

Wisdota Report for Match 2705787298

Spirit Breaker by Spdy

PLAYED ON 11/10/2016

Match Context Solo AP ranked. Spirit Breaker on offlane, roaming/initiator - Goal is to gain an advantage through kills and become strong enough to initiate fights with charge. Got an early advantage and snowballed to a win.

Highlight Tip Empowering Haste has an active part, use it to boost movespeed (and damage) in fights!

Summary

- ▲ Effective itembuild. Get Stout Shield, buy Quelling Blade at the sideshop.
- ▲ Good laning, punishing solo Sven
- ▲ Successful aggressive ganks.
- Unnecessary deaths to overconfidence, might have been able to escape with charge.
- ▼ Unused skills/abilities: Empowering Haste, sometimes Urn and Drums.

1 Tips

- Only hero and tower damage cancels Urn regeneration, use it to stay healthy when tanking creepwaves.
- When you have charges available, use Urn aggressively when you enter the fight.
- Prioritise killing the ranged creep when pushing a lane.
- When pushing lanes later in the game, make sure to lasthit the enemy creeps dying to your creeps.
- Be patient and take safe lasthits over pushing a little bit more.

2 Events

- 0:57 ■ bought slow, start moving now
- 0:30 ■ Did not move in to place ward.

What happened

- 0:18 ■ walked into lane with ward
- 1:17 ■ placed ward while visible



Alternative

Either give the ward to a support, or place from outside vision.



- 0:31 ■ missed lasthit (too early, 5hp)
- 0:32 ■ missed lasthit (didn't use dagger to lasthit)
- 0:41 ■ missed lasthit (too early, use dagger to contest vs pudge)
- 0:49 ■ walking in for harass too long, missing deny
- 0:51 ■ missed lasthit (too late / walked too far away)
- 1:49 ■ missed lasthit (didn't use dagger)
- 2:37 ■ missed lasthit (walked back for courier)
- 2:42 ■ missed lasthit (too early)

3:10 ■ Bought boots in base, unused until 6:17

What happened

3:40 ■ Didn't use courier to bring boots

5:09 ■ Walk to sidelane without Boots.

Alternative

Buy them at the sideshop bottom at 3:47, can even complete Phaseboots at sideshop bottom 5:50

4:36 ■ missed lasthit (too early)

4:45 ■ Missed kill on Pudge

What happened

Attacked until Pudge could self-deny



Alternative

Keep close without hitting until Dagger is off cooldown.

4:54 ■ missed lasthit (too early / could have used dagger)

5:02 ■ missed lasthit (too early)

5:44 ■ missed lasthit (impatient, tried 2 hits)

6:28 ■ Break Invisibility rune to attack Sand King

Thoughts

No chance to kill (very unlikely to have no sandstorm, could stun and TP.)

Alternative

Good chance to find and kill Legion Commander.

6:46 ■ Missed kill on Pudge

What happened

Attacked until Pudge could self-deny

**Alternative**

Keep close without hitting until Dagger is off cooldown.

- 6:47 ■ missed opportunity to buy TP at sideshop, will likely move mid
- 9:21 ■ bad blink into fight, death pudge+sk under tower, just run
- 10:14 ■ didnt use blinkstrike on creepwave
- 10:21 ■ missed lasthit (impatient, tried 2 hits)
- 10:34 ■ missed lasthit (unlucky crit, could use dagger quickly)
- 11:05 ■ missed lasthit (impatient, tried 2 hits)
- 11:46 ■ missed lasthit (hit wrong creep)
- 11:47 ■ missed lasthit (hit wrong creep)
- 11:53 ■ missed opportunity to buy tp at sideshop
- 12:30 ■ death in small fight 1222 move into fight with half HP safe play is to stay back a bit and bottle up +LC blink was surprising -WD didn't use heal, could have lived
- 13:19 ■ always use phaseboots to move
- 14:38 ■ didnt use spells to farm camp !full mana !low(er) hp
- 15:12 ■ inefficient didnt use dagger to farm camp !more mana !low(er) hp
- 15:56 ■ missed lasthit (didn't watch wave for dagger)
- 16:04 ■ death to tiny - walking around with low HP + new blink - had to expect blink to soon come up - had no vision, knew enemies were nearby

- !!! decision making: did ping enemy position! need to realize that initiating teamfights is impossible lots of magic burst damage, all heroes squishy can only fight if enemies use spells separately - super hard -> .. 1649 bad tp mid - towards enemy team
- 1655 walk uphill
- 1708 death in fight - too low maxhp/too much magic damage - cant go into fight - lucky that tiny didnt burst immediately
- .. !!instead TP bottom 1649, split/move to ancient jungle ..
- 19:45 ■ use phaseboots to move
- 20:09 ■ decision bad go into tiny - should have immediately died to combo
- !!! decision making: keep fighting into sk/tiny with reduced HP
- 20:53 ■ go onto tiny leads to death
- !!decision making walk over to mid as they fight pudge should farm jungle, no need to help there want to spread and maximize farm dont want to show, dangerous with 3 blinks and lots of burst
bad movement top t2-> mid t2 - mid t1 - farm mid wave -stay and farm next wave instead - farm jungle top t2 -> medium camp -> hard camp -> medium camp rune
- 22:21 ■ show on the lane - should die do sk+tiny
- 24:45 ■ inefficient movement bad pathing above ancient camp to creepwave misses 2 creeps saw them mid, cant
- 24:57 ■ missed lasthit (hit wrong creep)
- 24:52 ■ Didn't use blink strike to creepwave
- 25:02 ■ missed lasthit (impatient, tried to get two hits.)
- 25:03 ■ !decision making: tiny sk pudge show mid -> wave bottom is safe to farm
- 25:04 ■ !missing information: need to view drow's movement walk to hardcamp team is farming that instead: immediately farm ancients !avoids dangerous situation
- 27:44 ■ use blink strike to clear creepwave
- 27:46 ■ !decision making should farm enemy jungle toward bottom enemies are respawning/ in base lots of space available spread out .. 2813 missed opportunity to buy TP, usign courier walk to secret shop farm ancients walk mid
2830 !decision making should not try to fight there no vision nothing to gain, own lane is pushed in Lina is out of mana, global silence on cooldown !!instead farm radiant jungle toward bottom, kill one wave ..
- 29:47 ■ missed opportunity to buy TP replace Raindrops!
- 30:04 ■ !decision making should push out top
inefficient movement farming mid allies in mid, sharing farm with drow only 2 camps next to secret shop to continue farm top instead big creepwave should push top can continue jungle
- 30:56 ■ !decision making should push out bottom !missing tp, could have bought at 2947
- 32:36 ■ inefficient movement: walk mid then bot bottom needs to be pushed, go there immediately

- 33:20 ■ missed lasthit (wrong creep)
- 40:32 ■ missed opportunity to buy TP
- 41:30 ■ enemies could push top rax, no tp!
- 42:21 ■ fighting with only 3 for enemy base no TP out -> should run
- 42:25 ■ fight execution: run up instead of towards team
- 45:19 ■ killed 4, go for objectives

did: farmed ancients, moved to bottom

should: push mid