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Dota underlords builds october 2020

Utility heroes give much less value when upgraded to a higher star level than tanks and damage dealers. For example, a one-star Disruptor is usually more than enough to make a sorcerer/Brawny strong. You use it for Alliances and the usefulness of AoE silence. Its statistics and silence damage don't matter much, so a two-to-three-star update on Disruptor doesn't make a huge difference. By contrast - a two-star troll Warlord is far more impetuous than a one-star Troll Warlord and can make a big difference because he contributes to DPS, which depends on stats. Understanding what units your upgrade priorities are can help you prioritize over-the-counter space more easily and improve your results as a whole. The rule of thumb is that you need upgrades on heroes who need high stats (tanks and damage dealers), while you don't abstain on the heroes you care about primarily for alliance and ace bonuses. Positioning is revolutionary in the late game. This seems like an obvious statement. However, I don't just intend to spread your heroes to avoid AoE, etc. Absolutely minor changes on the scoreboard can transform the outcome of the round when the two armies are close to power. For example, in previous tests we had two corner box formations fighting. Something as simple as swapping Dazzle and Sorcerer's position within the lineup (both utility heroes, not major transports or tanks in the draft) changed the outcome of the fight. The reason, in this case, was that Dazzle was a more valuable unit in that particular fight because the round was long (the fight was against a Knight reference build) and putting him on the back line meant he could throw more heals for the duration of the fight, bringing a lot of value. Multiple Witchdoctor Casks, by comparison, were not so impactful. In other fights, however, the opposite may be true. For example, against assassins, a couple of stunners would surely be more valuable than a couple of heals because the Assassins still bombard heroes quickly and reduce the healing they've done. So, if you're fighting the Assassins, the Sorcerer should be the hero you're protecting most from Glare, while against the Knights the opposite is true. Such small placement insights could make a big difference in the long run, especially in the last rounds when you're fighting for the top position. The damage is not linear. A very small power difference could lead to a big difference in the damage inflicted at the end of the round. What we mean is that a strategy would lose by -15 damage against a reference build in our tests, and improving it minimally (e.g. another hero upgrade) would cause it instead of winning by -15 damage. The main culprits of this effect are usually AoE damage and heals. Some strategies win or lose gradually, but AoE damage and healing strategies usually have drastic damage swings. This is easy to imagine with Mages: if your board is slightly weaker than the enemy board, many enemy heroes will survive on HP silver and will deal you a lot of damage at the end of the round. Hunters are the opposite: drop enemy heroes one by one, so it's entirely possible that the last standing enemy hero is the one that beats you, dealing minor damage at the end of the round. Another great example is sorcerers. They use a lot of healing. This means that if they win a round, many of the heroes in the sorcerer build will survive and deal a lot of damage to the enemy player at the end of the round. A Build of Sorcerer is very unlikely to win the round with only one or two heroes left. The Dota 2 metagame is known to change and change courses over a hundredth, given the flexible nature of hero roles and the huge impact objects have on the game. Especially these days, you expect several tournament destination with only a handful of heroes not being selected. At the highest levels of play, matches can be won or lost even before the thrills are generated. Having a good hero composition can mean the difference between a fight to breach the high level and a team with heroes complementing each other and forming a well-oiled machine. This list of levels, based on the current competitive metagame, describes which heroes are most often chosen by professional teams and those that stand out in terms of win percentages. Note that this list won't include every single hero, mainly because there are simply too many in Downy to count. Instead, we will split the list to about 40 of the most popular and effective heroes. A month of relatively lower and shorter tournaments, along with no patch changes, caused teams to introduce more heroes into their rotation. 7.27d's targeted nerfs are starting to see their effect on the flavor of the month heroes like Doom, while heroes like Phoenix and Tiny continue to defy expectations and maintain their status as stable first choices and ban the level a Phoenix Tiny Clockwerk Vengeful Spirit Faceless Void Bloodseeker Rubick Magnus Doom Batrider Tier one belongs to heroes who make an appearance in almost every drafting phase, whether it's their role flexibility, versatility to adapt to any project, or a unique skill set that no other hero can replicate. Several heroes of the high-level scale until the end of the game, but are able to make a significant contribution in team fights and objectives. The game slowed down considerably thanks to the 7.27 change that prevents outposts from changing hands until a level two tower descends. Surprisingly, Phoenix has become one of the best choices of the destination. The hero received a significant start-of-game nerf in his fire spirits cost, which was slightly offset with an extra success point on his top-tier Supernova. The hero has never been the strongest laner, but has always provided one of the strongest appearances in the team clash in the game, even as a gold-hungry support. With laning becoming less important, the Nerf Spirits of Fire was considered insignificant for the hero's strength at the beginning and team fights. Sun Ray is both a powerful cure and a malicious ability, with its percentage scaling and Level 20 talent allowing it to be used during supernova making it relevant at all stages of the game. Against all odds and tons of nerf at Tiny's Toss, the hero has once again become the hot choice of destination. A hero who can comfortably play the central or supporting role, Tiny's high burst damage with Avalanche and Toss, along with his intrinsic tankiness as a bulky force support integrated with Grow's increased armor, makes a hero fearsome, regardless of the farm he has. The hero's Tree Grab changes have come a long way to make it viable once again. While permanent Tree Grab before 7.27b made it a niche transport choice, the decrease in movement speed along with several numbers made it a much less effective ganker. The ideal combination of damage was to throw the tree anyway, so permanence was not a very attractive prospect. As a support, the hero can eliminate squishy targets with a flashing dagger. As a core, the hero's high base damage allows him to climb with items such as Echo Sabre, Crystals, and even the Aghanim Scepter. He's not the best hero in the lane, but he still has a unique threat with Toss returning to the tower or an ally waiting, making him a supert all-rounder. Clockwerk has long been considered one of the weakest offlane heroes for a long time, with its entire skill kit too party or famine to reliably make it even at the highest level. Yet the hero found new life as a hard support. Rocket Flare remains one of the game's most powerful vision-givers. It has a global cast range, has been going on for a long time and is a supreme collector of information for key targets like Roshan. Players also use it as a split-pushing tool, but the vision it gives is its most powerful aspect. The hero's suicidal tendencies using Hookshot directly in enemies are less imparted with a reduced role in the game. Clockwerk still remains a capable roamer from role five and is actually quite decent in the lane with its mass. In addition, Clockwerk always remains a nuisance against support heroes, especially those who can't afford a Force Staff. Vengeful Spirit has become a top-tier five thanks to its reliable and effective kit. Everything about his abilities screams reliable: a single-target stun, an AoE armor reduction effect that also provides vision to explore enemies and wards, an offensive aura, and a point-and-click initiation or save. Group them and you have one of the best five positions in the game. The hero is suing his lack of babysitting skills with a powerful mid-game game. Heroes at a distance like Ranger and Metamorphosed Terrorblade benefit greatly from his avenging Aura and their squire tendencies can be compensated with Venge's Netherswap. Even without the bonus attack range, which hero would have said no more damage? To conclude, it is also effective in death, generating an illusion that continues to the aura bearing grudge. Image via Valve It's official: Bloodseeker is the real deal. Since Team Secret first destroyed OG with the unconventional offlaner in the last week of August, the hero has flourished in his new role. His passive Thirst makes every aggressive action, even on the opposite side of the map, a potential threat, and his high bloodrite nuke damage is powerful until the next game thanks to its added Silence utility. Related: Is Offlane Bloodseeker a trend or a fad? It's a great indication of a hero's overloADED skill set when he can buy pretty much what he wants and still play an important role in the game. The hero is generally played as a tanky bruise, with items such as Greaves Guardian, Veil of Discord, and Blademail. Some teams have experimented with playing it in an initiation role, using Eid's Divinity Scepter to virtually secure a successful cast of Bloodrite to kick off any fight, and the Aghanim Scepter to provide an additional charge of Breaking Control. Magnus is back in the goal as a strong flexible choice. He is able to take the midlane, rarely losing due to his innate silt ability. In a minor priority role, Skewer can function as a decent escape and a strong, if cumbersome, enemy repositioning tool. A BKB-piercing ultimate in Reverse Polarity is always required. Also, no matter how many nerfs strike Empower, it's one of the game's strongest farm steroids for a melee, last choice carry like Troll Warlord and Phantom Assassin. It measures the risk of choosing heroes so addicted to pace and being ahead, allowing them to give up a Battlefury in favor of combat items, leaving them to pose a threat much earlier in the game. A slower goal helped bring Doom back to the fold. Increasing a hero's point in lane armor, while a classic meme, actually helped improve his laning. Buffs to Devour gold helped quickly increase his net worth by accumulating speed, allowing the hero to enter the intermediate game with an almost guaranteed object advantage even if he loses the lane. He is also played in half, a rather new role for the hero, as well as his usual offlane points as core or support. Doom's powerful ultimate has always been well established as one of Dota 2's most powerful spells, and a benefit to some key pieces in his kit has turned him into a terror. After the 7.27d nerf to devour health regeneration, the hero saw his main role pass in half, where he was subjected to less harassment and continues to benefit from accelerated levels. Faceless Void offers one of the best team fight finals a hard carry can. That's great with the Dota 2 meta more focused on the team fight she's geared towards with heroes like Venomancer and Phoenix. It's still one of the game's toughest transports, and Chronosphere means the slipperiness often appreciated for heroes like Anti-Wizard doesn't mean much. Tier two Void Spirit Ember Spirit Oracle Drow Ranger Underlord Nature's Prophet Io Underlord Spectre Mars Mars The second level represents stable choices in the goal that do not deserve instant bans or something so extreme. Some of the heroes of this level are the ones you can safely choose without giving away too much of your game plan. Image via Valve Xin the Ember Spirit has been a constant first-stage pick and ban for months. Ember's kit makes him one of the game's best pursuit and lockdown heroes. Of course, there are heroes who can offer an even more ridiculous range, such as The Spirit of the Storm, but none of them offer it with such independence of objects. All Ember needs to move forward are the levels, which is why he is often seen in the middle lane to accelerate his gain of experience. Even from the safe lane, rummaging through Sleight of Fist and Searing Chains makes him a constant kill threat. If all else fails, the hero can retreat into the jungle or push the waves out with his Flame Guard. He is one of the best assassins in the game, able to instantly punish enemies with his long-range initiation. And his talent tree allows him to climb into the late game with physical and magical damage builds. Void Spirit, like his cousin, plays more or less the same role. It is still played in half, often precipitating the Aghanim Scepter, which provides two resonant pulse charges for further damage to the nuclear bomb and crowd control. Although recent trends have seen him be built more like an annoying initiator and space creator playing from the offlane. The hero's two escape spells make him ultra slippery and good magic damage on all his abilities make him a powerful kill core in a sidlane duo. His Aether Remnant is seeing expanded use as a temporary ward and choke point support, rather than just as a stun and a nuclear bomb. Drow Ranger has skyrocketed in the list of transport levels. For a hero who has been one-dimensional for most of his life, Multishot makes it an artillery cannon in team fights and ganks, and remains an ever-present threat of ranged damage. As the ability scales from her attack range, Dragon Lance has become a first main item on her, and a drop of Grove Bow or vengeful spirit support allows her to cover an absurd area. With Sky's Alabad becoming one of the game's most popular items, Drow now has ways to get around long disarmament. Drow's supreme, Marksmanship, pierces the innate evasion that the item provides, and if it is hit by the asset, Multishot can still be launched to inflict tons of physical damage. After necronomicon nerfs, spectre's rebirth as a priority transport choice brings with it an unexpectedly inefficient statistical item: Crown. The object is directly in Resistance Drums for the Hero, which is still an incredibly inefficient item after the 7.27d stats nerf to the item. The Crown may go to a Meteor Hammer, but it is a less popular choice due to its unreliability. Possessing the ability to always join fights with his latest Haunt, a Spectre with only Resistance Drums can become an unexpectedly serious problem for the opposing team. Instead of running for Radiance, a standard standard object for a long time, players now choose to right-click by going Mantia-style Yasha. The extra illusions deal pure desolate damage, a devastating counterweight to fragile enemies in which he can easily jump, and also work on Roshan, making Spectre a decent Rosh threat. Tier three Elder Titan Enchantress Arc Warden Anti-Mage Morphling Warlock Terrorblade Chen Level Three Heroes have proven effective in a limited number of games. They serve as good options for teams looking to diversify their drafts in an effort to become less predictable or as niche choices to counter some popular heroes. Image via Valve The meta is seeing two different Older Titans. When played as a four, the hero retains much of his conventional playstyle, using fleece and Astral Spirit to be a dominant force in the lane, before becoming a more orthodox support with initiation and long-range scouting. However, the importance of his Astral Spirit is taken in a notch when played as a three. Teams that opt for this style go for Phase, Drums, and an Aghanim Scepter, which grants him the duration of magical immunity based on the amount of heroes he strikes. Become a monstrous mid-game team fight core, often eliminating heroes in a couple of shots thanks to its insane aura of the Natural Order. Elder Titan probably benefited from the 7.27d change that removed the aura of Vladimir's Offering armor. Once a ubiquitous choice for offlaners, it became less prominent due to its lesser all-round effectiveness, thus making an ET BOXER even more terrifying in adjusting a mid-game time. Professional teams seem divided between the two styles at the moment. Teams such as Secret and OG have instructed their offlaners to play the Elder Titan, while Nigma has continued to play closer to the chest in the four roles. Enchantress has generally been considered a flexible choice for most of her life, but has been almost exclusively played as five thanks to her immense babysitting skills. Its high range and speed of movement allows it to effectively kite offlane heroes, who are usually melee. The pulse further amplifies its damage. His most powerful spell in the lane would have been the distinctive Enchant ability. A great creep in the first game can be as effective as an enemy hero. The threat often forces large blocks of field creeping from the enemy, which still benefits his carry as it removes the ability for opponents to pull. She was practically abused by the vice president. Prodigy, who led the hero to a finals appearance against Team Secret in the OGA Dota PIT on the last weekend of September. With Hand of Midas in his iteration strong for several years, it's no wonder that a hero who can use it twice is enjoying a boost in popularity. The slower destination is also helping Arc Warden, allowing him time and space to cultivate up to truly menacing levels. The hero's magnetic field is a fantastic siege retardant, and experienced players like Ateezy further abuse his positioning during team fights, such as placing him in unsayable terrain and clutching on the edge prevent enemies from ever hitting him. His Level 25 talent, which is easy to achieve thanks to the double Midas, increases Spark Wraith's damage into death trap territory, turning the battlefield into a literal minefield for enemies trying to fight against the turtle king. Every time Battlefury gets better, expect the Anti-Wizard to benefit. A cheaper cost helps the hero start accelerating even earlier, and the aforementioned outposts further change help probably the best split-pusher in the game. It's still a great gotcha choice, but it rarely comes in handy outside of that. Morphling is a great one-on-one laner, especially in the middle, and it's an extremely hard transport that doesn't care too much about physical damage. Since Waveform is also his escape spell, aggressively using it can mean a quick death. The hero requires a team to commit to its first well-being, however, either by picking it up in a good matchup or protecting its lane, since it can be severely punished during its first levels and does not actually cultivate well until it accumulates a legion of Wraith gangs and tread of power. This is not a list of heroes to choose from. As mentioned, role flexibility and laning in Dota 2 means that even the most unorthodox choices and strategies can work sometimes. And with the huge variety of heroes available to play, there's almost always a way to fit that hero into your composition. Source:

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