

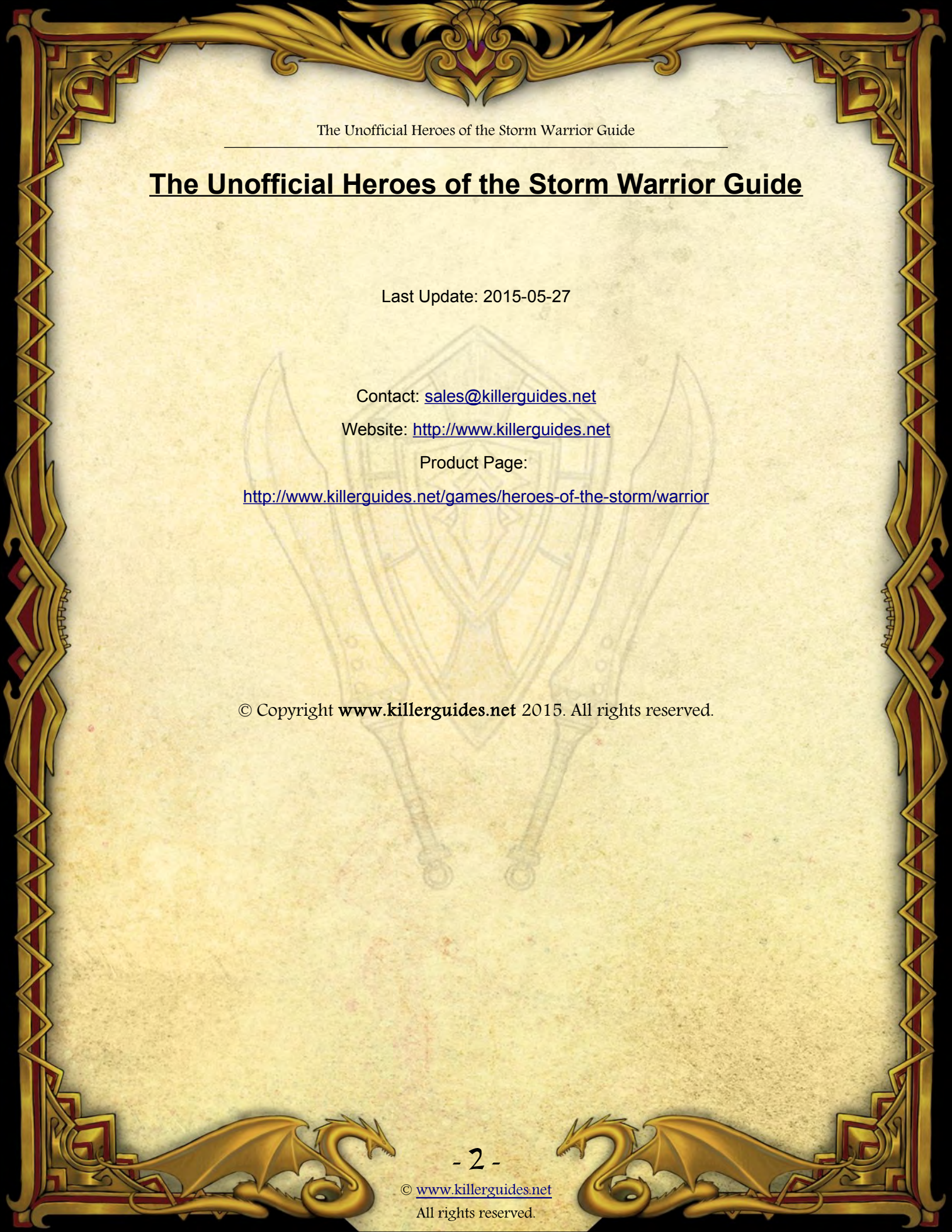
Professional strategies and insider tips!



# **THE UNOFFICIAL HEROES OF THE STORM WARRIOR GUIDE**

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The Unofficial Heroes of the Storm Warrior Guide

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## **The Unofficial Heroes of the Storm Warrior 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.



## WARRIOR HEROES

### Anubarak

Anub'arak the Traitor King is a warrior hero from the Warcraft franchise. Anub'arak burrow-charges toward his enemies and impales them. He can regrow his carapace to shield himself. This is a very good hero, his main strength comes from his excellent control. Even though he is best played as the god of crowd control, he has a lot more viable specs.

#### ◆ Pros

- Can function as a tank
- Has a wide range of crowd control abilities
- High Mobility
- Hard to take down
- Good Pusher
- Has its minions
- Strong in one on one combat in late game

#### ◆ Cons

- Lowest Health pool compared to other Warrior Heroes (that have their Health larger by approximately 30%)
- Minions are susceptible to AoE damage
- Weak early in game
- Low damage from the get-go

### Abilities

#### ◆ Impale

*Deals 220 (68 + 8 per level) damage. Stuns for 1 second.*



Stuns and deals damage to everyone in its path. It's a slow skill, but when aimed well, it can change the whole battle. It helps you to catch up to someone or flee from combat.

- ◆ **Harden Carapace**

*Gain a 530 ( $112 + 22$  per level) point shield.*

This serves as your temporal shield. Spam it often as its on a low cost and cooldown and will spawn a bug.

- ◆ **Burrow Charge**

*Burrows to location, dealing 470 ( $128 + 18$  per level) damage and briefly stunning enemies in a small area upon surfacing. Can reactivate the Ability to surface early.*

This skill is great for initiating fights as well as escaping. You can charge through walls, If the timing is precise, you will not only stun your enemy, but also knock him closer to your allies and you can start to body block.

- ◆ **Locust Swarm**

*Deal 180 ( $28 + 8$  per level) damage per second in an area around Anub'arak. Each enemy damaged heals Anub'arak for 40 ( $11.5 + 1.5$  per level) health.*

This ability boosts your survivability during times of dire need. You can also win one on one fights with it and it's also a great ability to push. Be as close as possible to your enemy to maximize this ability's effect.

- ◆ **Web Blast**

*Wraps target enemy Hero in a cocoon for 8 seconds. Enemies wrapped in the cocoon are unable to act and untargetable. Allies of the Hero can attack the cocoon to break it and free them early.*

This ability is good during team fights, since you can disable a single target for up to eight seconds.



♦ **Scarab Host (Trait)**

Spawn a beetle at Anub'arak's location whenever he casts a spell. Beetles last for 10 seconds, attacking nearby enemies for 96 (20 + 4 per level) damage.

With every ability, you spawn a small bug for approximately 10 seconds. These bugs have low damage and are susceptible to AoE damage, they count as minions. They are set to focus primarily on minions which is great, since they stay out of combat and continue to heal you. They also add up nice damage to your overall output.

## Talents

♦ **Level 1**

1. **Regeneration Master**

Increases Health Regeneration by 4 per second. Every 3 Regeneration Globes gathered increase this bonus by 4.

Great for roaming and ganking, always have at least one orb when going lane, Improves survivability.

2. **Assault Scarab (Trait)**

Increase the attack damage of spawned Beetles by 25%.

If you are your team's jungler, grab this talent, makes clearing easier.

3. **Extended Spikes**

Increases the max range of Impale by 25%.

Extends the range of Impale, efficient when enemy players tend to be in the back line and you need to get rid of them.

4. **Persistent Carapace**

Increases Harden Carapace's Shield duration by 3 seconds.



The shields drops before you even get its full duration, so this is entirely a useless pick.

♦ **Level 4**

1. **Superiority**

Reduce damage taken from non-heroic enemies by 50%.

Pick this if you plan to go jungling. Otherwise it's worthless.

2. **Legion of Beetles (Trait)**

Anub'arak automatically spawns Beetles every 8 seconds. Can be toggled on and off.

This talent is awesome for clearing and pushing lanes, increases Anub'arak's damage.

3. **Locust Needles**

Basic Attacks deal 50% of your Basic Attack Damage in an area around the target.

All your auto attacks will deal half the damage near your opponent. Increases damage done, great when the enemy team is grouped up, but otherwise, there are better talents to pick.

4. **Underking**

Increases the range of Burrow Charge by 20% and lowers the cooldown by 2 seconds.

Great synergy with Impale and Rewind, allowing even more crowd control. The range is really helpful if you need to escape or engage combat at a distant range.

♦ **Level 7**

1. **Mercenary Lord**

Siege and Bruiser Mercenaries near your hero deal 50% more damage.



Do not pick this talent unless your team is coordinated and plan to defend Mercenaries.

## 2. Shed Exoskeleton

Using Hardened Carapace also increases Anub'arak's Movement Speed by 25% for 3 seconds.

Grants extra speed to engage and escape from fights. Improves mobility.

## 3. Leeching Scarabs (Trait)

Beetles heal Anub'arak for 50% of their damage with each attack if he is nearby.

This talent isn't really helpful, Beetles die quickly, so unless you're in the jungle, do not go with this one.

## 4. Urtricating Spines

Casting Hardened Carapace will also deal 50 damage to nearby enemies.

Increases the damage of Hardened Carapace. This is a rather plausible pick, it requires too many things in order to be efficient as other talents in this tier that have zero requirements. This talent is good when the enemy team is grouped at all times (which is what will not happen that often).

## 5. Bed of Barbs

Create a bed of spikes along Impale's path that slows enemy Move Speed by 30% and deals 18 damage per second. Spikes persist for 3.5 seconds.

Pick this to keep enemies close and to allow your team to follow up, after you cast Impale. The talent is also really helpful while clearing lanes and Mercenary camps.



♦ **Level 10 // Heroic Ability Tier**

**1. Web Blast**

Wraps target enemy Hero in a cocoon for 8 seconds. Enemies wrapped in the cocoon are unable to act and are untargetable. Allies of the Hero can attack the cocoon to break it and free them early.

Pick this if your team has a good focus targeting and when the enemy team has no Heroes with damage over time effects. Any area of effect damage can make this talent nearly worthless.

**2. Locust Swarm**

Deal 20 damage per second in an area around Anub'arak. Each enemy damaged heals Anub'arak for 10 health.

Improves survivability in team fights and produces enough life gain to escape from dire situations.

♦ **Level 13**

**1. Burning Rage**

Deals 10 damage per second to nearby enemies.

An aura that will damage anyone in your melee range. Pick it if your enemy team has at least two melee Heroes that will be within your range often.

**2. Spell Shield**

Upon taking Ability Damage, reduce that damage and further Ability Damage by 50% for 2 seconds. Can only trigger once every 30 seconds.

This talent is most useful when the enemy team has spell damage Heroes such as Nova or Falstad. It will help to lower their burst damage.



### 3. Symbiotic Armor

Anub'arak's Beetles are also granted a Shield equal to 90.

Grants Shields for your Beetles. You can't even call it absorption shields, since Beetles come and go really fast; an additional 90 absorption shield will not do miracles with your Beetles. Pick another talent.

### 4. Chitinous Plating

Increase Harden Carapace's Shield amount by 40%.

Increases your absorptions and enhances your survivability. This talent is a must from this Tier.

## ◆ Level 16

### 1. Imposing Presence

Enemies that attack you have their Attack Speed slowed by 50%.

If your enemy team is using auto-attacks frequently or you find yourself in situations when your enemies have their abilities on cooldown, this talent is awesome. This talent reduces the damage taken from auto attacks.

### 2. Blood for Blood

Activate to steal 15% of target enemy Hero's Max Health and slow its Movement Speed by 30% for 3 seconds.

Efficient if the opponent's team has a tank with high Health (Diablo, Arthas). Improves your crowd control.

### 3. Beetle, Juiced (Trait)

If a Beetle kills an enemy its duration is refreshed, becomes fully healed, and gains 100% bonus Health and damage. This effect can only occur once per Beetle.



Bufs your Beetles whenever they kill an enemy. Pick to increase damage done.

#### 4. Epicenter

Increases the impact area and damage of Burrow Charge by 85%.

In combination with Rewind, this talent is awesome if you find yourself frequently in combat engagements. This adds additional crowd control, which is always nice.

### ♦ Level 20

#### 1. Hardened Shield

Activate to reduce damage taken by -25% for 4 seconds.

A must-have for every tank. Reduces damage taken. Combined with Locust Swarm, your health will regenerate at a crazy rate.

#### 2. Rewind

Activate to reset the cooldown of your Basic Abilities.

Allows more damage as well as extended crowd control. You can disable an entire team for really long periods of time with this. If you Burrow Charge into a location and find that you are about to die quickly, you can escape thanks to this talent and Burrow Charge out.

#### 3. Hive Master

Anub'arak gains a permanent Vampire Locust that attacks a nearby enemy every 3 seconds. The Vampire Locust deals 16 damage and returns to heal Anub'arak for 20 health.

Pick this talent for more sustain and damage. I would not recommend this talent over Hardened Shield or Rewind though.



#### 4. Cryptweave

Gain the ability to channel on Web Blast victims for 4 seconds to increase the duration by 4 seconds. Usable once per Web Blast.

If you are not getting Web Blast simply ignore this talent. The crowd control isn't worth it as it phases you out of the fight as well.

### Gameplay

#### Early Game

- You lack sustain and are weak, bugs do not do anything, do not engage in one on one combat situations
- Gank instead of laning early
- Be ready for map objectives, stick with your team

#### Mid Game

- Your sustain has improved, so did your laning
- Start capturing Mercenary camps
- Push enemy base
- Make minions or your Beetles tank towers so that you can comfortably take down gates
- Use your abilities to spawn Beetles at all times
- Disrupt attacking enemy Heroes
- Do not forget about map objectives.

#### Late Game

- At this point you will have high sustain and powerful crowd control abilities
- If you are followed by your team, tank enemy towers yourself (Beetless will help you a lot)
- Tank Mercenaries
- Stick with your team
- If you find your team slow, go push yourself.



## Arthas Menethil

Arthas Menethil is a very well-known Hero from the Warcraft franchise. In Heroes of the Storm he fulfills the role of a melee warrior.

### ♦ Pros

- Tough to kill
- Great battle opener
- Excels at burst and Area of Effect (AoE) damage

### ♦ Cons

- Low mobility
- Low survivability (dies fast if overwhelmed by enemy players)
- Vulnerable to crowd control and ranged Heroes
- Predictable moves

## Abilities

### ♦ Death Coil

*Deals 360 (94 + 14 per level) damage to target enemy. Can be self-cast to heal for 522 (104 + 22 per level) Health.*

This is your cookie cutter ability in team fights. The only thing is proper timing and your ability to distinguish when to use this ability to heal yourself (defensive use) or to damage opponents (offensive use). Most of the time, you should use it for healing though.

### ♦ Howling Blast

*Roots enemies within the target area for 1.5 seconds and deals 150 (36 + 6 per level) damage.*

A punishment ability for the aggressive. Offers a short CC and it can hit multiple targets. Use it when two or more enemies are in your range.



◆ **Frozen Tempest**

*Deals 106 (30 + 4 per level) damage per second to nearby enemies. Slows enemy Move Speed by 6% per second, stacking up to 30%.*

AoE damage of this spell is nice, but the real game changer is the slow. If you pick Frozen Tempest talent at Level 4, the spell mana cost is reduced. Use it to engage and/or disengage.

◆ **Army of the Dead**

*Summons Ghouls that last 15 seconds. Sacrifice Ghouls to heal for 584 (128 + 24 per level) Health.*

This Heroic Ability provides a lot of survivability, especially in team fights.

◆ **Summon Sindragosa**

*Deals 450 (165 + 15 per level) damage, slows enemy Heroes, and freezes Minions for 10 seconds and Structures for 20 seconds.*

Very versatile ability. I'd prefer it to the Army anytime. It's great for escaping or engaging combat. Deals damage and provides crowd control.

◆ **Frostmourne Hungers (Trait)**

*Activate to make your next Basic Attack strike immediately, do 100% increased damage, and restore 30 Mana.*

Powerful lane ability use it to poke single targets and sustain mana. Try to use it on every single cooldown. It has high burst damage and provides mana regeneration.



## Talents

### ◆ Level 1

#### 1. Elemental Hunger (Trait)

Mana restored by Frostmourne Hungers increased to 60.

Pick this talent to increase survivability via mana for Death Coil and Frozen Tempest.

#### 2. Frost Presence

Howling Blast cooldown lowered by 3 seconds.

Reduces the cooldown of Howling Blast, which is a really nice addition to your overall damage and enhances your enagaging ability. You can't go wrong should you decide to pick this talent.

#### 3. Regeneration Master

Increases Health Regeneration by 4 per second. Every 3 Regeneration Globes gathered increase this bonus by 4.

Arthas already has nice survivability with Death Coil and Rune Tap. This should be enough to keep you alive, It's advised to pick Frost Presence in this Tier.

#### 4. Block

Periodically reduces the damage received from Hero Basic Attacks by 50%. Stores up to 2 charges.

Pick this only if your team has two warriors. Increases survivability.



◆ **Level 4**

**1. Destruction (Trait)**

Damage boost of Frostmourne Hungers increased to 150% damage.

Increases your damage done by a little, but Frozen Wastes outshines all the talents in this Tier.

**2. Frozen Wastes**

Frozen Tempest Mana cost reduced by 3 per second.

Increases the uptime of Frozen Tempest. This is the favorable talent in this Tier, since it empowers your core ability that helps you to slow and damage you target as well as enhances your combat engages and disengages.

**3. Superiority**

Reduce damage taken from non-Heroic enemies by 50%.

Superiority is a great pick to dive turrets, but usually Summon Sindragosa (Heroic Ability) does the job well.

◆ **Level 7**

**1. Death Touch**

Death Coil causes enemy Minions to explode, killing the target instantly and dealing its normal damage to other nearby enemies.

There is no real reason why you'd pick this talent. Simply go Rune Tap which is your clear choice.

**2. Obliterate (Trait)**

Frostmourne Hungers also hits enemies near the target for 50% damage.



Powerful, when combined with Destruction & Frostmourn Feeds for AoE burst. If you don't plan to combine it with the mentioned talents, do not pick it.

### 3. Frost Strike (Trait)

Frostmourn Hungers also slows the target by 40% for 1.5 seconds.

The slow is useful against highly mobile Heroes. Pick it if your enemy team has for example Rehgar and your team has two warriors and you're not the tank.

### 4. Rune Tap

Every 3rd Basic Attack heals you for 3.12% of your max Health.

Makes Arthas a viable tank. With his reduced mobility, healing provided through this spell is really vital in order to survive engagements. The talent also benefits players with aggressive gameplay. Just pick it.

## ◆ Level 10 // Heroic Ability Tier

### 1. Summon Sindragosa

Deals 150 damage, slows enemy Heroes, and freezes Minions for 10 seconds and Structures for 20 seconds.

Pick this Heroic ability whenever your team is ahead. It's versatile, provides crowd control, does enough damage to destroy your enemies.

### 2. Army of the Dead

Summons Ghouls that last 15 seconds. Sacrifice Ghouls to heal for 104 Health.

Allows time for ideal placement of Frozen Wastes, boosts survivability, great ability for engaging/disengaging.



◆ **Level 13**

**1. Biting Cold**

Frozen Tempest damage increased by 50%.

A huge mana sink, which forces you to use Frozen Tempest for damage, not utility.

**2. Trail of Frost**

Howling Blast impacts enemies while traveling.

Increases the AoE of Howling Blast, so you can root more targets at once to land some kills.

**3. Relentless**

Reduce the duration of silences, stuns, slows, roots, and polymorphs against your Hero by 50%.

This is your safest pick in this Tier. Being as immobile as Arthas is, crowd control can be really painful. Relentless helps you to escape unharmed in dire situations.

**4. Spell Shield**

Upon taking Ability Damage, reduce that damage and further Ability Damage by 50% for 2 seconds. Can only trigger once every 30 seconds.

Great against Heroes that are heavily reliant on their Ability, such as Zeratul, Nazeebo or Falstad. Observe your enemy team's composition and decide whether to pick this talent.

◆ **Level 16**

**1. Immortal Coil**

Death Coil also heals when used on enemies. When used on self, the amount healed is increased by 50%.



Pick if you have survivability problems. Turns your Death Coil into a decent self heal on a short cooldown.

## 2. Frostmourne Feeds (Trait)

Increased application to your next 2 Basic Attacks.

Best combined with Destruction, Obliterate, and Biting Cold. Increases your AoE burst.

## 3. Embrace Death

Death Coil deals 20% more damage for each 10% of life you are missing.

Do not get this talent. Every tank's role is to survive and be at the highest health possible all the time, not to die.

## 4. Stoneskin

Activate to gain 30% of your maximum Health as Shields for 5 seconds.

Stoneskin makes you hard to kill, especially with your Heroic Ability up. The extra Health allows aggressive positioning. Adds survivability.

### ◆ Level 20

#### 1. Absolute Zero

Sindragosa flies twice as far. Enemy Heroes are rooted for 2 seconds, and then slowed by 60% for 2 seconds.

Great for locking-in perfect engagements. This is a really risky talent to pick, but is rather powerful during a snowball effect.

#### 2. Legion of Northrend

3 additional Ghouls are created. Ghouls heal for an additional 25% and last 5 seconds longer.



Improves the damage done and healing provided by your Heroic Ability.

### 3. **Hardened Shield**

Activate to reduce damage taken by -24% for 4 seconds.

Makes you unkillable for 4 seconds, shines in duels, when you are the main focus.

Allows you to maintain aggressive gameplay.

### 4. **Rewind**

Activate to reset the cooldown of your Basic Abilities.

This talent is really useful if you find yourself in situations, when you can't do anything, because your abilities are on cooldown.

## **Gameplay**

### **Early Game**

- In Blackheart's Bay Roam and gank, collect coins from chests, kill Mercenaries.
- In Dragon Shire Roam and gank, duel for shrines
- Help with Knight and Mercenary Control
- In Cursed Hollow group at Tribute spawns, solo tribute cappers when collecting the very first tribute.
- In Garden of Terror, collect seeds
- In Haunted Mines – rush the lane, enter mines with your team to get skulls
- In Sky Temple, help your team capture shrines.

### **Mid Game**

- Find and help your team to get Mercenary camps and coins, open and close fights for turn-ins
- Engage in teamfights at Shrines
- Collect seeds for the team, focus on small ones first.
- Maintain Mercenary control
- Fight for shrines



### Late Game

- Stay grouped with your team
- Capture Shrines
- Collect Skulls
- Plant knights and plant terrors to win
- Prioritize 5 player pushes as opposed to solo pushing
- Prioritize collecting coins after pushing if you're team is about to win.

## Chen

Chen Stormstout is a Pandaren Monk from the World of Warcraft franchise. He can have various roles depending on your talent choice. Chen's Brewmaster abilities make him a great tank.

#### ◆ Pros

- Tough to kill
- Great game initiator
- Great Area of Effect (AoE) damage dealer
- Has various escape mechanisms (great at Escaping)
- Great Soloist

#### ◆ Cons

- Mobility/Movement Issues
- High vulnerability to ranged heroes and their abilities, especially their Crowd Control (CC)
- Problematic Disrupts
- Heavily reliant on drinking



## Abilities

- ◆ **Flying Kick**

*Kick through target enemy dealing 490 ( $110 + 20$  per level) damage.*

This ability can get you out of really annoying situations. The kick usually sends you farther than you'd expect. If you need to fall back to get to your teammates, you can kick back. Depending on the talent of your choice it adds more damage for burst or can root your enemies.

- ◆ **Keg Smash**

*Smash your keg, dealing 110 ( $15 + 5$  per level) damage and drenching affected enemies in Brew, slowing them by -25% for 2.5 seconds.*

Use this ability every time before you use Breath of Fire. With Breath, Keg Smash is an AoE paradise. The fire does damage over time. Depending on your talents, it can be a normal slow that helps with your combo, or a half root for the other team.

- ◆ **Breath of Fire**

*Breathe a cone of flames, dealing 210 ( $39 + 9$  per level) damage. Enemies soaked in Brew are set on fire, dealing 210 ( $39 + 9$  per level) damage over 3 seconds.*

Aim this spell wherever you put your Keg Smash. Never forget to target those who are soaked, otherwise, you will be only wasting time, brew, damage and deaths.

- ◆ **Fortyfing Brew (Trait)**

*Drink from your keg, gaining 40 Brew and 520 ( $64 + 24$  per level) temporary Shields per second, up to a maximum of 1560 ( $192 + 72$  per level) while drinking. Shields persist for 2 seconds after you stop drinking.*

Use at all times. Your health will regenerate at a fast pace, absorbing incoming enemy damage. Always engage your enemies having this spell up.



## Heroic Abilities

- ◆ **Storm, Earth, Fire**

*Split into three elemental spirits for 15.15 seconds, each with 50% of your maximum Health, and enables two new leaping attacks for use. Storm attacks at range for 130 (35 + 5 per level) damage. Earth attacks slowly for 80 (23 + 3 per level) damage and slows enemies by 25%. Fire attacks quickly for 38 (19 + 1 per level) damage.*

Direct damage increase. It can utterly block enemy heroes, making them totally unable to move. It is also a great ability to enhance your survival. Use when you have a lot of enemies around you when there are no team players to assist.

- ◆ **Wandering Keg**

*Roll around inside the barrel, dealing 130 (35 + 5 per level) damage to enemies in the way and knocking them back. Lasts for 5 seconds.*

This is a great Crowd Control ability, use this to push your targets against corners, while they cannot do anything.

## Talents

- ◆ **Level 1**

1. **Regeneration Master**

Increases Health Regeneration by 4 per second. Every 3 Regeneration Globes gathered increase this bonus by 4.

Pick this talent to increase your health regeneration, hence, increasing survivability.

2. **Bottomless Mug (Trait)**

Increase maximum Brew by 50.

It's best to avoid picking this talent. You will be constantly drinking Brew, while with your teammates or in one on one situations.



### 3. Consuming Flame

Breath of Fire's burn effect when used on Brew-soaked targets is increased by 2 seconds.

Pick this talent to increase your damage over time.

### 4. Full Keg

Increase the duration enemies are slowed by Keg Smash by 1.5 seconds.

You will be drinking all the time. This talent increases the duration of retreating enemy heroes. With this you'll be able to finish off your enemies.

## ◆ Level 4

### 1. Amplified Healing

Increases regeneration effects and all healing received by 30%.

The best pick in this Tier. Your Health remains untouched with Shields, this happens when you're not under attack, Best combined with Regeneration Master.

### 2. Deep Breath

Range and arc of Breath of Fire increased by 30%.

Pick this if you need more team fight damage or if you're going for extra mob killing. The range is helpful, as it covers a lot of land. Pick this if your team lacks damage or the ability to clear mobs quickly and efficiently.

### 3. Deadly Strike

Increases the damage of Flying Kick by 50%.

An obsolete talent. It is definitely not worth to sacrifice the survivability or health regeneration for this talent.



#### 4. Swift Reflexes

Every 4 seconds Chen can dodge an enemy Hero's Basic Attack, preventing all of its damage.

A Block talent. Pick this if you're a tank. All enemy players can only auto attack when they have their abilities on cooldown, so in certain situations, this talent really shines and makes enemies look like nothing.

#### ◆ Level 7

##### 1. Ring of Fire

After using Breath of Fire, ignite in a fiery aura, dealing 10 damage every second to nearby enemies for 5 seconds.

A good talent for clearing waves and pushing, decent in team fights, but not really that great. This talent is great for coin gathering in Blackheart's Bay, but that's it.

##### 2. Brewmaster's Balance (Trait)

While at or below 50 Brew, gain 20% Movement Speed. While at or above 50 Brew, regenerate an additional 10 Health per second.

A very versatile talent choice. You have an unlimited sprint under 50 Brew, so you can chase enemies quicker, or escape faster.

##### 3. Combat Stance (Trait)

Shield from Fortifying Brew last for an additional 2 seconds after drinking stops.

If the enemy team has a lot of crowd control pick this talent. Grab Bolder Flavor at level 16, which synergizes with this talent really good. You will get a lot of shields quickly, while having a shorter drink by crowd control.



#### 4. Keg Toss

Increase Keg Smash range by 125%.

Use this to increase your crowd control ability.

#### ◆ Level 10 – Heroic Ability Tier

##### 1. Storm, Earth, Fire

Split into three elemental spirits for 15.15 seconds, each with 50% of your maximum Health, and enables two new leaping attacks for use. Storm attacks at range for 30 damage. Earth attacks slowly for 20 damage and slows enemies by 25%. Fire attacks quickly for 18 damage.

Useful in near death situation, where you can pop it quick and escape to safety, without being afraid to die. In one on one situations, it makes you virtually invincible. The only problem is proper timing. Pick it when your team is pushing.

##### 2. Wandering Keg

Roll around inside the barrel, dealing 30 damage to enemies in the way and knocking them back. Lasts for 5 seconds.

This talent is great for enemy crowd control. Place your enemies in a corner and keep them trapped.

#### ◆ Level 13

##### 1. Relentless

Reduces the duration of silences, stuns, slow, roots, and polymorphs against your Hero by 50%.

This is your lifesaver along with Brewmaster's Balance. Because Chen is really bad at crowd control, this talent is really useful.



## 2. A Touch of Honey

Increase the slow from Keg Smash by 40%.

Pick this talent if you pick Pressure Point at level 16. It helps you catch up to the enemy, and in team fights it makes your enemies slower. It's great having two slows with Pressure Point, which makes Chen's crowd control rather dangerous. If your enemy team is slow do not pick this talent.

## 3. Enough to Share (Trait)

Fortifying Brew also Shields nearby allied Heroes for 10 per second.

AoE shield is useful for the whole team. It allows your team to tank a fort while the enemy team is attacking. If applied correctly, your team players should be completely immune to initial barrage off your enemy team.

## 4. Brew Strike

Hitting a Brew-soaked target with Flying Kick reduces the cooldown by 1 second and restores 10 Brew.

This is really a rubbish talent, you do not want to pick it, it's not worth sacrificing something like the Relentless survivability talent for this.

### ◆ Level 16

#### 1. Bolder Flavor (Trait)

Increase Shield generation rate and maximum amount from Fortifying Brew by 40%.

With Regeneration Master you will have a really great health regeneration. If there are two tanks, do not pick this talent. If you are the only one tanking pick it. If enemies cannot burst you down, it's not advised to pick it either, because your base shields should provide you with enough survivability.



## 2. Chug (Trait)

Gain Brew twice as fast while using Fortifying Brew.

Pick this talent to increase your Brew regeneration.

## 3. Combination Attack

The next Basic Attack after using Flying Kick deals 100% bonus damage.

This can be useful for some damage increase, but note that you are sacrificing a 90% slow and constant shields. This talent is not worth picking.

## 4. Pressure Point

Flying Kick slows the target enemy by 90% for 1 second.

This talent increases your crowd control and can make your enemy team really mad. 90% slow can count almost as a root. This supports your team a lot. Pick it when your teams lacks CC abilities.

### ◆ Level 20

#### 1. Hardened Shield

Activate to reduce damage taken by -24% for 4 seconds.

Simply pick this if you are going for the tank build. Increases survivability.

#### 2. Bolt of the Storm

Activate to teleport to a nearby location.

This talent allows you to body block, escape and steal camps really easily. Pick it to increase your movement capabilities.



### 3. Elemental Conduit

Using an Ability will cause one of the elemental spirits to fight with you for 4 seconds. Only one spirit can be active at a time.

The enemy team won't have any idea about what's happening. This gives you free damage, fire over time, or slows; after each ability, which is awesome, because your Chen cooldowns are short.

### 4. Untapped Potential

Increases duration of Wandering Keg by 2 seconds. Additionally, gain an extra 5% Movement Speed whenever an enemy is hit, up to 100%.

This talent is not worth picking, as it may leave you in a bad spot, if you are in a barrel spinning and moving at a quick pace, there's nobody tanking for your team. Pick it if you have a second tank.

## Gameplay

### Early Game

- In Dragon Shire, you should be soloing mid as you have the most sustain, and in early game, you lack damage to go in the top or bottom lane. Soak experience and try to get to level 7 before getting into fights with your opponents.
- In Haunted Mines, the first thing you want to do is get 5 on one lane or 4/1 lane. Enter the first mines with your team and go straight to the mid,
- In Sky Temple, help your team capture the temples.
- In Garden of Terror, you want to collect seeds as soon as they spawn, before they spawn, go grab a siege camp as soon as it spawns so you can zone them out.



- In Cursed Hallow, soak experience. ignore the first tribute, maintain a one or two level difference, so when the next tribute comes, you can wipe the team, get even more experience and the tribute.
- In Blackheart's Bay make a 4/1 lane push, don't go for the Watch tower. Soak experience until your team can win engagements at the pirate. Gank if you get one level higher than your team. Maintain bottom and top and grab chests as soon as they spawn. Kill pirates and mercenaries as they spawn. Turn in frequently and watch the pirate.

### Mid Game

- In Cursed Hallow, go to every tribute, win your duels, make your healer heal you, grab camps to zone enemy team and grab tributes. Enemies either kill camp or grab tributes, either way you will still benefit.
- In Blackheart's Bay find and help your team to get Mercenary Camps and coins.
- In Dragon Shire, stick to your team and grab camps to zone the other team.
- In the Haunted Mines, defend the stronger golem, if you have more skulls than your opponents, push with it. Always get mercenaries.
- In the Sky Temple, capture temples and capture all the mercenaries to zone them out, so they either choose to stop the mercenaries or grab the temple. This map is least important for laning.
- In Garden of Terror, when seeds spawn grab all the small mobs first, stay with your team, win boss fights, do not get ganked; just remember to stay together at all times.

### Late Game

- In Cursed Hallow, stay grouped, 5 player pushes are a priority when your enemy team is cursed. Grab mercenaries for map control between tributes.



- In Blackheart's Bay, stay grouped and get coins over pushing. Let ships win the game for you.
- In Dragon Shire, control bottom lane and grab mercenaries as soon as possible. Stay together as a team for the rest of the game, fight and maintain shrines until you get pushes with the Dragon.
- In The Haunted Mines, stay grouped and collect all skulls, don't die.
- In the Sky Temple, stay group, win your engagements and grab camps to zone them out for easy ganks.
- In Garden of Terror, stay grouped, grab all camps to zone them out, the map is vast so zoning is a big deal, push to win.

## Diablo

Diablo, the Lord of Terror, is a warrior hero from the Diablo franchise. It is an aggressive, ability-driven hero that charges his enemies and uses fire and lightning to burn them down. He gathers the souls of fallen enemies to use for resurrection.

### ◆ Pros

- Great at stopping channeled Heroic Abilities
- Great for setting up team fights
- Great body blocking abilities
- Great at pulling people into your team
- Super stuns

### ◆ Cons

- One on One combat (Poor soloing capabilities)



- Bad at soloing Mercenary camp
- Bad damage dealer below Level 16
- Has difficulties to get out of a team fight

## Abilities

### ◆ Shadow Charge

*Charge an enemy, dealing 206 ( $54 + 8$  per level) damage and stunning them for 0.5 seconds. If the enemy hits an unpathable location, they are stunned for 1 second.*

Use this ability to disrupt the opponent team's channeled Heroic abilities. Make sure you don't go far from your team while using it. Use the spell to push people away or into your team.

### ◆ Fire Stomp

*Unleashes fire waves in all directions that deal 210 ( $39 + 9$  per level) damage each.*

Use this spell as frequently as possible. It has a low mana cost and deals decent damage. The only situation where you don't want to be using this spell is when doing jungle camp. Flames extend past the camp, revealing your team doing that specific camp.

### ◆ Overpower

*Grabs the target and slams it behind Diablo, dealing 160 ( $46 + 6$  per level) damage and stunning for 0.25 seconds.*

Diablo is a really huge hero, use this spell to keep your opponents from escaping. Put yourself in between where your opponent is and where he wants to go and/or escape.

### ◆ Apocalypse

*Create a demonic rune under each enemy Hero on the battleground. After a short period the rune explodes dealing 300 ( $110 + 10$  per level) damage and stunning for 2 seconds.*



Never use this in one on one situations and in wide open areas. This spell has a really long cooldown so you need to use it wisely. A good time to use Apocalypse would when enemies are running towards a gate, enemies running away in 3/2 formations or around Tributes, Shrines and so forth.

◆ **Lightning Breath**

*Become Unstoppable while channeling lightning that deals 1760 (392 + 72 per level) damage over 4 seconds. The direction of the Lightning changes with your mouse cursor position.*

Use in heavy combat situations, deals a lot of damage.

◆ **Black Soulstone (Trait)**

*Gain 10 Souls per Hero killed, or 1 per Minion. For each Soul, gain 5 maximum Health. If you have 100 Souls upon dying, you resurrect in 5 seconds and lose 100 Souls. Maximum 100 Souls.*

Your health will regenerate faster the more foes you kill. If you collect enough Souls, you will be resurrected upon death. Talents modify the amount of regeneration and Souls needed to resurrect.

## Talents

◆ **Level 1**

1. **Devil's Due (Trait)**

Reduced resurrection cost to 60 Souls.

Pick to have a resurrection available for less Souls. Survivability talent.

2. **Soul Feast (Trait)**

For each Soul, gain an additional 5 Health and 0.1 Health Regeneration per second.



Pick to increase your Health regeneration. At maximum level, grants approximately 500-700 Health.

### 3. Soul Steal

Using Overpower grants you 5 souls.

Pick for faster Souls regeneration via your primary ability Overpower.

### 4. Block

Periodically reduces the damage received from Hero Basic Attacks by 50%. Stores up to 2 charges.

Great for tanks when enemy Heroes have their abilities on cooldown. Damage reduction talent.

## ◆ Level 4

### 1. Demonic Strength

Overpower deals 50% more damage.

Primary ability damage increase talent.

### 2. Molten Impact

Fire Stomp deals 50% more damage to non-Heroic enemies.

Pick this talent if your team is stuck at leveling. This increases your damage output done to NPCs.

### 3. Swallowing Flames

Fire waves extend 50% farther.

Fire Waves already have a huge radius. No need to really pick this talent.



#### 4. Amplified Healing

Increases regeneration effects and all healing received by 30%.

Diablo has a low survivability, therefore it's advised to pick this talent to increase all healing and regeneration effects.

#### ◆ Level 7

##### 1. Endless Death (Trait)

You can hold up to 150 Souls.

Increases the maximum Souls you can have up to 150. This increases your survivability (regeneration) and the pace at which you can resurrect. When you die, you immediately have 50 Souls at your disposal. But dying isn't really an option in the game, so I'd advise picking Battle Momentum.

##### 2. Siphon the Dead (Trait)

Activate to consume 1 Soul per second to regenerate 3% of your total Health per second.

Consumes Souls to regenerate Health. Survivability talent.

##### 3. Battle Momentum

Basic Attacks reduce Ability cooldowns by 0.5 seconds.

Battle Momentum allows you to get a lot abilities if you count your auto attacks in. If you attack a lot, this is your best choice. Between fights you need to find a way to cast out auto attacks. Clearing waves can be helpful.

#### ◆ Level 10 // Heroic Ability Tier

##### 1. Lightning Breath

Become Unstoppable while channeling lightning that deals 320 damage over 4 seconds. The direction of the Lightning changes with your mouse cursor position.



Use in heavy engagement situations, where enemies pop cooldowns to finish your team off. They will stand no chance.

## 2. Apocalypse

Create a demonic rune under each enemy Hero on the battleground. After a short period the rune explodes dealing 100 damage and stunning for 2 seconds.

If you pick this, remember it has a huge cooldown, so to make the most of it, you need to use it when you fight at least two or more enemy targets.

### ◆ Level 13

#### 1. Crippling Shadows

Shadow Charge also slows the target by 25% for 3 seconds.

A great addition if you do not have Overpower up. Grants additional enemy crowd control.

#### 2. From the Shadows

Shadow Charge's range is increased by 33%.

Increases range at which you can charge your enemies.

#### 3. Relentless

Reduces the duration of silences, stuns, slows, roots, and polymorphs against your Hero by 50%.

Pick this talent if you find yourself stuck in various crowd controls of your opponents.

#### 4. Spell Shield

Upon taking Ability Damage, reduce that damage and further Ability Damage by 50% for 2 seconds. Can only trigger once every 30 seconds.



This talent is great against ranged targets such as Jaina, Nova and so forth. Damage reduction talent.

♦ **Level 16**

1. **Continuous Overpower**

Can hold up to 2 charges of Overpower

You won't be spamming Overpower often. It's not worth sacrificing the damage increase or damage taken decrease.

2. **Fire Devil**

Casting Fire Stomp surrounds you in flames that deal 15 damage every second for 10 seconds.

A mild damage increase for Fire Stomp. Pick it when you have a lot of enemies in melee range, but still I'd advise Firestorm.

3. **Firestorm**

Fire Stomp wave return to Diablo, dealing 150% damage.

Pick for damage increase. Makes your team win engagements.

4. **Imposing Presence**

Enemies that attack you have their Attack Speed slowed by 50%.

Pick this if you're going for a tank build. Reduces damage taken.

♦ **Level 20**

1. **Dying Breath**

Apocalypse casts again when you die.



Apocalypse needs proper usage and placement to shine, you will get a cooldown once you die and Resurrect, it's not a good talent choice.

## 2. Hellstorm

Lightning Breath lasts and reaches 50% longer.

A must-have if you picked the Lightning Breath Heroic ability. Damage and duration increase.

## 3. Storm Shield

Activate to give all nearby allied Heroes a Shield for 20% of their max Health for 3 seconds.

Pick if you are the tank and your team has survivability issues.

## 4. Belt of the Storm

Activate to teleport to a nearby location.

Not a really great choice either, you're big, teleports won't help you get out of enemy range faster to be honest and sacrificing Hellstorm is definitely not worth it.

# Gameplay

## Early Gameplay

- Always be with your team. You do not have the strength to solo almost anything without spending all of your cooldowns.
- Stun enemies and wreak havoc in lanes.
- if you are the tank, start engagements, but be vary that you can't go solo.

## Mid Gameplay

- Pull enemies into your team with your chain pulling ability;
- Fight / Kill Mercenaries



- Block with your body.

### Late Gameplay

- Assist your team with either aggressive or defensive gameplay depending on their needs.
- Your damage past Level 16 is a lot better, so you can be more confident at attacking.
- Remember as Diablo you are the ultimate team player if you don't forget this, you will do just fine.

## E.T.C

E.T.C is a heavy front-line Hero that knocks around and stuns his foes while buffing his allies. Able to leap anywhere on the Battlefield

### ◆ Pros

- Highly mobile
- Lots of health and survivability
- Playmaker
- Good at engaging/disengaging
- Has lots of crowd control capabilities
- A versatile Hero

### ◆ Cons

- Low damage
- Heroic Ability Mosh Pit can be easily interrupted by ranged
- Long cooldowns
- Mana issues



## Abilities

- ◆ **Powerslide**

*Slide to a location dealing 400 ( $134 + 14$  per level) damage and stunning enemies hit for 1 second.*

A great utility spell, use it to interrupt channeled abilities, stun multiple enemy targets or to get into proper position for body blocking.

- ◆ **Face Melt**

*Deals 150 ( $55 + 5$  per level) damage to nearby enemies, knocking them back.*

Engagement/Disengagement skill. Great for disengaging and aggressive positioning to push enemies.

- ◆ **Guitar Solo**

*Regenerate 145 ( $31 + 6$  per level) health per second for 4 seconds.*

Spam it all the time. It has a short cooldown and provides healing which boosts your sustain and damage which is also great. Make sure to use it on every cooldown while fighting.

- ◆ **Mosh Pit**

*After a short delay, channel to stun nearby enemies for 4 seconds.*

This ability can be interrupted by ranged Heroes, but is great for countering engagements, stunning multiple targets at the same time and so forth.

- ◆ **Stage Dive**

*Leap to any location. Deals 680 ( $224 + 24$  per level) damage to enemies in the area, slowing them for 3 seconds*



Pick this if your team plans to split push. It's great thanks to its global presence. Also good for engaging or disengaging.

◆ **Rockstar (Trait)**

*When you use a Basic or Heroic ability, give 20% Attack Speed for 3 seconds to all nearby allies. Minions gain half the bonus.*

This ability empowers your AoE, and combined with the talent Uber Rockstar, it can be really powerful.

## Talents

◆ **Level 1**

1. **Scouting Drone**

Places a Scouting Drone at a target location, revealing a large area around it for 45 seconds. This drone cannot be hidden and is killed by enemies with 2 Basic Attacks.

Counters Heroes such as Arthas or Kerrigan efficiently. Pick if you have no support to take it instead of you.

2. **Dancing Your Pants Off!**

Enemy minions hit by Face Melt also dance for 5 seconds. This talent is pretty much a waste. Avoid picking it.

3. **Damage Slide**

Increase damage of Powerslide by 30%.

Pick if there are no Assassins in your team or when you lack damage.

4. **Block**

Periodically reduces the damage received from Hero Basic Attacks by 50%. Stores up to 2 charges.



Boosts your survivability and is useful during duels and split push.

◆ **Level 4**

1. **Pwn Shop Guitar**

Guitar's Solo Mana cost is reduced by 50%.

Pick if you're having huge mana problems, though Echo Pedal outshines this talent by far.

2. **Groupies**

Guitar Solo also heals nearby allies for 12 Health every second for its duration.

This talent is great for poke compositions and synergizes with Heroes such as Li Li or Brightwing. Pick for extra healing for your allies.

3. **Echo Pedal**

After using a Basic or Heroic ability, pulse twice for 10 damage to nearby enemies.

Allows superb split push opportunities when combined with Stage Dive, is decent at clearing waves and defending, gives good sustained damage in team fights, allows efficient duels. Overall a very versatile talent and the best pick in this Tier.

4. **Superiority**

Reduce damage taken from non-Heroic enemies by 50%.

Good for all-in compositions to dive turrets, or when you will be fighting mobs more often than players. Good when clearing waves or tanking bosses.

◆ **Level 7**

1. **Loud Speakers**

Increases the range and knockback of Face Melt by 50%.



Good ability to disengage comps. Power Slide through your enemy and Face Melt them into your team.

## 2. **Monster Slide**

Increases width of Powerslide by 50%.

Bigger Area of Effect will result in more stuns. Pick for an enhanced crowd control ability.

## 3. **Guitar Hero**

After using Guitar Solo, your next Basic Attack strikes immediately, deals double damage, and heals you for 50% of the damage dealt.

You should pick it because it empowers your cookie cutter ability. Goes well with Pwn Shop Guitar or Echo Pedal.

## 4. **Battle Momentum**

Basic Attacks reduce Ability cooldowns by 0.5 seconds.

A versatile talent; your pick depends on the enemy team. If they cannot counter your Dance Parties, having Mosh Pit up as often as possible would allow you to control the game. But beware, as this talent is a huge mana sink and competes with Guitar Hero which make this a less obvious choice.

### ◆ **Level 10 // Heroic Ability Tier**

#### 1. **Mosh Pit**

After a short delay, channel to stun nearby enemies for 4 seconds.

An AoE stun is viable to disengage team comps. Combined with Bolt of the Storm talent in the last Tier, you can be your team's main initiator. Superior choice for team fights.



## 2. Stage Dive

Leaps to any location. Deals 100 damage. Slows for 3 seconds.

Good for backdoor comps, but inferior to Mosh Pit.

### ◆ Level 13

#### 1. Rockin' Out (Trait)

Increases the duration of Rockstar by 2 seconds, and Minions get the full bonus.

Pick if you didn't take Pwn Shop Guitar.

#### 2. Uber Rockstar (Trait)

The Rockstar aura also adds 20% Movement Speed.

Gives you chase potential. Good for your team's melee for body blocking or when you need to disengage.

#### 3. Face Smell

Enemies hit by Face Melt are also slowed by 80%, which fades out over 2 seconds.

Pick if you picked Loud Speakers. Good for disengaging and forcing over-extensions.

#### 4. Relentless

Reduces the duration of silences, stuns, slows, roots, and polymorphs against your Hero by 50%.

Good against comps with huge crowd control capabilities and comps with two warriors. If you find yourself having issues with being constantly harassed with CC of the enemy team, go pick it.



◆ **Level 16**

**1. Head Crack**

Increases stun duration of Powerslide by 50%.

This talent would be useful if it wasn't in the same tier as Guitar Instrumental, which makes it an unpopular choice. Stun duration increase empowers your crowd control even more.

**2. Guitar Instrumental**

Guitar Solo's duration is increased by 100%.

This talent adds even more survivability to the ability you spam the most. Great for duels and in situations when you do not have a healer at hand to grant yourself even more health.

**3. Imposing Presence**

Enemies that attack you have their Attack speed slowed by 50%.

Pick this against auto-attack compositions, when the enemy team has ranged Heroes such as Nova or Valla.

**4. Stoneskin**

Activate to gain 30% of your maximum Health as Shields for 5 seconds.

This could be useful before using your Heroic Abilities to mitigate incoming damage, to counter focus or to force over-extensions.

◆ **Level 20**

**1. Hardened Shield**

Activate to reduce damage taken by -24% for 4 seconds.



I don't really think that you'll ever be needing to pick another sustain talent as with your constant self-heal spam, you should not have any Health issues this late in a fight.

## 2. Death Metal

Makes dancing enemies Vulnerable, increasing damage taken by 25%.

Adds more damage to clean up after you drop the bass. Pick if your team needs a good push late in game. Although powerful, yet still inferior to Bolt of the Storm.

## 3. Rock God!

Reduces the cast and air time of Stage Dive by 50%, and increases the damage dealt by 50%.

Pick it if you picked Stage Dive as your Heroic Ability. Increases damage dealt.

## 4. Bolt of the Storm

Activate to teleport to a nearby location.

Allows easy Mosh Pit setups, a good panic button if you screw up. Overall a very viable ability, allows you to engage/disengage, position for body blocking, teasing the enemy team and so forth. This is a clear winner of this Tier.

# Gameplay

## Early Gameplay

- Stay in a team, your survivability isn't the best one at the start of the game.
- Gank – with your team, you can easily start teasing and ganking enemy players.
- Collect Coins from chests
- Kill Mercenaries
- Spam E for constant healing, the ability has a low cooldown so make the most of it.



### Mid Gameplay

- By this time you should already have your Heroic Ability. Use Mosh Pit to engage combat
- Aggressive gameplay can also come in handy if you feel the team is behind.
- Stay grouped
- Engage/Disengage team fights for turn-ins
- Maintain control over the Boss.
- Don't forget to still spam E for Healing, but be aware of your Mana.
- Plan your stuns precisely to maximize efficiency.

### Late Gameplay

- Stay grouped
- Prioritize collecting map objectives over pushing
- Play Mind Games with your team using Bolt of the Storm and your Heroic Ability right after.
- At this point you should be able to sustain a lot of damage, body blocking would be a good idea as well.

## Muradin

Muradin jumps around the Battlefield and stuns Heroes. Rapidly regenerates Health as he nears death. You may know Muradin from the Warcraft franchise.

#### ♦ Pros

- High survivability
- Great CC mechanisms
- Great out of combat health regeneration
- Good at following up on targets

#### ♦ Cons

- No burst



- At low levels, bad for jungle
- Weak early in-game
- Weak in duels
- Bad jungler

## Abilities

### ◆ Stormbolt

*Throw a hammer, dealing 240 (50 + 10 per level) damage to the first enemy hit and stunning it for 1.5 seconds.*

Combined with Piercing Bolt this is a two enemy stun, combined with Infused Hammer also provides mana regenerations, combined with Sledgehammer provides additional Building damage. It can miss if you use it wrong. Most often, minions get in its way.

### ◆ Thunderclap

*Deals 210 (58 + 8 per level) damage and slows enemies by 25% for 2.5 seconds.*

Great spell to slow enemies at close range. Deals high damage when combined with Thunderstrike. Good to use against low health minions.

### ◆ Dwarf Toss

*Leap to target location, dealing 130 (35 + 5 per level) damage to enemies on landing*

Great for extending the range of Thunderbolts. Good for closing the distance to the enemy. Good for escaping from bad situations. Has a high mana cost.

### ◆ Avatar

*Transforms for 20 seconds, gaining 320 Health and causing your Basic Attacks to stun enemies.*

Combine with Unstoppable Force to boost your survivability. during the time this spell is active. Use in group fights. Use wisely since it's on a long cooldown.



- ◆ **Haymaker**

*Stun target enemy Hero, and wind up a punch dealing 1400 ( $640 + 40$  per level) damage and knocking the target back, hitting enemies in the way for 350 ( $160 + 10$  per level) damage and knocking them aside.*

One of the worst Heroic Abilities in the game. Do not even consider picking this over to Avatar.

- ◆ **Second Wind (Trait)**

*Restore 84 ( $15.6 + 3.6$  per level) Health per second when you have not taken damage for 4 seconds. When below 40% Health, increased to 168 ( $31.2 + 7.2$  per level) Health per seconds.*

A powerful self-heal that needs only four seconds to activate. Combine with Third Wind for an even more powerful self heal to boost sustain.

## Talents

- ◆ **Level 1**

1. **Reverberation**

Enemies hit by Thunderclap have their Attack Speed reduced by 33% for 3.5 seconds.

Pick to decrease the Attack Speed of your enemies. Reduces overall damage taken. This would be a tank pick.

2. **Infused Hammer**

Stormbolt refunds 45 Mana for each enemy hit.

Pick to boost Muradin's low mana regeneration. Enables you to put stuns on the enemy more often, without getting out of mana.



### 3. Perfect Storm

Stormbolt's damage is permanently increased by 5 for each enemy Hero hit.

Pick for higher damage output, but you may risk running into mana issues with this Talent.

### 4. Block

Periodically reduces the damage received from Hero Basic Attacks by 50%. Stores up to 2 charges.

Pick this if you are going with a pure tank build, reduces damage taken of Basic Attacks of your foes.

## ◆ Level 4

### 1. Crowd Control

Each enemy hit by Thunderclap reduces its cooldown by 0.75 seconds.

Pick to increase your crowd control capabilities. If you're your team's main stunner, this talent is really great.

### 2. Sledgehammer

Stormbolt deals 400% damage to Minions, Structures and Mercenaries. Destroys 4 ammo from Structures.

This is an ability used for destroying buildings and mobs. Stormbolt is empowered to deal additional damage to everything apart from enemy Heroes. Pick if you are your team's main jungler.

### 3. Thunderburn

Thunderclap leaves a zone on the ground that explodes after 2 seconds dealing 25 damage and applying a 25% slow for 2 seconds.



Pick to put on enemy players in your melee range. The AoE is big enough to cover choke points. It helps when used together with Dwarf Toss to slow a hero you're chasing while he is trying to get away.

#### 4. Third Wind (Trait)

Increases Health Restoration rate to 16 per second, and raises Health threshold to 50% Health for improved 32 per second.

This talent adds additional survivability to Muradin. Pick it if you're the main tank and need more sustain.

#### 5. Skullcracker

Every 3rd basic Attack against the same target will stun them for 0.25 seconds.

Pick if you think you need additional quick stuns to negate your enemy's abilities. Every third hit will stun your enemy and this is really a huge burst to your crowd control.

### ◆ Level 7

#### 1. Follow Through

After using an ability, your next Basic Attack deals 25% additional damage.

Helps to dish out additional damage, but bare in mind there are better Talents in this Tier.

#### 2. Landing Momentum

Increases your Movement Speed by 20% for 2 seconds upon landing with Dwarf Toss.

If your team is highly mobile and prefers rush tactics, pick this talent. Increases your Movement Speed.

#### 3. Piercing Bolt



Stormbolt penetrates through, hitting 1 additional target.

This is the best talent to pick in this Tier. It allows you to engage enemies, hiding behind minions or walls. It's also a great boon in team fights, when you're able to stun two targets, or escape in situations where more than one enemy is chasing you.

#### 4. **Battle Momentum**

Basic Attacks reduce Ability cooldowns by 0.5 seconds.

A good pick if you choose Avatar as your Heroic Ability. The cooldown reduction means, you'll be using spells more often hence mana regeneration may become an increasing problem.

#### ◆ **Level 10**

##### 1. **Avatar**

Transform for 20 seconds, gaining 320 Health and causing your Basic Attacks to stun enemies.

Gives you additional crowd control, basic attacks now stun your enemies. The added health you get with this talent makes it perfect especially for group fights.

##### 2. **Haymaker**

Stun target enemy Hero, and wind up a punch dealing 600 damage and knock the target back, hitting enemies in the way for 350 damage and knocking them aside.

Already said, do not pick. Explanation above, in the Abilities section.

#### ◆ **Level 13**

##### 1. **Thunderstrike**

Thunderclap deals 300% damage if only one target is hit.

The damage increase gives you more power to win duel fights as well as a damage boost to destroy buildings.



## 2. Healing Static

Heals for 1.5% of your Max Health for each target hit by Thunderclap.

When used while fighting minion waves, you can top your Health up in no time. Combined with Crowd Control or Rewind it's great for a push tactic, but keep in mind there are better talents in this Tier.

## 3. Burning Rage

Deal 10 damage per second to nearby enemies.

Good for killing minions, enemies in lane, killing Undeads for skulls, Night Horrors for seeds and so forth. Great if the enemy team has stealthed Heroes. Walk past them to break their Stealth.

## 4. Spell Shield

Upon taking Ability Damage, reduce that damage and further Ability Damage by 50% for 2 seconds. Can only trigger once every 30 seconds.

Pick only should you have problems with spike damage on Heroes such as Nova, or to enhance your tanking capabilities in general.

### ◆ Level 16

## 1. Heavy Impact

Enemies hit by Dwarf Toss are stunned for 0.75 seconds.

Stunning is your main role. That's why you should pick this talent. If you're chasing an enemy or if you're engaging this talent grants you more Stuns.

## 2. Stoneform (Trait)

Activate to heal for 50% of your maximum Health over 8 seconds. Second Wind is disabled during this time.



The trait is excellent if you are your team's main tank. Otherwise, the healing provided through Second Wind should be good enough for your sustain.

### 3. Dwarf Launch

Increases the range and impact radius of Dwarf Toss by 50%.

Do not pick, unless you have a special need for it. Great against enemy Heroes that can escape from combat really fast, like Zeratul, Tyrael, or Sgt. Hammer, via Blink or other means. It's a great Talent to catch them up.

### 4. Imposing Presence

Enemies that attack you have their Attack Speed slowed by 50%.

Depending on your playstyle, the Attack Speed reduction is powerful as well, especially during fights in general. Pick it if you are your team's tank. Otherwise, go with Heavy Impact.

### 5. Executioneer

Basic Attacks deal 40% more damage against slowed, rooted, or stunned targets.

This should be your default pick, since with Muradin you're main role is to stun your targets all the time and interrupt their spells. Increases damage done to your stunned targets.

## ◆ Level 20

### 1. Hardened Shield

Activate to reduce damage taken by -24% for 4 seconds.

This is a clearly tank pick. Boosts your sustain, use it to engage or escape from combat. Reduces all damage taken.



## 2. Unstoppable Force

Increases the duration of Avatar by 30% and the duration of Disables is reduced by 75% while in Avatar.

This talent brings a great closing to your talents. The transformation lasts longer, which enables you to use Avatar for an extended period of time. Also during Avatar, nobody will be able to control you for too long, since the duration of crowd controls cast on you is reduced by up to 75%. A clear winner in this Tier.

## 3. Grand Slam

Damage of Haymaker increased by 25%, mana cost lowered by 40, and can store 2 charges.

As previously mentioned, Haymaker is one of the worst Heroic Abilities in game to date. Avoid picking it in the first place.

## 4. Rewind

Activate to reset the cooldowns of your Basic Abilities.

This is a powerful talent in late game, if you need to catch up with the enemy team. Allows you to use your abilities more often, since it resets their cooldown. Be prepared for mana issues if you plan to spam abilities.

# Gameplay

## Early Gameplay

- Stay in a team, you are weak early on
- Don't get ganked by Assassins, use Stormbolt to counter attack and escape as soon as possible.
- Your job is to Stun the enemy whenever possible.
- Work out the map mechanics



### Mid Gameplay

- As a tank, engage group fights and minion camps
- Engage in duels
- Use Dwarf Toss combined with Heavy Impact to surprise your enemies with unpleasant stuns and additional crowd control.

### Late Gameplay

- Engage enemy team with Avatar
- Stay in your team
- Focus on the enemy Support Heroes as you are the one to stun them, before they Heal other enemy players.

## Sonya

Sonya is a female Barbarian from Diablo and is a melee hero, designed to wreak havoc on the fields of battle.

Sonya is really a bad Hero choice if you want to tank. For tanking it's advised to choose a different Hero, because she doesn't have the Relentless talent, unlike other melee heroes. This talent reduces the duration of silences, stuns, slows, roots, and polymorphs against your Hero by 50%.

#### ◆ Pros

- Shining in 2 versus 2 combat situations;
- One of the key game initiators early-on;
- Powerful melee attacks;

#### ◆ Cons

- Crowd control vulnerability, due to her lacking the Relentless talent;
- Survivability;
- Heavily team-reliant gameplay;
- Bad Tank Choice



## Abilities

- ◆ **Ancient Spear**

*Throw out a spear that pulls you to the first enemy hit, dealing 380 ( $114 + 14$  per level) damage and briefly stunning them. If this hits, generate 40 Fury.*

This should be your opening ability, when you are about to attack a distant target. It generates Rage and pulls you towards the first target hit, briefly stunning it. Use it to initiate combat, when attacking enemies from afar or ranged casters. The stun is really powerful as it opens up a number of possibilities if you are quick enough.

- ◆ **Seismic Slam**

*Deals 700 ( $206 + 26$  per level) damage to the target enemy, and 175 ( $51.5 + 6.5$  per level) to enemies behind the target.*

This one should be used while your target is still stunned from Ancient Spear as to maximize its effectiveness. It deals damage to multiple targets, so to make this ability shine, try to use it when no less than two opponents are within range.

- ◆ **Whirlwind**

*Deals 1125 ( $270 + 45$  per level) damage to nearby enemies over 4 seconds, and heals for 40% of damage dealt.*

It can be cast while moving, it's a great way to deal damage to multiple targets and heal yourself if you're not at full health, at the same time. Use it while fighting multiple opponents or while your enemy targets are trying to escape from within your grasp. The more enemies are caught in your Whirlwind the more damage you deal, hence, the more healing you'll receive!



## Heroic Abilities

- ◆ **Leap**

*Leap into the air, dealing 270 (61 + 11 per level) damage to nearby enemies, and stunning them for 1.5 seconds.*

- ◆ **Wrath of the Berserker**

*Gain 40% Bonus Damage on all Basic Attacks and Abilities, Stuns, slows, silences, polymorphs and roots against you have 50% reduced duration. Lasts 15 seconds, and extends by 1 second for every 10 Fury gained while active.*

Try to use your Heroic Ability on every cooldown, but make sure you are hitting enemy players rather than wasting that cooldown on non-player mobs.

## Talents

You will find the best Talent Choices for your Hero below, along with a Tier description; talent choices are highlighted in black. In this build, we will try to make a war machine out of Sonya.

- ◆ **Level 1 (Tier 1)**

- 1. War Paint**

Basic Attacks heal you for 25% of the damage dealt.

Pick this for survivability (healing).

- 2. Block**

Periodically reduces the damage received from Hero Basic Attacks by 50%. Stores up to 2 charges.

Pick this talent for survivability (reduction of damage taken).



### 3. Endless Fury

Increases maximum Fury to 150.

Pick this to increase your maximum Fury if needed.

### 4. Shot of Fury

Activate to gain 50 Fury

Pick this talent to instantly gain Fury to empower your attacks (increases your overall damage done).

## ◆ Level 4 (Tier 2)

### 1. Superiority

Reduce damage taken from non-Heroic enemies by 50%.

Increases non-player survivability.

### 2. Focused Attacks

Every 10 seconds, your next Basic Attack deals 50% additional damage. Basic Attacks reduce this cooldown by 1 second.

Empowers your white (basic attack) damage.

### 3. Boon of the Ancients

Hitting an enemy reduces Ancient Spear's cooldown by 5 seconds.

Decreases cooldown of Ancient Spear spell when hitting enemies with auto attack.

### 4. Furious Blow

Seismic Slam damage and cost increased by 40%.



Increases the damage output of your ability (pick to increase damage, pick it if you picked Shots of Fury in Tier 1)

♦ **Level 7 (Tier 3)**

1. **Poisoned Spear**

Ancient Spear deals an additional 50% damage over 4 seconds.

Pick to increase your DoT damage of Ancient Spear (increases your damage done)

2. **Shattered Ground**

Increases Seismic Slam splash damage to 100% of primary target damage.

Pick to increase your overall damage.

3. **Ferocious Healing**

Consume 20 Fury to heal 10.15% of your Max Health.

Pick for survivability.

♦ **Level 10 (Tier 4) // Heroic Ability Tier**

1. **Leap**

Leap into the air, dealing 50 (+11 per level) damage to nearby enemies, and stunning them for 1.5 seconds. Has a 70 second cooldown.

Pick if you're the main team's combat initiator.

2. **Wrath of the Berserker**

Gain 40% Bonus Damage on all basic Attacks and Abilities. Stuns, slows, silences, polymorphs, and roots against you have 50% reduced duration. Lasts 15 seconds, and extends by 1 second for every 10 Fury gained while active. Has a 45 second cooldown.



Increases your overall damage.

There is no clear winner in this section. Your Heroic Ability should be picked according to the needs of your team.

♦ **Level 13 (Tier 5)**

**1. Composite Spear**

Increases the range of Ancient Spear by 30%.

Pick if you want to have the range of Ancient Spear increased, or when you feel that enemies outrun you when they are trying to escape (ability range increase).

**2. Life Funnel**

Using Whirlwind removes all movement impairing effects and increases the amount healed to 55%.

Pick for survivability.

**3. Dust Devils**

Whirlwind creates Tornadoes that do an additional 25% damage.

Pick for damage increases if you use Whirlwind often.

**4. After Shock**

Using Seismic Slam temporarily reduces its Fury cost to 50%.

Seismic Slam cost reduction talent.

**5. Spell Shield**

Upon taking Ability Damage, reduce that damage and further Ability damage by 50% for 2 seconds. Can only retrigger once every 30 seconds.



Increases survivability.

We've been picking talents in previous Tiers that maximize our damage output. Keep in mind that at this stage of the game and with Sonya's rather bad survivability, you aren't able to kill your foes while being constantly dead, therefore it's time to boost her survivability to some extent. Choosing Spell Shield is your best choice here, since with it, you will survive longer, hence deal more damage and probably kill off more opponents.

\*If you have previously chosen War Paint in Tier 1, or feel that you do not need more survivability (depending on your team's needs and your gameplay so far) you can go with a different ability, such as Life Funnel, since foes will try to slow you while they try to escape your Whirlwind.

◆ **Level 16 (Tier 6)**

**1. No Escape**

Increase the Movement Speed bonus from using abilities to 20%.

Pick to increase survivability.

**2. Enduring Whirlwind**

Whirlwind duration increased by 50%

Pick to increase the damage of Whirlwind.

**3. Mystical Spear**

Ancient Spear pulls even if it misses a unit, but gain no Fury.

Pick if you miss a lot with Ancient Spear.

**4. Imposing Presence**

Enemies that attack you have their Attack Speed slowed by 50%.



Pick to increase survivability.

#### 5. **Stoneskin**

Activate to gain 30% of your Max Health as Shields for 5 seconds.

Pick to increase survivability.

We can call this a Survivability Tier 2. You can either go with Imposing Presence or Stoneskin, but as Sonya tends to have a large health pool, the talent that truly shines has to be Stoneskin.

#### ◆ **Level 20 (Tier 7)**

##### 1. **Nexus Blades**

Basic attacks deal 20% more damage and slow the target for 1 second.

Increases survivability and damage done.

##### 2. **Hardened Shield**

Activate to reduce damage taken by 75% for 4 seconds.

Increases survivability.

##### 3. **Arreat Crater**

Leaves behind an impassable crater for 4 seconds.

Increases crowd-control of enemies.

##### 4. **Anger Management**

Wrath of the Berserker duration increased by 1 second for every 5 Fury gained.

Increases the reduction of disables to 75%.



Increases survivability and the duration of your Heroic Ability Wrath of the Berserker

The last talent choice comes really late in-game, so you may want to adapt to your team's needs or to how the game is evolving. Interesting combinations, include picking Leap as your Heroic Ability empowering it with Hardened Shield, so you can basically, just jump straight into action and have damage taken reduced by 75% which really has a great potential.

### Gameplay

Overall, Sonya is a war machine, but keep in mind that she isn't a really great tank and is heavily reliant on the rest of her team. The best strategy to avoid dying is to have at least one of your team members present at all times.

Please note that strategies may vary for each map and they may be dependent to your team's needs as well.

### Early Game Roles

- Maximizing the team's pressure;
- You are one of your team's main initiator. Make sure to maximize your team's pressure with Sonya's offensive abilities, such as Ancient Spear.
- Mercenary Camp Control;
- Aid your team to control Mercenary Camps. This will grant mercenaries that aid your team's minion waves, pushing against enemy forts with much more powerful minions.
- Doubloon Carrier in Blackheart's Bay;
- Even though you may not be your team's tank, you can still survive a load of damage. Aid your team by being the Doubloon Carrier in Blackheart's Bay battleground. Make sure to turn the Doubloons in as well.
- Required Lane Presence near Altars in Dragon Shire;
- In Dragon Shire your Lane Presence is really vital, I advise middle Lane Presence as the Altar is located in the center of the map.



### Late Game Roles

- Wreak havoc in team fights;
- Finding the balance between providing a frontline for your team's carries and reaching enemy team's carries;
- Protracting the enemy team's actions as needed;
- Help your team stop / delay your enemy team's efforts.

## Stitches

All fellow World of Warcraft Alliance players may remember Stitches during their leveling adventures in Duskwood. Stitches is a heavy front-line fighter that can hook to drag enemies to him. Emits a gas cloud when he takes damage.

#### ◆ Pros

- Tank with a lot of survivability
- Can pull targets from afar
- Able to disrupt enemies
- Deals damage to enemies with his bare presence

#### ◆ Cons

- Low escape opportunities until Level 20
- Hook is blocked by structures, Mercenaries, minions
- Skillshot based within his core ability

### Abilities

#### ◆ Hook

*Pull the first enemy hit towards you, dealing 200 (48 + 8 per level) damage.*

This skill discerns good Stitches players from bad ones. This skill shot line is thrown out in the direction of your opponent, stunning and pulling the first target it collides with, towards you. Use this ability to secure a kill when your team is attacking and the pulled enemy will be outnumbered.



- ◆ **Slam**

*Deal 175 (61 + 8 per level) damage to enemies within the target area.*

Targets an area in cone of Stitches and deals damage to everything in the cone. You can poke enemies with Slam or kill waves in lanes faster.

- ◆ **Devour**

*Deal 700 (320 + 20 per level) damage to Minions or 250 (60 + 10 per level) damage to Heroes. Restores 19.92% of your maximum Health.*

This is your self heal. Cast on a single target Hero or enemy to regain health. It helps you to stay alive longer.

- ◆ **Putrid Bile**

*Emits bile that deals 80 (23 + 3 per level) damage per second to enemies within, slowing them by 35%. You gain 20% Movement Speed while emitting bile. Lasts 8 seconds.*

Good for disrupting aggressive gameplay of the enemy team.

- ◆ **Gorge**

*Consume an enemy Hero, trapping them for 3.5 seconds. When Gorge ends, the enemy Hero takes 600 (125 + 25 per level) damage. The trapped Hero cannot move or act and doesn't take damage from other sources. Stitches' Movement Speed is reduced by 15% while an enemy is Gorged. Cannot be used on massive Heroes.*

Great crowd control for your team. Use Hook then Gorge and the enemy Hero has quite a problem!

- ◆ **Vile Gass (Trait)**

*When damaged, Stitches emits a gas cloud that persists for 4 seconds. Enemies who enter it are poisoned for 40 (11.5 + 1.5 per level) damage per second for 3 seconds*



When enemies hit you with a melee or ranged attack, you emit gas and damage everything. This is a passive ability, and allows Stitches to clear waves more efficiently. Combined with the proper talents, it's really powerful.

## Talents

### ◆ Level 1

#### 1. Regeneration Master

Increases Health Regeneration by 4 per second. Every 3 Regeneration Globes gathered increases this bonus by 4.

As a tank due to objectives and tanking, you won't have the time to collect as many orbs to make this an efficient pick.

#### 2. Heavy Slam

Slam damage increased by 50%.

Adds more damage to a skill on a low cooldown that hits multiple targets. Great choice for a Tank.

#### 3. Chew Your Food

Using Devour also heals you for 9.555% of your max Health over 3.06 seconds.

Great, if your team has only one tank. Use whenever you need sustained survivability when you're getting damaged too often.

#### 4. Block

Periodically reduces the damage received from Hero Basic Attacks by 50%. Stores up to 2 charges.

Block will not add as much survivability to Stitches as Chew Your Food will.



♦ **Level 4**

1. **Vile Cleaver (Trait)**

Basic Attacks create a cloud of Vile Gas on the target.

Don't pick this Talent as you won't cast use auto attacks that often to beat Putrid Ground.

2. **Putrid Ground**

Enemies hit by Slam are infected with Vile Gas.

Adds moderate damage to your Slam, combined with Vile Gas. Use this to push your opponents in an aggressive manner.

3. **Amplified Healing**

Increases regeneration effects and all healing received by 30%.

If your team has a healer and you need to be a really heavy initiator and tank, pick it. Combine with the Chew Your Food Talent.

4. **Superiority**

Reduce damage taken from non-Heroic enemies by 50%.

This talent is absolutely worthless and can't be compared to any other in this Tier. Simply avoid picking it.

♦ **Level 7**

1. **Savor the Flavor**

Using Devour on an enemy Hero grants a permanent +2 Health per second.

You will need to spam Devour on Heroes, even if you don't use it. It's not worth the mana. Do not pick.



## 2. Last Bite

If Devour kills an enemy, the cooldown is reduced by 15 seconds.

You will scarcely get a killing blow with the spell on Heroes, it may be useful while fighting Mercenaries.

## 3. Toxic Gas (Trait)

Increases Vile Gas radius by 50% and the duration of the effect by 1 second.

The radius and duration increase are not worth the pick, simply skip this.

## 4. Tenderizer

Basic Attacks slow enemy Movement Speed by 25% for 1.5 seconds.

Auto attacks cripple your enemy as long as you can keep pace with them. A really powerful utility for crowd control and your best pick in this Tier.

### ◆ Level 10 // Heroic Ability Tier

#### 1. Putrid Bile

Emit bile that deals 20 damage per second to enemies within, slowing them by 35%. You gain 20% Movement Speed while emitting bile. Lasts 8 seconds.

Use is very situational; may be good if the enemy team wants to push inside your team. It slows them while you get sped up. Wouldn't pick it over Gorge though.

#### 2. Gorge

Consume an enemy Hero trapping them for 3.5 seconds. When Gorge ends, the enemy Hero takes 100 damage. The trapped Hero cannot move or act and doesn't take damage from other sources. Stitches' Movement Speed is reduced by 15% while an enemy is Gorged. Cannot use on massive Heroes.



This ability allows you to phase players from their position. You can play some pretty Mind Games with this, incapacitating enemy Heroes, winning time for your team. The possibilities are endless.

◆ **Level 13**

**1. Helping Hand**

Hook can also pull allied Heroes (but will not damage them).

Can cause issues while targeting. Sometimes, you could simply pull a Friendly target, instead of an Enemy target you wanted to pull. Not worth the hassle.

**2. Indigestion**

Using Devour also creates a Retchling.

The Retchling can't be controlled and has low health. Not worth picking.

**3. Mega Smash**

Range and arc of Slam increased by 25%.

Allows you to hit targets that are farther away. Pick it if the enemy team lacks crowd control mechanisms, otherwise go with Relentless.

**4. Relentless**

Reduces the duration of silences, stuns, slows, roots, and polymorphs against your Hero by 50%.

Reduce every CC, allows you to control your character quicker. Best Talent of this Tier.

◆ **Level 16**

**1. Shish Kabob**

Hook can pull up to 2 targets.



The chances of getting two enemies are really dim, especially two non-tank enemy Heroes. Do not pick.

## 2. Pulverize

Slam's cooldown decreased by 2 seconds and heavily slows targets for 1 second.

Amazing in team fights, allows the interruption of channeled spells (Heroic Abilities of certain Heroes!).

## 3. Fishing Hook

Hook has an additional 40% range.

If you're really great at hooking pick it, it's amazing! Depending on whether or not your team needs CC, you can switch around with Pulverize.

## 4. Imposing Presence

Enemies that attack you have their Attack Speed slowed by 50%.

Requires enemies to constantly attack you, which will not be happening, unless you are a pure tank.

### ◆ Level 20

## 1. Hardened Shield

Activate to reduce damage taken by -24% for 4 seconds.

Makes you literally Invincible for four seconds. Pick if you are a pure tank and use while engaging/disengaging.

## 2. Hungry Hungry Stitches

While active, Gorge can be repeatedly recast until the first target is expelled. The self slow is removed and the duration is increased by 1 second.



Talent is great, but requires heavy team coordination, which won't be happening in random matches. You need to make your team aware of the fact that while you use Gorge, they shouldn't be using any of their Heroic Abilities as Gorged enemies do not take damage from any sources. The talent provides immense crowd control abilities.

### 3. Regenerative Bile

Putrid Bile lasts 2 seconds longer, grants an additional 10% Movement Speed and heals for 50% of the damage dealt.

At this point, you should have enough Talents that boost your survivability. Go pick Hardened Shield if you need it, it's more worth it.

### 4. Bolt of the Storm

Activate to teleport to a nearby location.

Really good, as this late in-game, it's vital not to die. You can teleport to a location and instantly hook an enemy or use Gorge and teleport to your team. Great escape mechanism and a clear winner.

## Gameplay

### Early Gameplay

- Make use of your survival skills early on. No problems at soloing lanes
- If you stay on Lane, use Slam to push enemy Heroes and minions
- Use Devour at or below half Health
- Play with your opponent using Hook
- On some maps there are awesome spots where to hook enemies and trap them in front of you. Make use of such spots

### Mid Gameplay

- Heroic Abilities should be available, make use of Hook and Gorge



- Always try to Hook and Gorge an Assassin, Support or a Specialist
- Sometimes, make sure to save Gorge to finish somebody

### Late Gameplay

- Use Bolt of the Storm with Gorge to pick enemies from your team
- Disrupt as many Heroes as possible with your Slam and Gorge abilities
- Don't forget to use Hook even late in game.

## Tyrael

Tyrael is based off Blizzard's Diablo franchise. It's a strong front-line Hero thatn can support his allies. Shielding them and increasing their Movement Speed. He explodes upon death, dealing damage to nearby enemies.

### ◆ Pros

- Great damage output
- Moderate sustain during Mid Game
- Great combat initiator thanks to El'Druin's Might
- All basic abilities buff multiple allied players or debuff multiple enemies
- His great mobility makes it impossible for enemies to escape

### ◆ Cons

- No ability to restore missing Health
- Low sustain as opposed to Stitches or other tanks
- Weak when El'Druin's Might and the Heroic Ability are on cooldown.
- His trait is useful only once dead, which is what you want to avoid in game.



## Abilities

### ◆ El'Druin's Might

*Deals 480 (138 + 18 per level) damage to enemies within target area, slowing them by 25%. Reactivating will teleport you to the blade and slow nearby enemies by 25%.*

Serves as both a slow and a spell to boost your mobility. The range is great, but the damage is kinda low if you take its cooldown into consideration. It helps Tyrael to reach an enemy and slow it, again, if in trouble, it helps him escape.

### ◆ Righteousness

*Shields you for 700 (225 + 25 per level) damage and nearby allies for 80 damage for 4 seconds.*

Provides a shield for Tyrael and a weaker shield form for his allies. Adds nice health damage absorbion to Tyrael and his team. The shield can be empowered, with some talents below.

### ◆ Smite

*Rake target area for 315 (225 + 25 per level) damage, Allies moving through the targeted area gain 25% increased Movement Speed for 2 seconds.*

This is your cookie cutter damaging ability which doesn't cost much. It is on a low cooldown so you can use it quite often. It leaves a trail on the ground that increases mobility of your team if they walk over it.

### ◆ Judgement

*Charge the target dealing 220 (68 + 8 per level) damage and stunning them for 1.5 seconds. Nearby enemies are knocked away and take 110 (34 + 4 per level) damage.*

Best initiation ability in the game, together with Stitches' Hook. Interrupt channels, use to escape by casting on an enemy mob. Use during team fights.



- ◆ **Sanctification**

*While channeling, Tyrael makes all nearby allied Heroes invulnerable and unstoppable. Lasts 3 seconds. Does not affect Tyrael.*

Great for keeping your team alive and invincible for a few seconds, but to truly shine, you need to pick tank talents, because the immunity does not apply to Tyrael and enemies will likely want to bring you down as soon as you cast it.

- ◆ **Archangel's Wrath (Trait)**

*When you die, become Invulnerable and explode for 1000 (240 + 40 per level) damage after 3.5 seconds.*

If enemies land a killing blow on you, you can move for 3.5 seconds before you explode and deal damage. Always chase those who killed you. The area that encircles you is where the explosion will hit. Deals a lot of damage.

## Talents

- ◆ **Level 1**

1. **Regeneration Master**

Increases Health Regeneration by 4 per second. Every 3 Regeneration Globes gathered increase this bonus by 4.

Useful especially during laning, as Tyrael does not have any innate healing abilities. Do not forget to pick enough Regeneration Globes as otherwise, this talent is useless.

2. **Purge Evil**

Smite deals 25% more damage to Heroes.

Boosts your prime nuking ability Smite, this should be your favorable talent, because you use Smite a lot and 25% damage increase is really huge.



### 3. Protection in Death (Trait)

When Archangel's Wrath explodes, shield nearby allies for 50% of their max Health for 5 seconds.

The talent is really awesome, because it gives a powerful shield to your allies when you die, allowing them to fight longer. Pick if you're team knows how to cooperate.

### 4. Horadric Reforging

Increase the damage dealt by El'Druin's Might by 30%.

You aren't using El'Druin's Might as your main damaging ability, therefore, it's not advised to pick this talent.

## ◆ Level 4

### 1. Even in Death (Trait)

Non-Heroic abilities can be used before exploding, but deal no damage.

Even though abilities do not do any damage while dead, this talent makes it easier for you to land your glorious explosion.

### 2. Retribution

Cooldown is lowered by 0.5 seconds for each target hit by Smite.

Cooldown reduction on your main nuke ability is always useful. Enables you to clear waves faster and more easily. Pick it should your team lack wave clearers.

### 3. Vampiric Assault

Basic Attacks heal you for 15% of the damage dealt to the primary target.

Great to boost sustain during laning phase, adds extra sustain in duels, but inferior to Amplified Healing. Helps a lot if healers are not present.



#### 4. Amplified Healing

Increases regeneration effects and all healing received by 30%.

Superb choice if your team has a healer. If it doesn't, don't pick it.

#### ◆ Level 7

##### 1. Searing Attacks

Activate to increase Basic Attack damage by 50% for 5 seconds. Each attack costs 15 Mana.

Useful especially for auto attacks if you attack a single enemy. It's a nightmare for enemies that are trying to escape.

##### 2. Angel's Grace

After teleporting using El'Druin's Might, gain 25% Movement Speed for 3 seconds.

Decent for escaping, but it provides the same Movement Speed boost as your Smite spell, which makes it inferior to other choices in this Tier.

##### 3. Zealotry

Increases shield duration by 100%.

Do not pick. Your shields will break sooner than they expire most of the time.

##### 4. Reciprocate

When your shield expires, it explodes for 90 damage to nearby enemies.

Range of the explosion is short, which makes it hard to utilize, but if timed well, for example before you go engage somebody, it adds some damage. Inferior to the damage that Battle Momentum provides to your Smite.



## 5. Battle Momentum

Basic Attacks reduce Ability cooldowns by 0.5 seconds.

Goes well with Tyrael's Attack Speed. Great for resetting the cooldown of your Heroic Abilities. A definitive winner in this Tier.

### ♦ Level 10 // Heroic Ability Tier

#### 1. Sanctification

While channeling, make all nearby allied Heroes, excluding you, invulnerable. Lasts 3 seconds.

Not really bad, but isn't as good as the other ability. Tyrael won't be your team's main Healer, he's that Hero, great for chasing and wreaking havoc.

#### 2. Judgment

Charges target, dealing 60 damage and stunning them for 1.5 seconds. While charging, nearby enemies are knocked back and take 30 damage.

Moves Tyrael into position and stuns the target you pick. Use it to stop protected enemies, especially Support Heroes. Coordination is the key for this talent. If your team knows who you will use Judgment on, your team can focus that target down.

### ♦ Level 13

#### 1. Angelic Might

Gain 25% increased damage on your next Basic Attack for each target hit by Smite.

The talent is of extremely limited use and it's advised not to pick it. If you're looking for damage increase, go with Burning Rage.

#### 2. Imposing Will

Enemies that attack you while shielded have their Attack Speed slowed by 50% and Movement Speed slowed by 50% for 2 seconds.



This talent's effectiveness is limited as your shields break quite fast. This can be really powerful, if you shield yourself when you exactly know when you're going to get attacked, from let's say, ranged enemies such as Valla. The Movement Speed reduction is huge.

### 3. **Angelic Absorbtion**

Enemies that attack you while shielded grant 60 Health over 3 seconds.

Regenerates a lot Health if you shield yourself and soak damage from minion waves. Adds decent survivability if you shield yourself prior to engaging combat.

### 4. **Burning Rage**

Deals 10 damage per second to nearby enemies.

Permanent AoE damage that deals low damage, helpful on Maps where you clear stuff to achieve objectives, a good mana saver if you're clearing waves, also a good Stealth breaker.

## ◆ **Level 16**

### 1. **Salvation**

Shield is 25% stronger for each allied Hero that gets shielded.

Doubles your shields. A powerful spell to boost your sustain, considering it only has a 12 second cooldown. Synergizes well with Zealotry from Tier 3.

### 2. **Blade of Justice**

After teleporting using El'Druin's Might, your next 3 Basic Attacks within 5 seconds deal 75% more damage.

Adds 225% extra damage over the next 3 attacks. This talent is essential for auto attack builds. Works well on targets that cannot escape from you easily.



### 3. Holy Ground

Create a ring that blocks enemies from entering the area teleported to using El'Druin's Might.

If you can teleport in front of an escaping enemy, you can effectively block him. Requires practice and skill, but once mastered, it's a great pick.

### 4. Blood for Blood

Activate to steal 15% of target enemy Hero's Max Health, and slow its Movement Speed by 30% for 3 seconds.

Best used on enemy tanks with large Health pools such as Stitches or Diablo. A very versatile talent for engaging, if you cast Judgement, Smite and Blood for Blood, or killing targets that are trying to escape from you.

## ◆ Level 20

### 1. Hardened Shield

Activate to reduce damage taken by -24% for 4 seconds.

When active, the strength of shields increases to more than half of your Max Health. If you're the team's only tank, pick it.

### 2. Nexus Blades

Basic attacks deal 20% more damage and slow the target for 1 second.

A great utility if you're enemy team's Heroes can outrun you; the slow is a good counter attack.

### 3. Angel of Justice

Increases the cast range of Judgment by 60%, and reduces the cooldown by 30 seconds.



The range increase and cooldown reduction late in game are most certainly welcome, but you shouldn't be having problems with cooldowns at this point since Battle Momentum helps to refresh them and people will be on really long "dying cooldowns".

#### 4. Holy Arena

Increases duration of Sanctification by 1 second and increases the damage of allies by 25%.

Good if you decide to pick Sanctification, otherwise, not worth picking.

### Gameplay

#### Early Gameplay

- Stay with somebody else, soloing won't work because of your low damage and health
- Try to collect all Regeneration Globes to stack your Regeneration Master
- Be wary of heavy damage at this stage, your sustain isn't as other warriors.
- Your low sustain at this point is compensated with increased mobility, make use of it.
- Keep enemies slowed and allies sped up.

#### Mid Gameplay

- After getting Judgment, actively participate in engagements/disengagements.
- Look for high-priority targets such as Support, Assassins.
- Interrupt channeled spells of the enemy Heroes
- Continue to speed up allies and slow enemies

#### Late Gameplay

- Make use of your godly mobility
- Soak up damage



You will be the opponent's main target, since you're very powerful at this stage of game, thanks to your talents. Make use of it and try to create space for your team to engage in combat.





# 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 is 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 WARRIOR

## Blackheart's Bay

The standard setting revolves around sending 0-4-1 on the upper-mid bottom respectively. You will often witness fights over the watch tower at the beginning. While it can be a boon to possess the watch tower from the start of the game, it is definitely not something you would be willing to die for.

When minions start going out, your split should be 1-2-1 with yourself as a warrior floating between top and mid. The first chest pops at 50 seconds, so make sure to go bottom at 45 and the top to go mid. Have your warrior or cloaked Hero grab the coins. Return to lanes as fast as possible, do not delay any coin turn-ins. Try to gain a levelling advantage.

Split pushing on this map is also a viable strategy, but you have to be careful not to over-extend, because there are a lot of ways for enemies to unexpectedly surprise you. Keep track of coin count. Pushing mid lane to get a tower will get you a fort kill on the turn in, which gives you a significant lead. Try to send scouts to Blackheart, and if the enemy team player is handing in a lot of coins, be prepared to strike, his coins could be as well as yours.

### An Alternative Strategy

Try to make a push and skip the watch tower. Soak experience until you can win fights when the opposing team is trying to hand over Doubloons in the centre of the map. Try to turn in Doubloons frequently. Find and help team players to get mercenary camps, grab the watch tower, so you can see enemies approaching the Boss. Obtain coins over pushing. Make sure to tank your engagements as you have high sustain. Don't forget to soak lanes when nothing important is happening. In team fights, use Storm, Earth, Fire before you jump in onto the enemy team's healers and assassins.



If your tem has Stitches, remember that in this map there are certain points where he can pull the enemy hero and body block him so that he cannot escape. These spots efficiently serve as strong cages. These spots are also important for hiding as the line of sight into these areas is very slim, and some have bends which allow you to completely vanish from sight.

E.T.C. is a great tank here, since his Stage Dive Heroic Ability allows him to almost instantly teleport to any place on the map. Also, while playing your warrior (excluding E.T.C.), make sure to pick Bolt of the Storm talent at level 20, in order to be able to swiftly teleport between locations, in order to engage in combat or run away from foes.

This is not an ideal map for Muradin, except for your base walls, there is no place left for you to escape with Dwarf Toss, which is why you need to be more defensive, before you get your Heroic Ability. Communicate with your teammates and have an eye on Blackheart to prevent enemies from turning in doubloons, that's where Muradin's crowd control capabilities truly shine.

## Cursed Hollow

Cursed Hollow requires thinking outside of the box. Even though collecting tributes to weaken the enemy team with a Curse is great, but any team that always prioritizes gathering tributes over gathering experience is not playing well. As a melee warrior, you have increased sustainability therefore it's vital to get in lane and trying to create an early advantage, be it by killing enemy minions or mercenary camps. This doesn't necessarily mean that you shouldn't be collecting tributes or approach a different strategy; but why not go for Mercenary camps? Allowing the enemy team to gather a tribute isn't really bad, since in total, you need three. Do not forget that decisive team fight while being cursed is really a way to win your game.

Try to apply constant and strong pressure in lanes. Timing your pushes just before a tribute is about to spawn is of utmost importance. While the enemy team will be capturing a tribute there will be less players to defend their forts.



Try to keep lanes pushed back away from your base, have a good communication with your team, but most importantly, try to stay alive. When you're on low health, rather teleport back to the base to get the lost health back. Note that if the enemy team curses you, the amount of tributes you have gathered will not go away.

If you know beforehand that you will not be able to capture a tribute, push the enemy team's bases and force the enemy team to defend their forts as opposed to tribute collecting. This aggressive game play can have its ups and downs, but it's really efficient, since you as a warrior are a great initiator and tank.

Do not forget to save your heroic abilities when the enemy team's cursed defending and you're destroying their structures.

Sometimes aggressive gameplay can lead to victory. In certain games you'll notice rush destroying of enemy forts, even if your team has been cursed several times and your structures are being destroyed, is the way to go.

As Sonya, make sure to be where your team needs you when you are going after tributes, do not forget the mercenary camps which are also vital for the game play. Sacrifice the first tribute which gives you enough time to kill enemy minions, therefore you will have a slight leveling advantage. Succeed in your engagements, disrupt people capping tribute. If your team cannot handle getting to tributes, pick Wandering Keg as Chen if you get a tribute, make your way to the closest boss, and then go push lanes. Super important is to interrupt the channel of your opposing team while they are trying to claim the tribute. If you find yourself in a dire battle over a third tribute for your team, you are more than welcome to use your Heroic abilities. Again a well-communicated rotation is the key here; don't make all your team mates spend their Heroic abilities.

The game usually ends after the enemy team has been cursed two or three times.



## Dragon Shire

This map is asymmetrical, given that the top is different from the bottom. The upper lane doesn't have a mercenary camp by the shrine, while the bottom does. The bottom lanes have an easier access to mercenary camps than the upper/top lane.

Therefore, it would be best to send most of the players to the bottom lane, try to get a comp like 1-1-3. Make sure to survive when shrines announce they will be activating. At the same time initiate team fights as a tank/warrior. This can ensure advantage and you can grab the two shrines and secure the Dragon Knight service. Engage cautiously and only when you see fights to your advantage.

When the shrines activate, over power one quickly and then move to capture the other one, leave a strong defensive player for example a tank in position. If you see that a fight wouldn't result in your team winning, just keep harassing the opponent.

If you have both shrines under your control (try to have them both defended) move to the centre of the map to gain control of the Dragon Knight. When your team controls the Dragon Knight, do not rush! You need regroup (wait for players that defended the shrines to reach you) and evaluate which lane would be the weakest to attack.

Should your team lose a battle for the shrines and your enemy gets the Dragon Knight, don't rush in. Group up to engage the Dragon Knight, since it can be focused down pretty quickly, but if you keep the entire enemy team alive while attacking him, your team will be torn asunder. Look for the weakest members, like healers, and focus them down to gain advantage, before engaging the Dragon Knight. This may seem counter-productive, but bear in mind that Dragon Knight will deal a lot less damage to your structures when you focus on bringing the enemy team down first, rather than losing time for the resurrection timer.



It's often better to delay bigger engagements, until a point emerges where you have a big advantage in. Better play defensively and don't lose rather than play all out to win. This map also has almost zero mistake tolerance. Waiting on the opponent to make a mistake has won a lot of games.

While holding a shrine, it is a good time to have a strong jungle hero (Sonya) capture any mercenaries that are available. The best to capture are situated in the bottom part of the map, near the shrine, so it isn't a problem to quickly return back and defend.

As a melee warrior, you would want to roam and gank at first, engage in duels and skirmish for shrines, you should be able to help with Mercenary/Knights control, and you shouldn't have any issues soloing it at level 7 and above. Team fights at shrines during mid to late should be your priority along with tanking the Dragon Knight. Beware of his ability that will throw you in the air. Try to prioritize Dragon Knight before lane mercenaries.

## Garden Of Terror

Benefits of getting the Garden Terror outweighs all the efforts put into pushing. During the day, play as normal. The most important part is not to die when night is approaching. Ensure the team is grouped up and healthy when night falls.

During Night phase, gather seeds, 100 seeds are available (14 minions drop seeds including 2 bosses). Seed rush the night. Try not to touch the bosses as they create gank opportunities for the opposing team. Attack and engage the boss only when you are regrouped as a team. Have the tank up at all times if you have a healer.



Visibility becomes a problem at night. Some players like to use this to camp near minions and gank heroes farming for seeds. Ganking though, needs to be executed precisely and efficiently, there is literally, no room for errors, because you would lose the seed hunt. The only ideal way to gank your enemy is to make sure that the team is half-wiped. This gives an opportunity to farm for the seeds, since 2-3 heroes won't be able to hold-off the attack of your whole team.

A team with high damage output and a good tank can rush bosses easily. They drop the highest amount of seeds and securing this kill can easily win you the seed rush. To rush a boss is the riskiest of all strategies, yet still doable when you have a good tank that can soak a lot of damage.

If you're playing Sonya, you need to be mobile to collect as many seeds as possible. Always stay with your team, you need to take damage from the giant plants, as you activate Whirlwind, you start healing yourself and at the exact same time you deal a great amount of damage to the giant plants, do not forget to focus on mercenaries as well. Collect seeds as soon as they spawn; prior to that, grab a siege camp as soon as it spawns so you can zone them out. Grab camps frequently to gank. Solo camps whenever possible. When seeds spawn, grab all the small mobs first. Stack, win your engagements, and kill bosses. Zoning is a big deal since this map is huge.

Do not use Garden Terror immediately, rather wait for your perfect opportunity to plant it. Such ideal cases would be, when the opposing team's wiping or even at night when they're trying to collect seeds.

As the main team's initiator, you'll be responsible for collecting seeds, roaming and ganking as well as soloing camps. During mid to late game, you should always be grouped, and collect seeds as a team, if you catch a terror, push a lane as four, and the opposite lane with terror, try to maintain mercenary control and plant a terror along with knights to win pushes. If you're playing Stitches, go for lane soloing and use your Slam ability to push and poke enemy heroes as well as minions. During mid to late game, try to always hook or eat a valuable enemy player, such as healer or assassin.



## Haunted Mines

The map is all about maximizing the skulls your team collects and maximizing your golem's effectiveness. To do any of this, you need to be constantly alive, so do not mess up by dying.

The golem will travel down a set path and focus on enemy structures, so any help you can give him will be noticeable. Send 4 players down the lane that your golem will travel and push down the first enemy towers and the gate, before the mines open for the very first time. This may be difficult, as opponents are likely to catch up, but by doing this they are distracted and not attacking your towers as well.

Make sure to be topped up at full health when mines open. Players should be grouped up and enter mines together at one location. Each minion within the mine drops 2 skulls upon death, and you don't lose them once you die. It's vital to kill them quickly. You can steal some enemy skulls too, as the opponents kill minions, but do not run over them. While playing Sonya, the most important thing is your mines presence. Whirlwind allows you to move while dealing damage which gives you a mobility advantage, therefore you can collect more skulls. Tank mercenary camps and also use Whirlwind to deal damage to all opponents, while healing yourself.

As Muradin, stay calm and focused and do not overextend. Play defensive in early stages, for team fights try to save Dwarf Toss as an escape mechanic if necessary. Late game you'll have a great damage and stun potential to make use of.

It is also great to have a warrior tank, jumping right in the boss room when mines open that will tank the boss. Collecting skulls from the boss and skipping minions can win you valuable time as well as skulls.



You can even enter mines before minions spawn; position yourself in the middle where most minions spawn, so you can collect skulls faster. Never try to solo mines, because this is one of the main reasons, why so many players die. Deaths in mines are really bad and you should try to avoid them; rather re-enter mines than die. Strategies can get totally blown up, if a player dies when mines can be accessed so be vary of this.

If your team has a strong lane pusher, leave them out of the mine phase entirely and allow them to continue to push while the rest of the team is clearing mines for skulls. Note that this isn't always possible as lack of DPS may cause the rest of the team to be killed in team fights that happen within the mines. Adapt as necessary.

When golems spawn, maximize your golem's effectiveness. A great strategy involves sending 3 players with your golem and 2 against the enemy team. The damage should kill your opponent's golem, while a tank can focus on protecting your team's golem. If the opponent's golem is at 80 or more skulls, the whole team should regroup and focus to bring it down, rather than defending their weak golem. Mercenary camps are really not important in this map, since they travel the opposite lane that your golem travels.

## Sky Temple

Is a map where players better have a plan. The temple's power means that small mistakes can quickly lead into major disasters. Proper team coordination is vital to success, when multiple temples activate. Two really important and tough questions need to be answered.

1. Which temple(s) will the team contest?
2. If the team is going to attempt to get multiple temples at once, which heroes will go to which temples?



In general, the best thing would be to send all five team mates to the same temple at the outset, and then reassess what to do. If a team has a level advantage or is otherwise stronger in team engagements, the best bet is to force a team fight by contesting the temple where the enemy team is.

On the opposite, the weaker team should avoid team fights and seize the open temple. If a temple activates, the weaker team should avoid fighting for the temple altogether and push lanes to seize mercenaries instead.

As a warrior, you are responsible for lane pushing, engaging in fights and at later stages even Mercenary camps soloing. Diablo is really great for this map as he has a ton of health, but Stitches is very potent too, especially during late game and with the Bolt of the Storm talent, he can easily teleport and Gorge to pick somebody away from the team.

Only one hero is needed to capture a temple. Look for opportunities to soak XP, pick off enemy heroes, and seize other map objectives during the temple phases and in situations, where there is no incoming threat of the enemy team, contesting temples that have been captured by your team.

Due to the snowball nature of the Sky Temple, Heroes with strong early games – and especially strong level four talents should be given extra consideration during hero selection. Other valuable hero traits are for example high mobility to maximize XP soaking. Teams should also be aware of when a second temple phase starts, in order to take the opportunity to capture Bruiser Camps, so that the Bruiser push while the temple is active. It's advised that slower heroes rotate to bottom early to make sure that they are available to timely contest the temple.

The Boss is located in the middle of the map. The central location is relatively easy for a team to get to, once it suspects that the enemy team is trying to take the boss. The Sky Temple boss is a really hazardous take. A good rule of thumb is to avoid taking the Boss unless your team has at least two-hero advantage over the opposing team (meaning that your team has two less players dead than the opposing team).



Be careful about picking fights, there are only two minutes that separate each temple phase! For Sonya players, follow your teammates to the temples and make sure to use your Whirlwind to gather Mercenaries, as you can heal yourself while getting hit. Help your team to capture the temples. Roam around the temples in the upper and mid lanes to roam around the watch tower and soak experience. Capture temples and all mercenary camps to zone them out. Try to survive at all times. This map is really bad if you're team is wiping a lot. Make sure your healer is healing you when you're tanking. If you wipe, make sure to go for the boss.

## Tomb Of The Spider Queen

This map is very similar to Blackheart's bay. You gather gems, turn them in, then 3 webweavers will spawn (one per lane) and attack the enemy team's forts.

Take the top or bottom lane, let another player take mid. Run a gank squad with your team. Be the main team's initiator and tank. Win your engagements. Go Storm, Earth, Fire, it gives you a second life and can body block people at turn-ins like a wall. It also lets you disrupt people who are turning in.

Switch lanes quick, support your teammates to switch to a lane where there is only a single enemy hero that you can kill yourself.

Gems drop from enemy minions and heroes, they have a short windows in which you can grab them before they despawn. There are two turn in spots, making quick turn ins possible, this also speeds up the overall map gameplay.



Webweavers divide their push across lanes, which potentially can get you all of the enemy team's taps on. A single turn in is therefore a big deal, because it gives you mid and late game power. Gems are far more losable than coins. Unlike cannonballs, webweavers scale as the game progresses so while saving gems for a late game turn in gives you more efficiency, percentage wise, it's not as rewarding as hoarding on Blackheart's. (If you assume you push down forts yourself so that cannon push the keeps). Hoarding gems can lead to an increased efficiency during late gameplay.

Get close to a turn in, 5 gems short, then wait until you get a kill to get the last run in, and then get a mercenary camp before weavers spawn to overwhelm the lane.

You can't sneak gems the same way do that with coins, but farm them in lanes, so having a dominant lane control is far more important than jungling. With all the lanes close together, this is a great map for ganking. A good way to split players here is have three go mid, with someone with crowd control capabilities going bottom. Diablo is for example, really good at this, because he will get pushed in a lot, but he does not use his crowd control mechanics to clear, so he is ready when you gank for him. The reason why to favor bottom over top is this fashion, because big Heroes will be on bottom and make an easy pick-up after the gank possible.

Webweavers slowly time out, like a Garden Terror's W, so if you see one with low health on the opposite side of the map, it isn't worth your time to go and finish him off.

If you know the right thing to do, and everyone else on your team is doing something different, go with them and do what they are doing. Usually, you can bring them around where you need them. Go with the flow, even when you hate this. Having a single bad plan is better than having two good ones.