about any type of comp where you're healing.

### **Bloodlust**

Bloodlust sounds great, but it's only really effective when your group doesn't have too much difficulty staying alive and also when there are plenty of heroes on the team with high attack speeds. Don't just pick it up because of its potential as a flee button, as Ancestral Healing will almost always be better in defensive situations.

- ◆ **Level 13**

#### **Healing Surge**

This talent simply increases the effectiveness of your Chain Heal spell and also lets you heal up an additional secondary target, which makes it mandatory in the later stages of the game that features a ton of hero fights.



### **Feral Lunge**

If your group doesn't have any additional healing needs, then pick up Feral Lunge at this Level instead. This will give you a short charge like effect while in Ghost Wolf form while also giving you a significantly increased bit of damage when you first attack. This is an absolutely fantastic opener and can also be used defensively on an unfriendly creep if you're trying to get away from enemy heroes.

#### ♦ **Level 16**

### **Earthgrasp Totem**

This talent makes Earthbind Totem absolutely beastly by doubling its range and making its movement reduction almost a complete stun. This is absolutely amazing during late game encounters that feature a ton of mobile heroes.

### **Blood for Blood**

This is a slightly less powerful root than Earthgrasp but will give you the added benefit of health stealing if you need a bit more healing in your group.

#### ♦ **Level 20**

### **Storm Shield**

This is a very powerful shield ability that's based on the targeted ally's overall health. It's perfect during those late late game encounters where your enemies are blasting you down with their full repertoire of spells.

### **Farseer's Blessing**

This is a better option to choose if your team is having more difficulty than normal staying alive, as it will increase overall healing output.



## Game Play tips

### Early On

At the beginning of the game, you'll have a few options available. The first thing to ensure is that each lane has at least one ally in it for experience soaking. You'll be able to take a lane yourself if one of them is missing. Make sure to keep switching into Ghost Wolf mode before attacks to get that bonus damage and keep your shield up when fighting mobs. You'll have an alright time facing low level mercenaries but will still prefer to get a buddy to come help you.

### Mid Game

Once you've gotten into the mid game, you'll be ready for some aggressive pushing deep into the enemy base. Regardless of whether you've chosen Bloodlust or Ancestral Healing, make sure you're ready to dish them out at the right moment. Other than that, keep healing your allies and keep them shielded up.

### Late Game

The late game can be pretty tough depending on what type of hero comp you're facing. In addition to the healing you were doing before, you'll also want to keep a close eye on any heroes that are attempting to flee in order to cast smartly placed Earthbind Totems. Other than that, your overall aggressiveness is going to be dictated more by your allies than yourself, as you'll be in a more passive role as a truly dedicated healer at this point.



## Uther

### Summary

If you're new to playing the support role, then Uther is the hero you definitely want to check out first. He's one of the most well rounded supports in the game and is a great choice for beginners and pros alike. This strength of his is due to his ability to offer the traditional support roles: healing, buffing, and shielding, as well as a fair amount of things in team fights such as stuns and a decent amount of damage output (for a support hero).

Some may be turned off by Uther at first glance due to him being one of the only two melee range support heroes in the game. It's certainly better in theory to be a ranged support, but the selection of good stuns, his health pool, and his ability to go toe to toe in a hero fight makes up for the low amount of reach that he has.

#### ◆ Pros

- Great for beginners
- Good heals that also damage
- Can still heal after death
- Fantastic stuns
- Not squishy

#### ◆ Cons

- Uses mana quickly
- Melee range
- Poor escape skills

Now that you've gotten an overview of Uther and have seen a glimpse of what he can bring to the table, let's take a closer look and delve into some specifics and the different ways you'll want to personally utilize Uther to bring you and the rest of your team to victory.



## Abilities

- ◆ **Holy Light (Q)**

Heals target ally for 175 (+40 per level) health points. 90 mana and a 12 second cool down.

This will be your go-to healing ability that is what you'll rely on to keep yourself and your allies alive. It is rather expensive in terms of mana, so try not to over heal unless it's absolutely necessary given the situation. Once you pick up Benediction later in the game, it'll make it a lot easier to use.

- ◆ **Holy Radiance (W)**

Heals all allies in a straight line for 100 (+20 per level) health points and/or damages all enemies for 65 (+15 per level) health. 65 mana and a 12 second cool down.

This is your main attack spell that will also get priority over Holy Light when dealing with two or more allies. Try to line up the spell to get as much coverage as possible when targeting, regardless of whether it's being used to heal allies in a line or to damage enemies. This is also very useful when pushing enemy mobs.

- ◆ **Hammer of Justice (E)**

Stuns target for 1 second while dealing 60 (+10 per level) damage. 40 mana and 8 second cool down.

Use your stun rather liberally, given that it does have a relatively small mana requirement. The stun itself is short, so use it more to chase down enemies rather than trying to keep them out of the fray itself. You'll also use it to give an ally a bit of a head start when you're retreating, too.

- ◆ **Divine Shield (R)**

Makes targeted ally immune to damage while increasing movement speed by 20% for a duration of 3 seconds. 100 mana with a 90 second cool down.



This is a great shield that'll let you get out of trouble quickly but given its steep mana cost, it's almost always better to go with Divine Storm. If you do pick this up, it'll be used primarily in aggressive push and retreat situations.

- ◆ **Divine Storm (R)**

Stuns nearby enemies for 1.5 seconds while dealing 68 (+18 per level) damage in an area of effect. 75 mana with a 70 second cool down.

This is one of your most powerful abilities available and should be used as much as possible. Try to get as much coverage with it as possible each time that it's used, but feel free to use it on single targets should the situation call for it.

## **Talent Build**

Now that we've covered abilities, let's take a look at your talent system. For this portion of the guide, the first talent option mentioned in each tier is always your first pick and will generally be an overall great choice that works in a variety of different compositions. Any other talents mentioned are second or third priority that'll depend on how the game has been playing out.

- ◆ **Level 1**

- Conjurer's Pursuit**

This is almost always the best option to choose at Level 1 when playing Uther. As mentioned before, Uther has a lot of trouble when it comes to his overall mana usage and this talent directly addresses that. It increases mana regeneration slightly when you first get it and will further increase it with every three regeneration orbs you pick up throughout the game. During the overall duration of a match, this stacks up considerably if you're actively out there gathering them.



## **Block**

A fine alternative to Conjurer's Pursuit is Block if you find yourself not having any mana issues. This is ideal for healing focused Uthers that are looking to stay in the fight attacking enemies as long as possible, as it will significantly decrease the amount of damage you take.

Reach is a talent that is almost never used except in some very experimental or highly specialized builds, but Fist of Justice does have some promise if you're looking to be much more crowd control oriented. Other than that, stick with the first two we mentioned here the majority of the time.

## ◆ **Level 4**

### **Protective Shield**

This lets you activate a shield on an ally that'll absorb 185 (+35 per level) damage for up to 5 seconds. It has a 60 second cool down. This is an absolutely solid choice for any traditional support build that brings a ton of utility to your group. If you're ever in doubt, choose Protective Shield.

### **Hammer of the Lightbringer**

This talent causes your basic attacks to restore a bit of mana. This sticks to theme of mana regeneration that we've gone over before and really allows you to stay in the fray for a long time as Uther. While Protective Shield is probably best in a well maintained group, Hammer of the Lightbringer is great if there is another more dedicated healer in the group and you're out fighting on your own.

Both Boundless Conviction and Amplified Healing are better if you're trying to play very aggressively or are lone wolfing it in a disjointed group. This can be a successful strategy, but in the majority of cases you'll want to stick to a support mode and go with the other two options.



- ◆ **Level 7**

**Cleanse**

This removes any crowd control from the target and makes them immune to it for 1 second. This is the talent option you'll want to go with in most cases. When you get this, it'll allow your group or partner to be really aggressive and give them the ability to bite off more than they can chew and still get out alive.

**Burden of Guilt**

With this talent, your will cause the enemy to be slowed down for a short duration after the stun effect fades from Hammer of Justice. While Cleanse is a much better option to choose in general, Burden of Guilt is great if you're out trying to sneak up and take enemies by surprise.

For the others, Wave of Light is good if you haven't already chosen any mana regeneration talents; Holy Fire is more for damage focused builds; while Clairvoyance is good if you're dealing with cloaked assassins.

- ◆ **Level 10**

**Divine Storm**

This dishes out damage and stuns enemies, as mentioned above. While this might seem more offensively oriented for a 'support' hero, it is simply too good to pass up in most cases. The damage is decent, but the amount of utility you get from an area of effect stun is absolutely incredible, particular since you will still have Hammer of Justice. Always choose this if you're not sure.

**Divine Shield**

This is a targeted shield and movement speed boost. Divine Storm is the better option in most cases, but don't think that makes this ability a bad alternative. If you find yourself out with a dedicated buddy aggressively pushing into enemy territory or if you're going around ganking, consider Divine Shield instead of Storm.



◆ **Level 13**

**Shrink Ray**

This reduces a targeted enemy's damage and movement speed by half for 4 seconds. This is phenomenal in both offensive situations where you're trying to run heroes down or in defensive situations where you're trying to reduce your enemies' damage. This is also good considering you're a melee attacker that will need to close the distance between you and any kiting ranged attackers.

The others have some potential in niche compositions, but you'll otherwise want to stick with Shrink Ray.

◆ **Level 16**

**Benediction**

This reduces the mana cost and cool down time of your next ability for ten seconds. This is just a great well rounded ability that'll be useful in just about any type of comp.

Hardened Focus is a decent alternative to pick up if you prefer staying in the back while healing and shielding, but doing so is not really utilizing Uther to his fullest potential. For the other two, you'll want to skip in 99.9% of compositions and maps.

◆ **Level 20**

**Redemption**

This automatically resurrects you after Eternal Devotion with half health and can be utilized every 180 seconds. Choose this whenever you're not sure exactly what else to choose.

**Divine Hurricane**

If you find that you're not really dying all that much because your team is working together very well, choose Divine Hurricane instead of Redemption (assuming you chose Divine Storm). This is just a great, well rounded buff to your arguably best ability and will really allow you to dominate the other team and bring your side to victory.



## Game play tips

### Early On

As you've likely gone with Conjuror's Pursuit for Tier 1, at the start of the match you'll want to be out actively killing enemy mobs. The next priority is to ensure that every lane is covered to gather as much experience as possible. Make sure each lane has at least one hero fighting in it. If they already do, then you'll want to find an active assassin early on and stick with them while fighting. It's best to get one that won't need the orbs you benefit from. Early on, don't be afraid to go out solo if you see that a lane is empty, but only do this if there's nobody else to cover it. Generally, you'll want to leave the PVE stuff to the assassins or specialists unless they call for help.

### Mid Game

Later on in the game, you'll want to roll around with your team and be a dedicated healer and stunner in most situations. Make sure you're actively running into the fray and melee attacking and be ready to heal any allies (or yourself) if you notice a health bar getting low. Also be ready to stun lock any fleeing enemies.

### Late Game

Once you've progressed into the game considerably, you'll want to focus on aggressive expansion into enemy territory. If your team isn't all together, find yourself an assassin to join up with and start prowling for enemy heroes. With a combination of your own survivability, stuns, and heals, you'll be able to take on quite a bit with a good assassin at your side.



## Tassadar

### Summary

Tassadar can be a tough hero to learn simply because of how unique it is as a support unit. It's arguably the best support in the game when it comes to damage output, which is rather counter-intuitive for a role that's traditionally about healing. While he does have some basic healing capabilities, his main strength revolves around the smart usage of shields and the numerous ways he has to get out of the fight.

- ◆ **Pros**
  - Most damage oriented Support
  - Great escape skills
  - Best shields in the game
  - Great anti-stealth because of Oracle
  - Tough to play makes for a good challenge
- ◆ **Cons**
  - Very difficult to learn
  - Not many healing options for a Support hero
  - Requires high situational awareness

Without a doubt, Tassadar is certainly one of the more interesting support heroes that you can play. If it sounds like Tassadar might be right up your alley, then let's take a closer look at the hero and see exactly what we need to do to play him effectively.

### Abilities

- ◆ **Plasma Shield (Q)**

Absorbs 240 (+40 per level) damage on a target ally for up to 8 seconds. 60 mana with an 8 second cool down.



This is arguably the most powerful shield in the game with a ridiculously high amount of absorption and a ridiculous 8 second duration. Combine that with the lower mana cost and 8 second duration means this spell is going to be used a lot. Only one can be up at a time so really try to figure out just who it is in the area that needs it most and make sure to keep reapplying it while the battle wears on.

- ◆ **Psionic Storm (W)**

Damages enemies for 50 (+10 per level) points of damage every second for 3 total seconds in a small area of effect. 65 mana with an 8 second cool down.

This spell is your best friend, but it can be tricky to use at first. It has a small area of effect but is otherwise instant and has a decent amount of range. You'll want to use this as your main damage ability, but you'll also be able to use to snipe down enemy heroes and cover a ton of ground with later talents. Just remember that Second Strike does not allow the damage to be doubled, so keep them spread out at all times.

- ◆ **Dimensional Shift (E)**

Turns Tassadar invisible and makes him immune to damage for a 1.5 second duration. 75 mana with a 20 second cool down.

Given its relatively high mana usage and fairly long cool down, you won't want to be using this spell every time. This spell will allow you to push aggressively and get out of tough situations easily once you've become outnumbered, so make sure you're out there pushing at all times.

- ◆ **Archon (R)**

Transforms Tassadar into an Archon for 12 seconds. This gives the hero a 240 (+40 per level) shield and an attack that does 76 (+12 per level) damage with an additional 38 (+6 per level) damage as splash. 80 mana with a 100 second cool down.



This spell turns on Tassadar's beast mode and can easily turn the tide in any battle and will even be able to be used as a weaker version of Dimension Shift and allow you to get out of rough situations easily. If you get to level 10 first, make sure to use it against your enemies as quickly as possible to capitalize on your advantage. Another great thing is the relatively low mana cost will let you keep a high mana pool for your other spells.

- ◆ **Force Wall (R)**

This creates a wall that blocks enemies for 2.5 seconds. 35 mana with a 12 second cool down.

This has some situational usage that can be used to chase heroes down or keep them from chasing down one of your allies, or yourself. Generally speaking, you'll almost always want to get Archon instead, simply due to how much of a benefit it gives.

- ◆ **Oracle (D)**

This greatly increases your vision range while also allowing you to detect cloaked enemies for 5 seconds. 25 mana with a 30 second cool down.

This is a great anti-stealth ability but its relatively long cool down can make it tricky to use. You'll want to stay proactive and aware of your surroundings at all time so you can utilize it to its fullest advantage. It's also a great way to force them out of stealth if they're trying to run away (particularly if they're other Tassadars who attempt to shift out of the fight).

## Talent Build

For this section, the first talent option listed at each tier is the priority and the one you'll want to choose that'll give you the best, all-around benefit. Any second or third additions are only suggested depending on what your team and the other team has been doing specifically.



♦ **Level 1**

**Conjurer's Pursuit**

Conjurer's Pursuit increases mana regeneration rate based on the amount of orbs you collect. As Tassadar is a relatively mana heavy support hero, this is a great option to get that'll significantly increase throughout the game. Always choose this if you're not sure what to get at this Level.

**Psi Infusion**

Choose this if you find yourself in a team comp that has other heroes aggressively going after orbs or if you're trying to be a more damage oriented Tassadar. Like Conjurer's Pursuit, it really helps to combat some of your mana weaknesses.

♦ **Level 4**

**Healing Ward**

This will cause an area of ground to slowly regenerate the health of any nearby allies. This is the first choice you want as support, since Tassadar doesn't have any healing capabilities when he first starts out. The heal from this is relatively slow, but using them in conjunction with one of your powerful shield abilities makes it very viable.

**Leeching Plasma**

This will give allies affected by your shields a leech life attack. This is a good option if you're paired up with an assassin that wants to play very aggressively or if there's another healer on the team.

♦ **Level 7**

**Static Charge**

This empowers your attacks on enemies that have been targeted by Psionic Storm. You'll want to be using Psionic Storm quite a bit, regardless of your specific build. While the other talents here do sound good in theory, you'll still definitely want to go with Static Charge before anything else simply because of just how good it is in practice.



- ◆ **Level 10**

**Archon**

This turns you into an Archon, which is detailed in the previous section. This is just an all around great ability that can be used in both defensive and offensive manners. You'll almost always want to choose this unless you're trying to fulfill a very unique role in an unorthodox group comp.

- ◆ **Level 13**

**Shrink Ray**

This lowers the damage output and movement speed of a targeted hero, which makes it great in both defensive situations where you're taking too much damage and also offensive situations where you're trying to pin a fleeing enemy down. It has a 60 second cool down, which offers great situational utility.

**Distortion Beam**

If you find yourself actively and regularly aggressing against the enemy team, then pick up Distortion Beam instead. It isn't as powerful as Shrink Ray but supplies a constant slowing effect to enemies that can be used to great benefit when grouped up with your allies.

- ◆ **Level 16**

**Second Strike**

After casting Psionic Storm, you get a free one to use immediately afterwards. Keep in mind that the damage doesn't stack, so consider this more of an area of effect range increase. This is a great way to rip through computer mobs and clumped up enemy heroes alike. Unless you're seriously behind or are looking to be hyper aggressive, go with this option every time.

**Dimensional Warp**

Dimensional Warp will cause your Shift spell to heal you while also increasing your movement speed. This can be useful if the enemy team is beating up on you pretty bad or if you're looking to be really aggressive by charging into enemy territory.



◆ **Level 20**

**Twilight Archon**

This significantly boosts your Archon ability, which is arguably the most powerful ability you have available. This is an all around fantastic talent to get that should be chosen every time.

**Game Play tips**

**Early On**

While Tassadar is a support character, he's one of the best of this role when it comes to dishing out damage. This gives you the ability to play as a semi-Assassin and also as a shield support that can really turn the tides in a small scale hero battle. Given this, you'll want to switch around to the different lanes during the beginning portion of the fight depending on who needs you the most at the time. You aren't really good at taking out mercenary mobs, though, so skip those unless an ally needs help with them. Just remember to make sure that every lane has at least one person in it in order to collect all of your potential experience.

**Mid Game**

Later on in the game, you'll have unlocked Archon and will really be able to escape from just about any tough situation very easily. Because of this, start harassing as much as possible and aggressing into the enemy base in order to keep them on their toes. You're allowed to get in over your head as Tassadar simply because of just how much utility you have between your Archon ability and your incredibly powerful shield spells. You're still not really powerful enough to solo mob camps (aside from the smaller ones), so unless an ally needs help, keep focusing on the enemy players.

**Late Game**

During the late game for Tassadar, you'll want to stick with the same type of harassment and aggressive tactics that you employed mid game, but you also want to stay within a decent range of your allies to support them with shields when they come upon any roving bands of enemy heroes at crucial map nodes. Keep over extending and pulling back while also tripping up enemies that try to flee with your slowing effects and you will be able to lead your team to victory in no time.



## Malfurion

### Summary

Malfurion is an absolute beast when it comes to healing. Seriously, if you are interested in playing a dedicated healer that can keep allies alive in the most roughest of encounters, then choose Malfurion. You'll understand why by taking just a cursory glance at his ability selection, but it goes even further when you consider just how well they can be upgraded and how well they can be combined together.

- ◆ **Pros**
  - GREAT heals, one of the best healing supports in the game.
  - Healing over Time lets allies stay topped off while you're doing other things.
  - Innervate makes you a strong component of any team composition.
  - Moonfire is instant strike, making it great for sniping.
  - Moonfire is an also great anti-stealth spell if you keep your eyes open.
  - Good root capabilities
- ◆ **Cons**
  - HoTs means over healing and wasted mana.
  - Can't innervate himself, rather resource dependent.
  - Fairly weak when going head to head, always have a buddy.

Let's take a closer look at him and see just how to play him.

### Abilities

- ◆ **Regrowth (Q)**

This heals a target ally for 52 (+12 per level) instantly and also 130 (+30 per level) health over 10 seconds. 75 mana with a 7 second cool down.



This will be your main direct healing spell that'll keep your allies topped off and out of danger in-between fights. It does have a relatively high mana requirement, so make sure you are keeping an eye out on your energy consumption in order to get the most out of it.

- ◆ **Moonfire (W)**

This instantly deals 40 (+10 per level) damage to all enemies within a target area of effect while also revealing them if cloaked. 20 mana with a 3 second cool down.

This is your main damage dealing ability that'll be used constantly throughout the fight, particularly since it has both a low mana cost and low cool down duration. You'll want to use this at all times to damage, but its best strengths include its instant cast feature. You can use this to snipe enemies collecting nodes or running away and even enemies who try to stealth out.

- ◆ **Entangling Roots (E)**

This is a growing area of effect root lasting 1.5 seconds that also deals 54 (+24 per level) damage over the duration. 75 mana and a 12 second cool down.

This is your go-to root spell, but it can be fairly difficult to pull off given how slow it comes out. You'll need to learn how to lead the enemies you're targeting with it in order to make sure they don't dodge the area of effect it leaves in the area. The damage over time component makes it a great choice when facing enemy mobs, too.

- ◆ **Tranquility (R)**

This heals nearby allies for 29 (+9 per level) over 10 seconds. 100 mana and a 100 second cool down.

This is another great and powerful healing over time spell that'll really begin to show you just how much potential Malfurion has once it's unlocked. It's fairly weak on its own, though, and should really only be used in conjunction with other healing spells.



Twilight Dream (R). This is a large area of effect 3 second silence that also damages nearby enemies for 136 (+36 per level). 100 mana with a 90 second cool down.

This is more of an offensive choice for Malfurion, which should only be picked up for more niche builds. If you do choose this, it's great as a silence when facing enemies that can dish out charged up damage.

- ◆ **Innervate (D)**

This gives a targeted ally (but not yourself) 100 mana over a 10 second duration. 30 second cool down.

This spell will make you a ton of friends and should be used virtually every single time it comes off cool down (within reason). It's one of the best spells you have as a support hero and one that has a potential to make your team powerful (if you keep it used on a mana burning ally, they'll be able to put talents into other areas rather than simply in mana regeneration).

## Talent Build

For your builds, the first option at each tier is your priority choice that works in the majority of situations. Only delve into the second or third options if your needs meet its criteria.

- ◆ **Level 1**

- Conjurer's Pursuit**

This will increase your mana regeneration based on the amount of orbs you collect. While Malfurion does have the strong Innervate spell, he cannot use it on himself. This is a great way to address that by having your mana pool stay up longer during the fight. You'll want to choose this talent virtually every time.



- ◆ **Level 4**

**Healing Ward**

This is a fairly powerful area of effect healing over time spell that's great when using your hero as a dedicated healer. Specifically, this is a great choice if you're the main healer in your group and everyone is attacking together throughout the duration of the map.

**Protective Shield**

If you find that your group is splitting up quite a bit or there is plenty of healing from other characters going around, opt to get Protective Shield at this tier instead of Healing Ward. It is a fantastic single target shield ability that'll really help guard against enemies that like to nuke.

- ◆ **Level 7**

**Enduring Growth**

This increases the duration (and total healing) of Regrowth by 6 seconds. This is without a doubt the number one spell to get at this tier. It significantly increases the overall effectiveness of the spell you'll be using most. You'll want to choose this every time unless fulfilling a niche role.

- ◆ **Level 10**

**Tranquility**

This is similar to Healing Ward in that it is a powerful area of effect healing over time spell. As mentioned before, Malfurion is one of the best healing support heroes in the game, so you'll want to choose this with virtually any comp you're running with.

- ◆ **Level 13**

**Life Seed**

Every 15 seconds, a damaged hero will automatically be given the healing over time buff from Regrowth. This is yet another way to dish out even more healing over time capabilities, which makes it a strong addition to any healing comp for Malfurion. When in doubt, choose Life Seed.



### **Shrink Ray**

If you find that your allied team has enough healing as it is, opt to get Shrink Ray instead. It allows you to reduce enemy damage in a defensive capacity while simultaneously reducing their movement speed, which is great as both an offense and a defense.

#### ♦ **Level 16**

### **Tenacious Roots**

This is an all around great buff for your Entangling Roots spell which will give you even more control over your enemies' movement capabilities. You'll know if you need to pick this up based on how much you're using the base spell throughout the match (which, in most cases, should be quite a bit).

### **Hardened Focus**

This causes your cool downs to regenerate considerably faster when at high health. This is great overall but particularly good when it comes to Innervate, which makes Hardened Focus an excellent choice when running with heroes that are burning through their mana much too quickly.

### **Hindering Moonfire**

This makes Moonfire slow targets for a short duration. Your Roots spell is fantastic for stopping enemies in their tracks, but only when it successfully lands. Pick up this talent if you find yourself facing enemies that like to run in and out with cheap shots or are fleeing a lot.

#### ♦ **Level 20**

### **Serenity**

This increases the amount of healing Tranquility puts out while also causing it to restore mana. This is by far the best option in most general encounters, as it'll add even more mana regeneration capabilities to your repertoire. Choose this if you aren't 100% sure.



### **Storm Shield**

This shields every nearby hero for a short duration. This is a bit more niche than Tranquility but is particularly useful if you're fighting an enemy team that has a lot of burst heroes who are bringing down your squishy team members much too quickly.

## **Game Play tips**

### **Early On**

When you first start up the match, you'll first want to make sure that every single lane has at least one person in it to split up the experience. This is the first priority. You don't really want to go off alone as a Malfurion. If you see an empty lane, make sure to talk to the team to get them to spread out. Only go off on your own if there's absolutely no one else covering the lane.

Assuming the lanes are all covered, you'll want to look to team up with one of the following: an aggressive assassin that wants to really push through the enemy gates early on, with whichever hero is in the lane with the most enemies, or with a hero that tends to burn through their mana quickly (a specialist is often good for this latter category). Stick with them throughout the beginning but don't be afraid to bounce around if you have an assortment of all three types of situations.

### **Mid Game**

Once you've gotten into the game a bit, you'll want to stick with the bulk of your team while going after mercenaries and map objectives or while pushing into the base. It's incredibly important at this point to make sure you're constantly using your Innervate spell (it's free) so that nobody is losing out on any potential mana. Other than that, remember to help your team by rooting anybody trying to get away and sniping them with your instant shot Moonfire spell.



### Late Game

Within the late game, you'll still want to be with the bulk of your team throwing down healing over time spells and using Innervate at every possible moment. If you're on the offensive, try to root down any incoming enemies before they get into the fray. If you're trying to defend your own bases, do the same and remember to keep all of your healing over times up as much as possible for everyone.





# BATTLEGROUND

## Blackheart's Bay

The unique objective of this map is Blackheart's ghost ship that bombards enemy buildings if a team acquires the pirate's favour. This is a three lane map. A lot of the objectives having to do with Blackheart are located in the lower part of the map. The upper part shouldn't be overlooked, because there is the grave golem.

This map is revolving around Doubloons, it requires team play to collect Doubloons from various sources and to hand them in to Blackheart to win his favor. Players can expect hefty team fights, mainly in the map's centre while handing or collecting Doubloons for their team.

### Map Objectives

#### Blackheart

Blackheart is a pirate, located in the middle of the map. He is the one to see when handling Doubloons. Handing in your Doubloons takes 6 seconds (channeled), which gives the enemy team the opportunity to interrupt as any damage taken immediately interrupts the six second channel.

The first team to give 10 Doubloons to Blackheart will win his favour and will be granted assistance for a short time. Upon winning his favour, his ship will bombard opposing team's fortifications, dealing massive damage. After 12 shots (3 per building) he is yet again, available and the number of Doubloons required to gain Blackheart's favour is increased by two every time he becomes neutral.

#### Doubloons

The currency that wins you Blackheart's favour. Currently there are three ways to gain Doubloons



- **Heroes**

Heroes that acquire Doubloons can be attacked by the opposing team, which makes them the prime target for killing. You can see the amount of Doubloons a player is carrying above his head. Once the said player is dead, he drops all the Doubloons he's carrying, enabling other players to pick it up. Both your team mates as well as the opposing team can pick them up.

- **Camps**

So called neutral camps are located near the base of each team. Each team only has one and the mobs are easily killable and grant two Doubloons per spawn.

- **Treasure Chests**

There are two chests that contain five Doubloons and spawn in the map's center. The first one is located in the top lane and the other in the bottom lane. These chests can be attacked with basic attacks and each basic attacks will spawn one coin near the chest. When attacked enough times, the chest will explode, spawning Doubloons for anybody.

### Timers

- 0:40 – Camps
- 0:50 – Chests
- 1:10 – Blackheart

### Respawns

- 2:30 – Skeletons
- 3:30 – Siege
- 4:30 – Bruiser
- 5:00 – Boss
- 2:30 – Chests



## Cursed Hollow

The battleground is a dark realm ruled over by the Raven Lord, within the realm of the Raven Court, set in a haunted forest.

### Map Objectives

The main objective of this map is revolving around paying tribute to the Raven Lord in order to curse the opposing team. The Raven Lord demands tributes, which appear in the forest, in the centre of the map. When a team gains three tributes, the opposing team becomes cursed.

This is a two lane battleground and all the objectives are located in a forest between these lanes. Several watchtowers are located here. They overlook the main path in the forest, mercenary camps, tribute spawn points, so controlling lanes is essential to win this map.

Tributes spawn periodically at one of several spawn points. Do not chase the tributes alone, as the likelihood of you being successful is small. Always be in groups while capturing and try to delay or defend the tribute from the opposing team when interrupted.

- **Tributes**

Tributes are randomly appearing buildings across the map (they have a fixed set of spawn locations, but these are picked every time at random). If you want to capture a tribute, you must cast a channel for six seconds. During this duration, any damage taken or movement will immediately interrupt the channelled spell cast, so the channel needs to start over. Expect getting attacked by the opposing team as soon as you will be channeling, because those six seconds are really long. Sometimes there may be a single opposing team's player that won't be trying to kill you, but rather interrupt your 6 second cast.



- **Curse of the Raven Lord**

Note that collecting a single or even two tributes will not do anything, however, once a team collects 3 tributes (doesn't need to be one after another) the Raven Lord will curse the opposing team, turning their minion's health pool to 1 and disabling towers any attack capabilities. Teams do not lose tributes if the opposing team has been successful with their curse.

While Curse of the Raven Lord is active, be prepared to push and destroy as many towers as you can. The push is the most efficient when you are obviously grouped up. If your team is cursed, try to defend. Again be grouped up, because there is nothing an individual would be able to do while cursed, while the opposing team attacks towers.

- **Timers**

2:00 – All camps spawn

- **Respawns**

3:00 – Siege

4:00 – Bruiser

5:00 – Boss

## Dragon Shire

This is a very large battleground with a lots of gardens, knights, squires, lords, ladies and maidens. It was designed in a clear fairy tale setting.

The Dragon Knight is dormant in the Dragon Altar located in the centre of the map, teams must capture two obelisks at the top and bottom of the map to receive his power.



This is a two lane battleground, with an obelisk next to each lane and the Dragon Altar located in the map's centre, close to the upper lane. There's one watchtower at the centre of the map which covers most of the jungle and enables you vision of opposing team's movements and rotations. Mercenary camps are located in close proximity of each team's forts which is why it is so difficult to take mercenaries of the opposing team.

The Dragon Altar is located in the centre of the map and remains locked until one team captures both Obelisk of the Sun and Obelisk of the Moon. Once are these obelisks captured, the altar becomes unlocked for the team. Once a hero channels the altar for a short time, he becomes immensely empowered and is granted the form of the Dragon Knight that lasts several minutes. Make sure to use the transformation in an efficient manner, for example to bring down opposing team's forts. Be grouped while you are pushing.

### Map Objectives

The objectives of this battleground revolve around capturing two Obelisks in order to become the Dragon Knight, get a power boost and wreak havoc during its duration.

- **Obelisks**

Obelisk of the Sun is located in the upper lane, while Obelisk of the Moon is in the bottom lane. In order to capture an Obelisk, a player needs to cast a channel for a short duration. Any damage taken or movement during channelling will result in the channel's immediate interruption. Note that capturing one Obelisk doesn't mean anything. If both teams have one obelisk they still have a chance to capture the second one.

- **Dragon Knight**

As soon as one team captures both Obelisks, they choose a team member to go to the centre of the map (the Altar) and channel upon it. Once completed, Obelisks become again neutral, but they cannot be channeled upon, until the Dragon Knight is dead or his time expires, since it only lasts for a couple of minutes. The Dragon Knight becomes a fast mobile tank and/or damage dealer, who doesn't have issues with tower tanking.



- **Timers**

1.15 – Shrines

2.00 – All camps spawn

- **Respawns**

2.00 – Shrines from the moment the dragon knight dies

3.00 – Siege

4.00 – Bruiser

## Garden Of Terror

When night falls, horror sprouts in the Garden of Terror. Kill the terrors, collect their evil seeds, and let your green thumb bring victory!

This is a three lane map. When night falls, shamblers will come out in the garden area of the map and all normal mercenary camps will vanish.

Once the royal gardens were a splendor to behold. But lately a shadow has fallen over them...Writhing tendrils creep across the grounds at night, and a number of servants have disappeared while walking its twisting paths. Queen Nightshade claims to be unaware of these incidents, but some are beginning to suspect she has gone mad.

### Map Objectives

This battleground is based on a day / night sequence.

During the day, the main objective for all players is to gather seeds, 100 of which will allow them to summon a Garden Terror in their main space on a patch of fertile soil. This is very similar to Dragon Knight of Dragon Shrine and is a timed summon.



At night, players will want to kill shamblers that spawn all over the map. They are indicated by purple marks on the map. Visibility is reduced during night. Night will not end, unless all shamblers are killed.

- **Shamblers**

Creeps arising at night, all night horrors must be killed to bring back the day. Each night horror drops seeds which can be used to summon the Garden Terror. They spawn in the center of the battleground

- **Garden Terror**

Is a summoned on a patch of fertile soil after collecting 100 seeds, during which the player that moves onto the patch within their base becomes the Terror for a limited amount of time. It will die if a player does not take control of the terror within a minute of it spawning. It has three abilities.

### Garden Terror Abilities

#### Spore Queen's Curse

After a short delay, enemy heroes in the target area are turned into plant zombies for 5 seconds.

- **Plant Zombies**

Players turned into zombies remain transformed for 5 seconds, while in this form, they have their Movement Speed reduced by 30%, become silenced and are unable to attack.

- **Planet Horror Overgrowth**

Disables and damages all enemy structures within a large area as long as the Horror Overgrowth remains alive. Deals heavy damage to minions within its area of effect.

- **Sprint**

Gives the Garden Terror a temporary boost in movement speed.



- **Timers**  
1.30 – Night  
2.00 – All camps spawn
- **Respawns**  
3.00 – Siege  
3.20 – Night  
4.00 – Bruiser

## Haunted Mines

This is a two level battleground connected by a mine shaft. The special objective is to collect skulls that spawn inside the mine. The skulls empower the golem of both teams. The Haunted Mines are part of the Raven Court, and fall under the domain of the Raven Lord.

### Map Objectives

Objectives are revolving around collecting as much skulls as possible, to increase your team's golem.

This is a two lane map. Above ground at the end of the map and underground with the mines and many twisting tunnels. To get to the second level, players must wait until the entrances to the mines (second level of the map) open. These are located at the middle of each lane.

- **The Mines**  
Mine entrances are located at the middle of each lane. After a short time has passed, mines open up for the players allowing them to enter the mines and kill neutral minions for skulls. Mines have multiple winding tunnels, with a boss room at the far right. When a team obtains 100 Skulls, a grave golem appears for each team, one located in the upper lane and the other one in the lower one.



- **Skulls**

When players collect skulls, your team automatically gets them, so you can't drop anything. The skull count is increased every time you walk over them.

- **Killing Minions to Obtain Skulls**

Minions within the mines are really weak, so there is no need to send the whole team to the mines. It's best when some team members are guarding the entrance so that the enemy players cannot get in. Of course, exceptions apply and sometimes there are really massive team fights within mines. When you are the only one within mines you can usually expect an unpleasant surprise, since most of the time at least two or more players from the opposing team will be in as well. Always try to enter the mines at full health and maximum mana.

- **Grave Golem**

The golem is tough and has a lot of survivability, so it's good to send two or three players, immediately to bring him down. Once dead, he drops lots of skulls, which can be collected, unless the enemies interrupt the process. The more skulls you collect the more powerful with your Grave Golem become. Defend the golem while he is wreaking havoc. Stay grouped up while defending to lengthen the golem's life span.

- **Timers**

2:00 – Mines

2:00 – All camps spawn

- **Respawns**

2:00 – Mines from moment last golem was killed

3:00 – Siege

4:00 – Bruiser



## Sky Temple

Floating above the vast desert sands of Luxoria, the Sky Temple serves as a center of worship for the snake god, Ka. He stores his great powers within the temples, each of them secured by guardians. With such defenses, no warriors would think to seize the god's power for themselves... or would they?

Sky Temple is a battleground with an Egyptian theme.

### Map Objectives

Sky Temple is a vast map, where most of the objectives are located outside of the lanes. Teams must periodically fight to capture the ancient temples, defeat their guardians and use their power to destroy the enemy's forts.

Boss is located in the middle of the map (in the Mosh Pit). This object is dangerous to take, because both teams can easily disrupt the other team's attempts to capture the Boss. It is in your best interest to avoid this objective, unless your team has a huge level difference between the opposing team.

Proper positioning and team management is the way to go here, since the map is really huge, disorganization almost always leads to a lost battle.

- **Temples**

One, two or all three temples can be activated at the same time. To control a temple, a player must be in its ground and it will turn in the team's color. If all of your team mates die or move out of the control zone, you lose control of the Temple. After the five guardians of the Temple are killed, the Temple will shoot five powerful laser shots in the enemy's buildings. Once a temple has run out of ammunition, it will go back into



hibernation for a short time, before it randomly becomes again available for capture. The temples from the top to the bottom are named Crocodile Temple, Snake Temple and Jackal Temple. Temples become active at random, making it impossible to predict which one will be next.

- **Mercenary Camps**

Players will find all three mercenary camps on Sky Temple.

Siege Giants are located near the bottom lane and will push the nearest lane when captured.

Bruisers are located near the top lane and the Boss it near the bottom lane.

- **Watch Tower**

There are three watch towers. Two are at the team's bases, and one is in the centre. Whichever team captures and holds the watch tower can see through the fog of war surrounding the tower, a strategic advantage not to be missed.

- **Timers**

1.30 – Temples (top and mid)

2.00 – All camps spawn

- **Respawns**

2.00 – Temples from the moment the final blast goes off

3.00 – Siege

4.00 – Bruiser

5.00 – Boss



## Tomb Of The Spider Queen

The tomb's grand halls and labyrinthine passages speak to a vast cavernous under-city, which features regal structures, moody lighting, and a host of creepy corners...and spiders. Great riches lie within the tomb.

This is a compact, three lane Battleground that features a dark and moody interior space where you destroy enemy minions to claim the Spider Gems they drop. Turning in enough of these gems will earn you the favor of the Spider Queen, and she will summon a powerful wave of Webweavers to ally with you and attack enemies. You drop any Spider Gems you're carrying when you die, but while your enemies can't pick them up, savvy opponents may deny your teammates the opportunity of retrieving these valuable riches. The gems will disappear after a certain time if not picked up.

This map is the smallest battleground in the Nexus, with the lanes located very close to one another.

### Map Objectives

The main map objective revolve around gaining favor of the Spider Queen.

- **Collecting Spider Gems**

Enemy spider minions and Heroes drop magical Gems upon death. Gather as many as you can. The mechanical spiders that walk down the lanes drop gems upon death. Having early lane presence will allow your team to quickly start collecting these gems for turn in. At the very start of the game, try to be grouped up and collect as many gems as possible.

- **Turning in Spider Gems**

Relinquish your Gems at one of the Spider Queen's Altars or you will drop them all when you die. Deposit the gems you and your team have collected at two designated spots in the map. Once you turn in enough to satisfy the goal, your team will be granted Webweavers.



- **Summon Webweavers**

Whichever team turns in enough Gems first, will unleash the Webweavers to destroy their enemy's forts. Webweavers spawn at your foremost creep wave and will start to push alongside them. Use this to your advantage in order to capitalize on other objectives or siege damage.

- **Webweavers**

These are minions that can be summoned in a wave by turning in 50 gems, and will automatically attack the opposing team, travelling down one of the map's lanes. The number of gems required, is increased by 5 gems for each wave. They will periodically summon melee warrior minions at their location that will as well, automatically attack the opposing team.

- **Timers**

2:00 – All camps spawn

- **Respawns**

3:00 – Siege

4:00 – Bruiser



# BATTLEGROUND STRATEGY FOR SUPPORT

## Tomb Of The Spider Queen

The Tomb of the Spider Queen is one of the hardest battlegrounds to come back from if you're behind, so as a support hero, you need to really focus on keeping each of your team members alive. This is particularly true during that first portion of the game before either side gets their spiders. Rather than being in a specific lane, you'll want to float in between lanes in order to provide support to whoever needs it most. While you're doing this, you'll want to farm up as many spider gems as possible and turn them in once you have at most 6 (holding on to them is dangerous as a support). Keep an eye out for when somebody hearths back to base so you can get to their lane and start picking up gems in their absence. You don't want to lose any spider gems in general, but they are extra important during the first stage of the game.

Once the spiders have been first summoned, you'll want to group up with your team in order to either push your advantage or defend against your opponents' push. Make sure to keep your warriors and assassins in between you and the enemies. Your positioning in the back is important, as you'll be able to keep grabbing gems during lulls in the battle and be able to run if it looks like you're beginning to lose the fight, so stay in the back. Your priority for healing is the melee assassins, as they'll generally be taking a lot of damage in this map. You'll want to try to prevent deaths, but if anyone does go down, make sure you use your self sustainability to go in and grab their gems before they disappear.

After the initial spider wave is destroyed, you'll want to go heal an ally while they try to grab your side of the map's bruiser camp and also the southern siege giants in order to press the other team. Unless you're considerably ahead, don't push with these mercs but use them as an opportunity to farm gems while your opponents are forced to defend. At this point, a support character is going to want to be paired up with at least one or two other team members at all times.



From this time forward, the name of the game for the support class is mana management. Try not to waste too much of it on the mobs themselves so you can keep it to support your group for the various team fights you do. The other team members can focus on nuking down any minions, but just remember to keep farming those spider gems, even if you have a clear advantage at this point. You may think you don't need the spiders yourselves but the fact that it keeps the other team from turning theirs in is good enough to make that a top priority at all times.

The only other thing to mention is to focus down any weakened enemies quickly, particularly if they have a ton of gems, even if it means playing a bit more aggressively than you would as a support in other maps.

### Recommended Heroic Ability for Support

Let's take a look at the best ultimates to choose for your support in this map (unless a team comp dictates choosing something else).

- **Tassadar**

Archon is going to be a great choice while either defending against spiders or pushing with them. It's also not bad if there's a fight over the boss mercenary or at a turn in location.

- **Brightwing**

If you're ahead in the game, Emerald Wind can help lock down the gem collection areas but otherwise you'll want to go with Blink Heal.

- **Li Li**

Jug of 1,000 Cups is going to generally be the better choice for this map to help during a spider offense or defense.

- **Malfurion**

Either of these work well for this map.



- **Rehgar**

Bloodlust can be of great benefit during a push or a defense.

- **Uther**

Either is fine for this map.

- **Tyrande**

Choose Starfall unless you're dealing with an enemy stealth hero.

## Sky Temple

A support character in Sky Temple is going to have a lot of work to do. This is particularly true during the first phase of the game, so absolutely ensure that you are conserving mana for when the shrines first open up. Stick to one of the top two lanes and make sure four (including yourself) members of your team are split between the top two, as it's always the first two shrines that open up during the first phase.

Once the gates open, go straight to the watchtower area with your team and be ready to help support your allies for a team fight over the area, but don't over extend yourself. Remember that the goal here is to conserve mana without sacrificing possible experience gains. Once the team fight has wound down, you'll want to go to whichever of the top two lanes are open and just focus on simply auto attacking in order to conserve mana for the shrines to open.

Eventually, the shrines will be unlocked. You'll want to support whichever shrine you're closest to and have two in each one until the bottom lane ally comes up. Your goal here will be to support your ally who is trying to fight the guardian. Once you're past level 10, characters will be able to solo the guardian fine, so your job then will be to help fend off any enemies that are trying to come in and capture the shrine itself. Whatever you do, do not allow yourself to die during this first phase, even if that means having to back off the shrine entirely while you wait for a hero to come back.



Hopefully you'll be able to secure some good shrine hits in before the phase stops. At that point, you'll want to head with your team to the two southern siege camps, but skip on the boss for now (you're not strong enough). Even though you are a support, make sure to assist them with damage when nuking those siege mercs down.

This will put you in a good position to pressure the bottom lane as you wait for the next shrine to open up (which is always the bottom). Position yourself on the side of the shrine that's closest to your base in order to get out if the situation turns grim. It's slightly less bad to die here than the first shrine phase, but it's still not a very good plan, particularly if you still have mana fountains up. From there, it'll be about the same: go from shrines to mercenary recruitment to slight pressure but holding back on over extending yourself and allowing the shrines to focus on siege damage. You will want to conserve your mana to heal during team fights at the shrines and temple but will still want to use auto attacks during everything else.

### Recommended Heroic Ability for Support

Let's take a look at the ultimates you'll want to choose for your support (unless the team comp compels you to choose something else).

- **Tassadar**  
Get Force Wall in order to keep enemies out of the shrine while your allies make their way to you.
- **Brightwing**  
Blink Heal is going to generally be better due to how much damage shrine phases can dish out.
- **Li Li**  
Jug of 1,000 cups for the same reason as Brightwing's Ultimate.
- **Malfurion**  
Either works very well for this map.



- **Rehgar**

If your team is well coordinated, get Bloodlust for team fights. Otherwise get Ancestral Healing to support yourself while waiting on them to come.

- **Uther**

Get Divine Shield in order to stay on the platform as long as possible.

- **Tyrande**

Choose Starfall unless there are stealth characters.

## Garden Of Terror

For this map, you'll want to generally be in the middle lane of this map along with a good assassin or warrior for the initial phase of the map before the seedlings come out. Press the opposing team as much as possible but be mindful that the countdown timer for the first nightfall is going to begin very early on in the map. This means you'll want to conserve your mana as a support in order to give you team the best survivability while farming seeds. Do this by hearthing as soon as you hear the call for nightfall rather than gimping your output during the first lane push. Just be ready to mount up and get back with a partner before night actually falls.

The first seed gathering portion is generally pretty chaotic, as everyone is split up. You'll want to choose whichever seed section has three characters in it in order to try to cap the boss as soon as the two smaller groups are taken down. If there are two heroes for each section, then choose whichever pairing has the warrior, as that'll be the best bet when first taking down a boss. Focus on healing during the boss fight as a priority while occasionally running into the fray and gathering up any seeds and globes so the other party members can just focus on nuking. Be aware that a team fight is possible, but most likely this first seed split will feature both sides fighting their own boss.



Once you get your first Garden Terror, you'll want everyone to press with it (unless you have a good specialist like Azmodan or Zagara who can split push during this time). You'll want your positioning to be behind the garden terror itself in order to focus on whoever is piloting it once the terror goes down. Keep everyone alive during the fight and be prepared to call for a retreat once you lose mana (if you're the only healing support, this could be the difference between gaining an early advantage or a disadvantage, so don't let your team overextend.)

Focus on healing allies that are taking mercenaries afterwards and just remember to immediately hearth once that night call goes out in order to come back with full mana.

### Recommended Heroic Ability for Support

Let's take a look at the support ultimates that are ideal for Garden of Terror (unless team compositions dictate you choose something else).

- **Tassadar**  
Get Archon in order to help blast down the small saplings, to help rush in and steal seeds from the enemies, or to initiate on a boss terror.
- **Brightwing**  
Either are fine for this particular map.
- **Li Li**  
Water Dragon can be used to good effect while trying to steal the enemies' seeds or to put pressure on enemies trying to steal your own seeds.
- **Malfurion**  
Twilight Dream is good to cast on a large group of enemies while they're fighting a large terror.



- **Rehgar**

Bloodlust will be a good choice to help your team either burst down the computer terrors or the enemy owned terrors.

- **Uther**

Get Divine Storm for some extra AOE and for a decent stun that can be used for a kamikaze steal right after an enemy has killed a terror.

- **Tyrande**

Get Starfall unless you're dealing with stealth enemies.

## Blackheart's Bay

As a support character, the first thing you're going to want to do in Blackheart's Bay is to choose one of the top two lanes to begin in. There are often early hero fights up around the watchtower location and you'll want to be there to help support your team. Try to bolster your team to get off a kill or two before going into each of the two lanes to soak up some experience before the first chest spawns in the game. Once you've done that, head down towards the top chest and secure those first five coins by sticking to the back during a fight or, if the chest is unguarded, contributing what damage you can to it.

After securing the first chest, see if you can obtain the second one to get a quick turn in and the initial cannon wave. You'll want to see how the game has progressed at this point: if there are a number of enemies out in the field, you'll want to try to press them back, otherwise take this time to go back to base and grab some mana.

The most dangerous area of the map is almost always Blackheart himself, where you turn the coins in. You'll want to always be looking at the mini map and spying for wherever the enemy heroes are and will always want to go for a coin turn in with the rest of your team. Keep your positioning behind the team when first running up to the turn-in area but then try to



work your way towards the smoke vents located directly below the ship to remain hidden during the fight. The healing priority here is whoever has the most coins. Try to use any CC spells you have on whichever enemy of the opposing team has the most coins in order to pick them off.

It shouldn't be too long after this happens that the individual coin camps spawn. If there aren't too many other heroes out and about or the support character you've chosen can solo well enough, don't be afraid to peel off from the group to go grab a couple. The coins in this map are priority above just about everything else, as they're one of the most effective map mechanics to gather compared to the other maps.

Once the four camps get depleted, you'll want to start grabbing mercenaries. Don't do this by yourself as support; try to get an assassin or at the very least a warrior to come down with you to the bruiser camps. Save your mana here by just auto-attacking while the other hero uses their abilities. Grab your side's siege mercenaries to begin with and then go down to the most southern location for the bruisers. At that point you'll want to help push them into the bottom base as much as possible before peeling off to go grab the chests once they respawn (which should be soon at this point in the game).

### Recommended Heroic Ability for Support

Let's take a look and see what ultimates work well for this map. Remember that it's going to be based more on the other team's composition, but you should still take the map itself into consideration when choosing. Let's look at each support hero.

- **Tassadar**

Force Wall is a good choice in this map to give your team the few extra seconds it needs during coin turn-ins.

- **Brightwing**

Emerald Wind for Brightwing will give you the opportunity to interrupt coin turn-ins quickly and relatively safely.



- **Li Li**  
Water Dragon is good due to how the map encourages people to split up on their own.
- **Malfurion**  
Either is fine for the map; get whichever is best for your comp.
- **Rehgar**  
Bloodlust does give some movement speed, but either works fine in this map.
- **Uther**  
Divine Shield will be great to get out of trouble while out collecting coins on your own.
- **Tyrande**  
Starfall is great when you get the drop on solo enemies collecting coins.

## Dragon Shire

For Dragonshire, you'll want to have two in the top lane and two in the bottom lane. You won't want to be on your own as a support character, so choose to pair up with whichever hero can be aggressive in the early portion of the game. It won't be too long before the shrines open up initially, so make sure you either conserve your mana early on in the game by playing a bit more defensively with your partner or to hearth back as soon as you hear that call that the shrines are going to be opening.

The shrines cause a lot of people to get tunnel vision, so if you're in a solo queue, make sure that you get to your shrine as soon as possible to keep whoever is defending from dying. If you've gotten into a position where you've capped both shrines but are fighting on both fronts, feel free to run down yourself as the support character, particularly if you're paired up with a warrior. The warrior will be able to hold off long enough for you to either cap it or to recognize the danger and get back with him for healing.



During the first dragon knight summon, you'll want to push with the knight itself while healing anyone who comes along. If you failed in obtaining the summon, you'll want to all group up and go after it while casting your support abilities as much as possible. The focus is on bursting the dragon knight itself down as quickly as possible, so don't worry about conserving mana by holding off on offensive skills. This is particularly true if you can keep your fountains alive as much as possible.

Immediately afterwards, you'll want to use your good support skills to assist an assassin or AOE warrior in taking down the bruiser camp immediately after the dragon knight is down. Follow that up by the siege camps before going back into the lanes. Make sure you're always with another hero from this point forward until the shrines awaken again. If you've lost a shrine fountain, don't be afraid to hold back entirely while you wait for your team to get to you. It's better to risk giving the enemies a dragon knight summon rather than giving them a free kill while you try to kamikaze your way into the shrine as a lone support.

### Recommended Heroic Ability for Support

Let's see which ultimates you want for Dragon Shire as a support character.

- **Tassadar**  
Force Wall has potential but Archon is generally better since you can place use them to run off any enemies coming to team up on you at the shrines.
- **Brightwing**  
Blink Heal is generally going to be best in order to help heal anyone while trying to hold onto the shrines.
- **Li Li**  
Jug of 1,000 Cups is going to be almost always mandatory for additional healing during team fights with the nature of how brutal shrine fights can be.



- **Malfurion**

Either are very strong options to go with, but choose Twilight Dream in particular if your comp doesn't have much burst potential to use during team fights.

- **Rehgar**

A well organized team is going to get the most benefit from Bloodlust for the overall benefit it can provide a team during team fights but solo queue Rehgars will generally want to choose Ancestral Healing for one on one shrine fights, as unorganized teams tend to get picked off rather easily.

- **Uther**

Divine Shield is generally going to be best to survive during a shrine defense.

- **Tyrande**

Like always, choose Starfall for the extra damage unless there are stealth enemies.

## Haunted Mines

For Haunted Mines, you'll want to join with two others the lane your golem spawns in to provide heals during a strong aggressive early push. Stay to the back if a lot of enemy heroes come out but once you're in range of the towers, start dishing out some damage as well. Focus on getting an early kill as quickly as possible. If the other team is being hyper aggressive in their golem lane, you'll want to peel off to help the other lane as a support. Once the first call goes out for a mine, make sure to actually hearth back in order to get yourself the mana you'll need for the mines itself, this is even more important if you have good AOE spells on your hero.

As a support, you'll want to stick to position yourself in the center of the mine while your group splits up to gather skulls initially. If a fight breaks out, throw out any heals that you can, but be ready to split off and run quickly in order to gather up any additional skulls that are still leftover. For the boss, you'll want to position yourself on the eastern wall in order to get



off as many heals as possible. If you've won a considerably stronger golem, then make sure you go with your team for an aggressive push while providing them with shields or heals. Stick to healing in the back until your group can kill one or two enemies, at which point you'll want to go up to the front and start damaging them yourself to finish them off that much quicker. If the enemy team has gotten the stronger one instead, then make sure to get back to your base to defend. Stay behind the gates while healing in order not to get focus fired.

Stick to that cycle throughout the rest of the match and you should be fine.

### Recommended Heroic Ability for Support

Let's take a look at some good ultimates for Haunted Mines.

- **Tassadar**  
Archon will be great while trying to clear mines as quickly as possible or while pushing with your golem.
- **Brightwing**  
If you're behind, choose Emerald Wind in order to kamikaze steal enemy skulls right after they kill the skull golem in the mines. Otherwise choose Blink Heal for additional support while pushing.
- **Li Li**  
Unless you're behind, choose Water Dragon. It'll help you nab an early kill in the mines while everyone's running for skulls.
- **Malfurion**  
Twilight Dream is best if you're in a stronger position to help dish out extra damage while pushing or in the mines, but otherwise choose Tranquility for extra healing.



- **Rehgar**

Bloodlust is a strong choice to either burst down the mine boss or to use while pushing with your own golem.

- **Uther**

Divine Storm can be a great help while in the mines collecting skulls.

- **Tyrande**

Choose Starfall unless dealing with stealth characters.

## Cursed Hollow

As a support, you'll want to choose the center lane and partner with a good assassin or a warrior at the beginning of the match in order to provide heals as quickly as possible once the first tribute goes down. If you get to the tribute first, you'll want to be the one to begin capping it unless there are any current team fights going down. Use the assassins and warriors as a guard and just peel off from capping it until you're absolutely needed for extra heals and shields. Stay positioned well away from the enemy heroes during a fight at the tribute. If you get pushed out of the area, you'll want to get up front in order to poke an enemies that may be trying to cap the tribute.

Immediately after the first cap, utilize the fact that you're all together to go gather the closest mercenaries, be they bruisers or siege giants. If you got through the first fight with zero deaths and a kill or two and you're close to one, go after a boss, but be ready to do quite a bit of healing if it's early on in the game. Afterwards, make sure to get back in lane for some initial experience and be ready for the next cycle.



Keep experience soaking until one team has three tributes. If your team has the tributes, you'll want to group up for a team push in whichever lane is most damaged. Position yourself behind your melee allies but angled toward the next lane. The goal here is to dish out as much damage to the enemy structures as possible, so if the enemy team is losing any ground at all, run up to the closest structures and start hitting it with basic attacks while conserving your mana on team healings.

From there on out, you'll generally want to be always in a group of at least three or four total characters while you go around the match pushing where you can, preparing for a tribute, and gathering mercs. Make sure to not allow your team to overextend themselves and die right before a tribute spawn, so tell them when you're low on mana or are hearthing back to base.

### Recommended Heroic Ability for Support

For support ultimates on this battleground, consult the following.

- **Tassadar**  
Archon will help you defend a tribute node or to run in and help try to poke an enemy who's trying to cap one when you're in a bad position. That and it's also great during the curse itself.
- **Brightwing**  
Emerald Wind will give you the ability to interrupt those enemy tribute collections or to reposition any defenders.
- **Li Li**  
If you're behind in the game, get Jug of 1,000 Cups for the extra healing but otherwise get Water Dragon in order to help pick off any tribute defenders.



- **Malfurion**

While both are good, Twilight Dream's silence effect can give your team an opportunity to run behind enemy lines in order to poke a tribute collector.

- **Rehgar**

Bloodlust will generally be what you want to choose for those tough tribute fights..

- **Uther**

Divine Shield's extra run speed and invulnerability will give you or a team mate just what's needed in order to poke a tribute collector.

- **Tyrande**

Choose Starfall unless you're dealing with stealth.