

Wisdoma Report for Match 2741900717

Bristleback by Stickymayhem

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Highlight Tip When offlaning, make use of the hardcamp next to the lane for pulls. Especially as a dual lane, use the pull to bring the lane back from the enemy tower so that the enemy carry can not farm.

Tips

- Prioritize sustain in lane - for aggressive lanes buy additional regen and buy e.g. Ring of Health before upgrading Boots.
- Take more care to avoid tower damage in the early game, especially if you have used up all regen. Shift off tower aggro as quickly as possible.
- Be more efficient about moving out after respawn - prepare item purchases and pick a target position before spawn, tab back into the game earlier.
- Use more TP's in the midgame - buy one extra when moving out so you can TP back to fountain.
- Prioritize killing buildings when entering the enemy base in the lategame, don't dive after allies. Fight on the lane where you can kill the next buildings whenever you don't have a split-pushing hero.

Events

■	Mechanics
■	Efficiency
■	Information
■	Hero Build
■	Execution
■	Decision

- 1:16 ■ Bought very little regen to lane top. Buy only the Ring of Protection and delay finishing the Basilius, get additional tangoes or/and a salve
- 0:56 ■ Can go for an additional Quill Spray hit on PL (lots of stacks)
- 1:02 ■ Missed deny
- 1:09 ■ Missed lasthit (stood too far, am can deny)
- 1:13 ■ Missed lasthit (went for deny hit, weaver missed)
- 1:13 ■ Missed good opportunity for sidepull (the hard camp). PL isn't contesting, lane is pushed
- 1:19 ■ Drew tower aggro, didn't shift it off after (dont rightclick the AM immediately, walk close first. Deny click a creep to drop aggro)
- 1:41 ■ Stayed to fight at tower – sidepull the hard camp
- 1:51 ■ Missed deny
- 1:53 ■ Went for lasthit in the tower – took a lot of damage. (and even got denied)
- 1:56 ■ Missed lasthit (overestimated damage)
- 2:09 ■ Missed deny (overestimated damage)
- 2:41 ■ Missed deny (didn't try, writing chat?)
- 2:51 ■ Took unnecessary tower damage (underestimated range, tried to harass)
- 4:17 ■ Prioritised upgrading boots. Should instead get Ring of Health early, no regen left over
- 5:07 ■ Missed deny(backed unnecessarily)
- 5:38 ■ Pushing the lane – should instead try to deny and pull it back
- 5:53 ■ Playing dangerously aggressive – would die if AM blinks in
- 6:24 ■ Healing at fountain on Strength tread – switch to Agi.
- 6:45 ■ Unnecessary TP to lane (save the gold, Weaver can keep the lane solo,)
- 7:36 ■ Unnecessary tower damage
- 7:59 ■ Dangerous going forward – could die to lance+ AM blink in (didn't check PL to see he has no mana)
- 9:12 ■ Important! Bad Camera movement! Miss pathing of enemies, lets PL escape
- 9:40 ■ Walk back close to the AM – risking harassment, losing mana
- 9:55 ■ Stayed in lane without mana, low HP, no regen – just back to base.
- 10:54 ■ Pushing with Ring of Basilius turned off – turn on to make creeps more tanky
- 11:09 ■ Important! Didn't drop tower aggro, leads to death
- 13:01 ■ Missed opportunity to by TP at sishop
- 13:24 ■ Missed lasthit (quill spray early,
- 13:34 ■ Pushing with Ring of Basilius turned off
- 13:40 ■ Bad camera placement – cant see your pudge, who is walking in
- 13:42 ■ Backing from pudge - too far to follow up for dark seer

- 13:48 ■ Important! Bad pathing – keep running forward while Ogre is focused. Should immediately turn and run.
- 13:52 ■ Suboptimal pathing – juke into the trees instead of walking out
- 14:42 ■ Important! Slow movement by walking to secret shop – TP to any lane, either buy vanguard at sideshop or send courier to mid. Top = Bot > Mid > Walking
- 14:42 ■ Missed opportunity to by TP at base
- 16:16 ■ Using mana on creep when low – conserve for the fight(2x quill spray).
- 16:50 ■ Could turn to hit the PL
- 17:02 ■ Hitting tower on Int treads, should switch to Str
- 18:10 ■ Important! Keep fighting after killing PL. Hard to kill AM, reinforcements from tower.
- 19:00 ■ Missed opportunity to by TP at base
- 20:51 ■ Didn't watch the fight – little information on what is happening
- 21:31 ■ Stay and push until enemies respawn - should back out before
- 22:32 ■ Tabbed out too long – stand in base for 17 seconds after respawn
- 22:50 ■ Missed opportunity to buy 2nd TP at base (TP out to mid, no shop there. Want to TP top at 2350)
- 23:15 ■ Wasted dust (unlikely that riki just stands there. Also no way to kill, Riki can purge the Dust with Diffusal Blade)
- 23:23 ■ Could toggle Treads to Int when using Quillspray on neutrals
- 24:11 ■ Missed lasthit (overestimated damage)
- 24:46 ■ Missed lasthit (overestimated damage)
- 24:51 ■ Missed lasthit (focus wrong creep)
- 24:53 ■ Missed lasthit (left creepwave early)
- 24:55 ■ Missed lasthit (left creepwave early)
- 25:09 ■ Unnecessary Dust (sentry get placed before)
- 25:28 ■ Pushing with Ring of Basilius turned off
- 26:05 ■ Important! Went to dive into base – could finish off the melee barracks
- 27:10 ■ Stood in base after respawn – decide items quicker and move
- 27:22 ■ Walk mid – lane is pushed, nothing to do. Go bottom instead
- 27:31 ■ Tab out too long – hero is idle for 5 seconds
- 28:30 ■ Went to farm jungle – instead push bottom, frontline to enter dangerous space.
- 29:00 ■ Missed lasthit (overestimated damage)
- 29:18 ■ Suboptimal pathing – can walk directly to mid.
- 30:34 ■ Go back into fight with low health – just back and heal.
- 33:20 ■ Scared to walk through wall – 4 dead, want to hit barracks.
- 35:10 ■ Keep roshing without Bloodseeker and Weaver – need to back out
- 36:25 ■ didn't buy items while dead – delays moving out by 13 seconds
- 39:45 ■ Missed 2 lasthits (walked away/bad quill spray)
- 39:57 ■ Missed lasthit (didn't cast quill spray)
- 40:56 ■ Didn't cast quillspray after silence ends – missed 2 stacks
- 41:00 ■ Go into the fight after tower dies – fighting 4v5 without weaver, rather back off
- 43:11 ■ Missed lasthit (didn't cast quill spray)
- 43:31 ■ Missed lasthit (overestimated damage)
- 43:46 ■ Missed lasthit (switched target)

- 43:48 ■ Missed lasthit (hit early)
- 43:49 ■ Missed lasthit (hit early)
- 43:57 ■ Pushing highground with 3 heroes – wait until pudge/bloodseeker join
- 44:37 ■ Show in aggressive position! 3 allies dead
- 46:00 ■ Tabbed out too long – stand in base for 5 seconds after respawn
- 46:36 ■ Went alone into lost fight, rather push out a bottom/ set up in base
- 48:07 ■ Slow to move out – stand in base for 4 seconds
- 49:00 ■ Pushed in through mid – instead go bottom to hit barracks, so other lanes can push in
- 49:16 ■ Late BKB – Use at 4913 so mana doesn't get burned by AM illusions
- 49:53 ■ Didn't switch Treads to Int to TP out earlier
- 51:15 ■ Missed lasthit (underestimated Quill Spray range)
- 51:17 ■ Missed lasthit (hit early)
- 51:19 ■ Missed lasthit (hit early)
- 51:21 ■ Missed lasthit (hit wrong creep)
- 51:22 ■ Missed lasthit (hit wrong creep)
- 51:24 ■ Missed lasthit (hit early)
- 51:26 ■ Missed lasthit (cast quill spray early)
- 51:27 ■ Missed lasthit (switched target)
- 51:28 ■ Missed lasthit (cast quill spray early)
- 52:05 ■ Hitting creeps instead of barracks – no enemies nearby, 3 dead
- 52:23 ■ Didn't cast Goo to maximize Warpath stacks
- 52:40 ■ Didn't immediately back after killing the barracks (lost 2 seconds to walking around, then more to hitting DS)
- 54:05 ■ AFK for too long – stood in base for 35 seconds
- 54:47 ■ Pushing enemy base with 3 heroes (and 1 far behind) – wait until all are grouped, this gives the enemies a chance to fight