

# Wisdoma 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 sideshow.
- ▲ 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 Itemisation

### ■ Starting items

- ▲ Windlace
- ▼ Need more regen in lane
- ▼ Should get stout shield (melee vs. melee lane - will take creep hits)
- ▼ Quelling blade unnecessary, buy at sideshop if needed (1v1 against sven)

▲ Early Urn, Power Treads

▲ Echo Saber to push advantage

■ Progression Drums, Sange and Yasha.

19:05 Missed opportunity to buy TP

## 3 Early game

1:53 Good kill on sven! Gained creep advantage by killing range+1 melee, then got bashes.

1:58 Missed opportunity to pull lane back: only lasthit, deny own creeps

2:58 Missed kill on Sven: Held charge too long and hoped for a Bash, Mirana tries Arrow and misses  
*Use charge at 2:55 to set up arrow.*



3:20 Missed opportunity to sidepull hardcamp

## 4 Mechanics

-0:32 Accidentally pooled tango to Omniknight

5:37 Salve cancelled by Riki (just killed Spectre before)

- Inefficient farming: did not kill last creep in camp 14:01, slows down next ally farming the camp  
*kill the creep, even better stack at 13:55*
- Miscalculated cost for item: Selling quelling blade to empty the slot gives enough gold to finish item, no need to farm another camp.
- Charge out from fountain instead of walking 10:20 walk mid - charge either sven top or CM in mid. can probably fight mid
- kill ranged creep first when pushing 12:00 17:29 18:57 22:46
- ▼ Didn't use available urn charges to heal 20:15, 22:05 (leads to death later). Urn is not cancelled by creeps!
- ▼ Missed free lasthits. Frequent problems:
  - Ignored lasthit lost to own creeps 22:12 22:13 25:13 25:36
  - Hit too early 17:20 17:37 22:20 22:22 24:51 24:53 25:10

## 5 Movement

- ▲ Good TP to speed up kill on Nature's Prophet 21:48
- Undecisive movement 5:54, TP top 6:21  
*immediately charge to the free lane*
- Suboptimal movement: farm hardcamp, farm medium camp, then walk to fountain  
*farm medium camp, then hardcamp, then go to base.*
- ▼ Undecisive movement 9:24: Farm creepwave with low HP - should immediately back afterwards, waste 15 seconds walking.

## 6 Fight Execution

- ▲ Good charge 11:20 16:20
- ▲ Good delay of fight 12:30: waited until enemies dive into tower, then initiated
- Unnecessary dust in sentry 13:10
- ▼ Never used active component of Empowering Haste. Activate when entering fight, examples at 3:52 5:04 8:34 8:48 11:20 12:43 14:52 16:48 21:57 27:06
- ▼ Missed aggressive uses of Urn: 12:43 (save use of Ultimate) 14:52 14:59 16:48 19:19 21:57
- ▼ Didn't use Drums of Endurance 22:43 (Escape), 25:15 (push!) 27:06(fight!)
- ▼ Unnecessary death! Didn't use available skills to escape: Drums, Empowering Haste, Urn charge to disable blink, charge away in fog 22:46

## 7 Strategic Decisions

- ▲ Good decision to heal after early fight -0:13
- ▲ Repeatedly good aggressive play, pushing advantage
- ▼ Could have died to Sven 9:36: Walk into lane with low HP, no mana for charge out.



- ▼ Farming right outside enemy base 20:50  
*Small chance to escape by charging bottom*