Wisdota Report for Match 2742544603
Sand King by Awusuwah

Highlight Tip When your hero's mana pool is very small (e.g. because you lost Intelligence to Silencer), Tread-switching can make a big difference.

Tips

• Be quick at buying items before deaths in the early game, the gold you save has a big impact.

• Using Blink Dagger and Sprint optimally to move faster can make your game more efficient and give you that decisive little edge over the enemies.

• Use pings or your microphone to communicate initiations with your team so that they follow up.

• While Eul's Scepter removes debuffs from you, it also rets you up for enemy initiation. Often just walking out of the situation is safer.

• When retreating during a teamfight, try to stay away from your squishy allies like Sniper. Rather escape a bit sideways, so that your allies can safely attack whoever is chasing after you.

• As initiator, buying a BKB against Silencer's Global Silence is very important - Eul's Scepter will stop your initiation just as much as the silence.

• Make sure that you are backed up by enough allies to kill when initiating a pickoff in the lategame. If you fight for a long time, support will come and lead to a teamfight.

Events

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

-:43 ■ Took a long time to buy items, moved out late

-:10 ■ Decided not to try placing the ward (No advantage keeping it until creeps arrive, then the enemy will see the ward)

:-1 ■ Stayed around the rune after seeing 3 enemies (Instead immediately move to the lane to block the creeps)

1:50 ■ Move far out into the river (No advantage over previous place behind trees, which si closer to the lane)

1:54 ■ Move commands to midlane

• Cant help the sniper

• Dont want to leave the lane at this time

2:06 ■ Missed lasthit (Stayed too far away in the lane)

2:38 ■ Missed lasthit (Hit late)

2:57 ■ Used Sprint too late

• Can close the distance if used it immediately after turning

• Probably then Arrow hits, killing the Silencer

3:08 ■ Didn't buy items before death

• Death is very likely with Charge

• Could finish iron talon and get TP, save 80 gold

4:14 ■ Missed lasthit (Didnt try to hit)

4:22 ■ Didn't buy items before death (Could get 2 Tps, save 80 gold)

5:13 ■ Didnt use choke point to jungle

• Can reduce damage taken by the neutrals by a lot

• Running back from the neutrals slows down farming

5:22 ■ Used Sprint while jungling

• Increases damage taken!

• No need for movespeed while hitting the creeps

6:20 ■ Missed lasthit (Used Iron Talon before tower hit)

6:23 ■ Missed lasthit

• Didn't use Crush

• This crush would prepare the 2 other ranged creeps and the low-hp melee creep for easier lasthitting

6:26 ■ Missed lasthit

  • Prioritised Melee creep over ranged

  • Ranged creeps are worth more gold!

6:28 ■ Missed lasthit (bad prehit)
6:30 ■ Missed lasthit (hit too late)
6:46 ■ Attacked neutral camp too early (Pull the hardcamp at 52!)
7:00 ■ Moved too close, taking unnecessary harass
7:34 ■ Could interrupt Charge with Slithereen Crush and live
8:26 ■ Missed lasthit (Hit too early)
8:58 ■ Walked unnecessarily close to sideshop (Miss lasthit later at 905)
9:11 ■ Missed lasthit (Prehit too late/just too late)
9:24 ■ Missed experience (Backed too far)
9:34 ■ Missclicked TP
10:27 ■ Missed lasthit (hit wrong creep)
10:29 ■ Missed lasthit (Hit early)
10:44 ■ Suboptimal Iron Talon use

  • Ranged creep has low health, take catapult/melee creep

  • Use talon before the first hit

10:53 ■ Missed lasthit (hit early)
11:13 ■ Missed lasthit (bad prehits)
12:05 ■ Went in and tried to help Mirana

  • Axe is still around, dangerous fight

  • Should just back out

12:53 ■ Could TP bottom, would be +2 creeps (downside: tp on cooldown, can't help against ganks)
13:42 ■ Chased in to continue fight

  • Only sniper to follow upo

  • No way to catch, can only run in

14:05 ■ Went back to base with full mana

  • Use mana to farm neutrals, then heal

  • Want to finish Blink Dagger!

14:39 ■ Missed lasthit (hit wrong creep)
14:41 ■ Missed lasthit (Didn't prehit)
14:50 ■ Missed lasthit (Didn't prehit)
14:55 ■ Missed lasthit (Cancelled attack/used crush too late)

15:24 ■ Used Slithereen Crush to push the wave

　　• Out of Mana afterwards, would be forced to use Mango

　　• Rather keep the mana, stay and TP in

15:48 ■ Missed assist gold for kill (Backed too far)
17:01 ■ Unnecessary Courier use (Walking back to base anyway)
17:06 ■ Didn't use Blink Dagger to move faster
17:26 ■ Didn't use Blink Dagger to move faster (loses one lasthit at 1739)
17:40 ■ Missed lasthit (bad prehit)
18:22 ■ Initiated when team was not ready (would be a good play, team did not follow forward)
19:15 ■ Didn't buy a second TP
19:23 ■ Suboptimal crush (No way to kill Axe, rather hit the entire creepwave)
19:29 ■ Unnecessary Rightclicks on low creep (Would die to crush anyway)
19:33 ■ Suboptimal crush

　　• Didnt hit the ranged creeps

　　• Creepwave would be dead now with optimal crushes

19:58 ■ Missed lasthit (Overestimated damage)
20:11 ■ Didnt use Blink Dagger to move
21:18 ■ Missed lasthit (hit early, tried for 2 hits)
21:24 ■ Missed lasthit (Overestimated damage)
21:37 ■ Missed lasthit (Overestimated damage)
21:53 ■ Missed stack on hardcamp next to secret shop
23:32 ■ Blinked out with stun ready

　　• Protected by Moonlight Shadow, stay in the fight

　　• Possible 4 hero crush at 2334

　　• Potentially saves 1-2 allies and kills Ember Spirit

25:03 ■ Didnt use Blink Dagger to move (Can reach a lasthit at 2504)
25:12 ■ Missed lasthit (hit wrong creep)
25:14 ■ Missed lasthit (bad prehit)
26:01 ■ Initiated too early (need to wait for allies to close in with disables)
26:07 ■ Missed lasthit (prehit the wrong creep)
26:10 ■ Missed lasthit (walked to wrong creep)
26:16 ■ Missed lasthit (bad prehit)
26:24 ■ Missed lasthit (hit early)
26:26 ■ Missed lasthit (hit early)
26:37 ■ Didn't stay in range for Roshan experience
26:37 ■ Didnt use Blink Dagger to move
26:39 ■ Didn't farm hardcamp on the way to base
27:08 ■ Didnt switch Treads to Intelligence before using Crush
27:22 ■ Didnt switch Treads to Intelligence before using Crush

28:47　■　Didn't finish farming the small camp
28:53　■　Didnt use Sprint to move to courier
29:56　■　Didnt switch Treads to Intelligence before using multiple abilities
29:57　■　Missed Chrush (Overestimated range of blink by far)
30:22　■　Slow on moving out of base

　　　• Leave earlier, using the fountain regen

　　　• Use sprint immediately

　　　• Didn't use Blink Dagger to move

30:50　■　Aggressive move on Axe

　　　• Chasing for a long time into area with no vision

　　　• Axe is a hard kill, no ally nearby

30:52　■　Missed Crush after Euls
32:28　■　Didnt switch Treads to Intelligence before using Crush
32:58　■　Didn't immediately push bottom with team

　　　• Leads Mirana to also move away

　　　• Delays the push

33:46　■　Standing too far back (Would be out of Blink range to assist team)
35:33　■　Didnt use Blink Dagger to move (Blink over the trees enclosing the hardcamp, earlier and shorter path)
35:52　■　Missed lasthit (Hit the wrong creep)
35:55　■　Missed lasthit (Tried 2 hits)
35:58　■　Missed lasthit (Unlucky bash/didnt use Crush)
36:44　■　Bad use of Euls

　　　• Can just keep running out

　　　• Could use the Euls to interrupt Charge instead at 3645

36:54　■　Missed opportunity to buy TP
37:56　■　Stacked Stun by a bit
38:11　■　Went to chase

　　　• Instead turn to finish off Axe and group up

　　　• Should not be able to catch Ember Spirit, instead save Sniper

　　　• Could then push, as Morphling is dead

39:05　■　Blink in, try to continue fight (Should just try to secure the escape of Clinkz)
40:24　■　Chase into fight and Blink in

　　　• Instead help against Ember Spirit

　　　• Should be focused to delay, fighting without Sniper

40:46 🟦 Stun on Ember Spirit

• Should instead help kill off Axe

• Focused a second target, instead help allies

• Dangerous position, far forward

43:37 🟥 Ran up the hill towards Sniper (Instead run left to keep enemies away from Lion and Sniper)

46:55 🟥 Bad use of Euls

• Trying to disengage, rather keep running

• Cyclone sets up enemy spells

47:38 🟦 Bad initiation on Morphling

• No way to kill only with Lion, initiated long fight

• Need to delay until Sniper respawns