

Wisdota Report for Match 2727799586

Phantom Assassin by Tails

PLAYED ON 11/10/2016

Match Context 2-stack AP unranked. Phantom Assassin in midlane. Aim is to gain an kill advantage with early levels and the first items, and then build up into a strong lategame carry. Successfull earlygame, fall behind with bad engagements in the midgame, win due to some good fights and reaching lategame items.

Highlight Tip Phantom Assassin usually has a small HP pool after the early game, making her very susceptible to magical burst damage. Play carefully in the teamfights so you don't die to nukers like Tiny.

1 Tips

- Carefully plan item purchases in the mid lane. Only buy in base when immediately using the courier, use the sideshop during ganks. Delayed boots by 2-3 minutes, see [3:10](#).
- In order to prevent Pudge from self-denying with Rot in ganks, don't try to finish him off with rightclicks. Move close and hold the last rightclick, then finish him off with Stifling Dagger. Missed 2 kills at [4:45](#), [6:45](#).
- Be aware of the magical burst potential of the enemy team, went into multiple dangerous engagements and died [16:49](#) [20:09](#) [20:53](#) [22:21](#). If you are at a disadvantage, splitpush and farm up until you can live through a fight.
- Prioritise farming efficiently in the midgame by always moving to the next closest creepwave or neutralcamp, unless there is a good reason to go somewhere else. Examples of suboptimal movement at [22:00](#) [27:46](#).

2 Events

- █ Mechanics
- █ Efficiency
- █ Information
- █ Itemisation
- █ Execution
- █ Decision

- 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

Thoughts

Pudge + SK under tower, SK has Burrowstrike, Lina will die



Alternative

Just run

10:14 ■ Didn't 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

Reveal of LC's Blink Dagger

What happened

- 12:22 ■ move into fight with half HP

Alternative

Safe play is to stay back a bit and use Bottle. WD didn't use heal, could have lived.

- 13:19 ■ Always use phaseboots to move
 14:38 ■ Didn't use spells to farm camp
full mana, low HP
 15:12 ■ Didn't use Dagger to farm camp
had more mana and low hp
 15:56 ■ missed lasthit (didn't watch wave for dagger)
 16:04 ■ Death to tiny

- walking around with low HP
- reveal of Tiny's blink (had to expect it to soon come up)
- had no vision, knew enemies were nearby

- 16:49 ■ Grouped up with team and took fight in bad

What happened

- 16:49 ■ bad TP mid

move you towards enemy team

- 16:55 ■ walk uphill
 17:08 ■ Death in fight

- too low max HP/too much magic damage. Can only go into fight after spells are used.
- lucky that tiny didn't burst immediately at 16:57

Alternative

TP bottom at 16:49, splitpush/move to ancient camp

- 19:45 ■ use phaseboots to move
 20:09 ■ decision bad go into tiny - should have immediately died to combo
 20:53 ■ go onto tiny leads to death

22:00 ■ Walk over to mid where team fights pudge

Should farm jungle, no need to help there. Want to spread out and maximize farm. Fighting is dangerous against 3 blinks and lots of burst



22:21 ■ **Important!** Show on the lane - should die do SK+Tiny

24:04 ■ Missed lasthit (hit wrong creep, dies to tower)

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 ■ Didn't push a safe creepwave

Tiny, SK and Pudge show mid

25:04 ■ Share farm with Drow

Prioritise farming ancient camp, gives more gold, can move back afterwards

25:05 ■ Didn't view Drows movement towards the camp

27:44 ■ didn't use blink strike to clear creepwave

27:46 ■ Inefficient farming after push

Enemies are still in base or respawning, spread out and use the space



28:13 ■ Used courier, missed opportunity to buy TP

28:30 ■ going for a bad fight

- No vision, fighting into highground
- Nothing to gain, own lane is pushed in
- Lina is out of mana, global silence on cooldown

29:47 ■ missed opportunity to buy TP

replace Raindrops

30:04 ■ Missed opportunity to splitfarm

Thoughts

Farming mid

Sharing farm with Drow, less camps next to secret shop

Alternative

Farm top instead

Big creepwave, pushes lane, can continue into the jungle

30:56 ■ Didn't push out bottom

Have no TP could have bought at 29:47

32:36 ■ 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 available, should run

42:25 ■ Ran up instead of down towards team

45:19 ■ Farmed neutrals after won teamfight

killed 4, immediately push and take objectives