

Hero Line Wars



Guide

Version 8.0b (WC3 – TFT)

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1 Introduction

You might ask yourself why a fun map of Warcraft III requires such a huge guide to be written. I've played more than 1,000 games in the last couple of months – not counting a sheer endless number of games over the years.

There are still many matches in which new or inexperienced players make a lot of mistakes. This leads to *one* single strong player being required to create a big advantage for the team. On the long run it's not that interesting winning games in the first couple of minutes, so I wrote this guide covering every aspect of the game. For those who only want to read about the most important parts there is a TL;DR version of this guide near the end of this document.

1.1 Newest Version

The most recent version of this guide will always be linked on <https://hlw.levelupgilde.de>.

1.2 Rules On Sharing This Guide

You may share, copy and change this guide as you like. But please always include a link to <https://hlw.levelupgilde.de>.

1.3 Existing Guides

There were (are?) some guides describing older versions of the map. Since especially in the last versions many important aspects of the game changed, you can't use most of these instructions any more.

Since the closing of the Ghostplay community, their beginner's guide is gone as well.

1.4 Hero Line Wars Over The Years

I don't want to give an extensive overview of older versions. Hero Line Wars was created many years ago and is one of the pioneers of the MOBA¹ genre.

Maybe you remember playing countless matches of Hero Line Wars being destroyed by **Sasquatches** and **Steam Tanks**.

¹ https://en.wikipedia.org/wiki/Multiplayer_online_battle_arena

1 Introduction

Maybe you remember the four **types of Creeps** which in nowadays versions are not available right from the beginning. They were so easy to kill and could be sent in masses right from the beginning that they **fed** the enemies and made the game significantly easier for them.

Maybe you remember games in which offensive **Shrine Spells** were used in the first couple of minutes, not granting any XP to your heroes who then became **underlevelled**.

These deficiencies are remedied since a couple of versions. Version 8.0b is the most balanced Hero Line Wars version to date. There are still some aspects which could be more balanced, hopefully happening in the future. Many older versions very often ended in draw-like situations. This is now only very rarely the case.

Every now and then people complain about this version. They don't get it that you now need a bit more knowledge. They are confused about not being able to send the first four creeps and about the **Shrine Spells** not being available during the first five minutes. This was not introduced to make the game harder or less enjoyable, it was introduced to prevent beginner's mistakes.

You can show them this guide.

1.5 Contact

You can add my BattleTag™: Michi#2174. You can talk with me about this guide, ask questions or suggest starting a match of HLW!

You can also use the forum at <https://hlw.levelupgilde.de/forum>.

1.6 Colour Codes

There are some coloured words in this guide:

Orange: Name of a Creep

Green: A location or a building on the map

Blue: A spell or an item

Brown: A buzzword (on its first occurrence, mostly followed by a brief explanation)

Purple: A hero's name

2 How To Win: Basics

You win after the hostile team's lives were brought down to zero. Both teams start with 100 lives. Each **creep (a unit sent by the enemy team)** reaching the **Circle of Power (the circle on the ground in the base)** reduces this team's life by one. The standard approach is roughly the same in every game, but it's affected by heroes and the skill of both teams.

Income is the most important measurement in the game. It is very hard to turn a situation into a win in which your team has much less income than the enemy team. You get income in intervals of ten or five seconds (the latter only in a special 2v2 mode). You increase your income by sending creeps from your **keep**. The creeps then spawn at the hostile team's **spawnpoint** and start running towards the **Circle of Power**.

Everything in this guide – except explicitly stated – refers to **normal** difficulty. This is the most played difficulty. Most of the statements can also be applied to higher difficulties.

At first, we take a look at the map, its buildings and its locations.

After that we take a look at the heroes and a standard approach to the game.

3 The Map

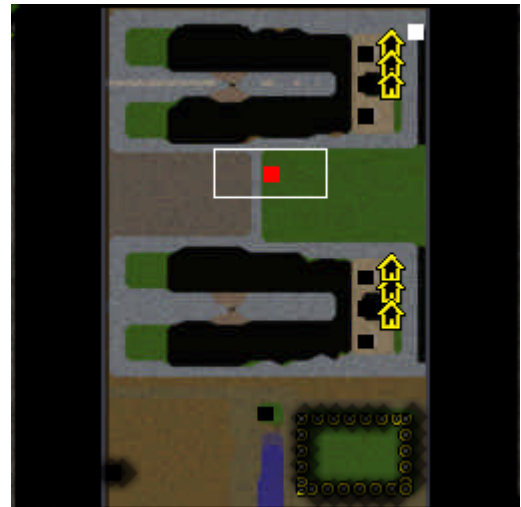
After receiving your heroes they spawn at the **Circle of Power** at your team's **base**.

To the west the area splits into two **lanes**. The creeps will spawn on the grass at the end of those **lanes**. Your team will have to split. To the right of the grass area there are two gates, separating the **lanes**. You can destroy these gates to find two items: **Life Steal** and **Mana Zeptr**. **Life Steal** restores some of your hero's hit points on every attack, the **Mana Zeptr** does the same with mana. **Life Steal** is very useful for high damage heroes and tanks, the **Mana Zeptr** only has a few use cases because mana is not that much of a problem some minutes into the game. You can also use the path between the gates as a handy connection of your **lanes**.

Above and below the **Circle of Power** there are two **Fountains of Regeneration**. Having your hero stand next to them grants increased life and mana regeneration.

To the right there are three **shops**, a bit further to the right you can find your team's **shrines**. On the meadow in the centre of the map both team's **keeps** are located. This is where you send creeps and where you can "spy" on the upgrade status of your enemies.

On the bottom right of the map you will find the area in which you pick your hero during an **all pick (ap)** match. To the left of it, above the lake, there is the **Lition Shop**. It provides endgame items, since it can only be reached by teleporting at hero level 120.



*Image 1: The game's Mini Map, centred on the **keep** of Player 1 (red)*

3 The Map

3.1 Shop

Here you can buy several items, only one of which is relevant.

3.1.1 Ankh of Reincarnation (800 g)

Revives the hero with 1,000,000 **HP (hit points)**.

It might have its niche, but most of the time you'll find better items.

3.1.2 Tome of Power (20,000 g)

Increases the hero's level by 1.

You should always buy lives via the chat command described later.

3.1.3 Poison Sword +150 (10,000 g)

+150 Damage

Leaves a poison **DoT (Damage over Time)** on the enemy

3.1.4 Sword of Lightning +500 (20,000 g)

+500 Damage

Lightning Damage

3.1.5 Fire Blade +1,000 (40,000 g)

+1,000 Damage

Immolation aura

3.1.6 Spear of Longinus (200,000 g)

+1,500 Damage

+60 Armour

*This is your item to go from this shop because it gives an additional 1,500 damage compared to the **Ring of Protection +60**, although at a cost of 170,000 gold. It takes a while to be available at the shop and also takes as long to recharge.*

3.2 Ring Shop

The **Ring Shop** provides several rings, granting +16 or +32 stats which cost thousands of gold.

But fortunately it supplies you with the **Ring of Protection +60 (30,000 g)**, which grants 60 armour. You need to have multiple of those rings after the midgame. You should try to avoid the **Ring of Protection +30 (10.000 g)** because it would have to be replaced later anyway. This is only an option for the difficulty modes **hard** and **insane**.

Example: A single **RoP +60** increases the damage reduction of **The Humans Warrior (Captain)** from 35 % to 81 %.

- 0 Rings: 35 %
- 1 Ring: 81% (~70 %)
- 2 Rings: 89% (~42 %)
- 3 Rings: 92% (~28 %)
- 4 Rings: 94% (25 %)
- 5 Rings: 95% (~17 %)
- 6 Rings: 96% (~20 %)

In brackets is the percentage your damage taken is reduced to compared to the amount of rings in the previous line.

The **Diminishing Return**² is very strong. The first ring gives a disproportional damage reduction, this is why it is so important. You can choose not to wear six rings if you find a good item to replace one or even two of them.

But don't forget that the sixth ring still reduces your damage taken by 20 %. Only looking at the total numbers (95 % to 96 %) might at first sight seem a bit weak.

² https://en.wikipedia.org/wiki/Diminishing_returns

3.3 Potion Shop

Here you can buy very important potions. The number in brackets shows the amount of usages provided by a single item.

3.3.1 Potion of Healing (x2)/Greater Healing (x5) (20 g/500 g)

With some heroes it is advised to buy the small potion (healing for 500 HP) in order to be able to fight longer at the [spawnpoint](#). The bigger potion heals for 1,500 HP and is mostly used to tank big waves of creeps or to provide emergency healing in scary situations.

3.3.2 Potion of Mana (x2)/Greater Mana (x3) (30 g/500 g)

Their usage is similar to the [Healing Potion](#). Some heroes should consider buying a small [Mana Potion](#) at the beginning to not instantly be **oom (out of mana)**. The 500 g potions are rarely bought. At the time they get affordable mana shouldn't be a problem any more.

3.3.3 Vampiric Potion (x1)/Potion of the vampire (x10) (100 g/1,500 g)

Both give your hero the same life regeneration on attack in different quantity. Consumed alongside [Methamphetamine](#) this is a very strong potion.

3.3.4 Methamphetamine (x10) (400 g)

This is an item, which is very important for a lot of heroes, who can't kill everything with spells. It greatly increases your attack speed. Paired with a [Vampiric Potion](#) (which lasts twice as long) you can quickly kill middle-sized creep packs. Your damage taken is slightly increased while under the effect.

3.3.5 Anti-magic potion (x2) (50 g)

Renders the hero magic immune for 40 seconds. Useful to prevent enemy heroes from casting spells on you.

3.3.6 Potion of Invisibility (x2) (700 g)

Renders the hero invisible for two minutes. I don't know why or when to use this at all. The counter to this can be bought at the [Lition Shop](#).

3 The Map

3.4 Lition Shop

3.4.1 Gem of True Seeing (1 g)

Reveals invisible units.

*If your enemies have the glorious idea of making themselves invisible, you can still see them with this item. You can also see heroes like **Ghost (Elder Voidwalker)** if they use their invisibility spell.*

3.4.2 Frostguard (200,000 g)

Slows down the movement and attack speed of your target.

3.4.3 Spell Book (1 w)

Grants you four spells, which can be cast on creeps and heroes. You can equip it during endgame in exchange for a ring.

Ensnare

Affected units are unable to move.

Cyclone

Immobilises and immunises a unit for seven seconds.

Healing Ward

Heals 2% of the hit points per second of units next to it.

Roar

Increases the damage dealt by surrounding units by 25 % for 30 seconds.

3.4.4 Boots of Speed (100,000 g)

Greatly increases the hero's movement speed.

3.5 Shrine

If there is a “creep traffic jam” in front of your **base**, you can use these spells to get rid of it. Most of the time, these spells will be deactivated by the host for the first five minutes of the game. Not because they are too strong but because killing creeps via **Shrine Spells** does not grant your team XP. Beginners or trolls could get you into serious trouble.

Most spells are only effective until T2. Try to never use them. If you are in need of using a spell, you’re already in a delicate situation. The loss of XP would even worsen this situation.

There are two exceptions: **Cyclone** and **Ultimate Unit**.

Cyclone traps a creep (no heroes!) for ten seconds. You can cast this spell at the very beginning of the match to limit the number of creeps attacking you, so you can persevere longer at the **spawnpoint**.

The **Ultimate Unit (or: Boat)** kills all creeps on both lanes. It gives all the gold to the player who used the spell, the XP is shared evenly among the team members. This is an absolute emergency spell and can only be used once per **shrine**.

3 The Map

3.6 Keep

I will name important aspects and creeps of every tier.

3.6.1 T1

The cost-benefit ratio of this tier decreases while the creeps' prices increase. To get optimal income out of this tier you should send creeps beginning from the cheapest one, switching to the more expensive ones if they run out of stock.

Dark Troll Shadow Priest (80 g)

Has the best cost-benefit ratio in the game. To get maximum income you should send this unit until it's out of stock and after that always when it's available. To get one gold of income increase you only have to invest 6.67 gold in this unit.

Lordkeko (800 g)

This is the strongest T1 unit. Tanking a couple of them can result in sudden deaths.

Black Drake (200 g), **Sea Elemental (300 g)** and **Poison Treant (400 g)** are immune to **Black Scourge's (Dark Ranger) Dark Arrow** – so she can't generate skeletons from their corpses. To get her **lane** a bit into trouble you can focus on sending these units.

3.6.2 T2

This tier has the worst cost-benefit ratio of the game, except for T4.

Hydra (7,000 g)

This is a slowing and very strong ranged unit at the start of T2 even if you only face a single one of them.

Infernal Juggernaut (10,000 g)

It's magic immune to spells which require a target. Many heroes can't use their spells against it and they quickly increase in numbers. Overall, though, the **Hydras** are more dangerous.

3.6.3 T3

The only unit worth mentioning here is **Spongebob (45,000 g)**. It deals a lot of damage to heroes without a Ring of Protection or – if they come in large groups – to heroes with only one to three rings. At the beginning of T3 most heroes can't easily kill them and so they usually quickly increase in numbers.

3 The Map

3.6.4 T4

To apply pressure on the enemy you should always send the newest unit available. Damage and hit points of them increase a lot, even **Hydralisks** have a lot more HP than the previous two units. The cost-benefit ratio of all creeps except the **Frost Wurm (90,000 g)** is really bad. But your primary focus shouldn't be making income any more at this stage of the game.

3.6.5 Upgrading

When saving for a tier upgrade you should always type *saving* into the chat. This will display a message on your teammates' screens. Ideally, they support you with some gold. After upgrading your **keep** for the first time it will get shared automatically with your team.

When a teammate writes *saving*, you should always support him/her with gold if it's reasonable to upgrade at this point in the game.

T2: At 7,000 g income (the price of a **Hydra**). Alternatively: Stay on T1 as long as you can get rid of your income every interval and upgrade at ~12,000 g.

T3: At 30,000 g income. Alternatively at 45,000 g, the price of a **Spongebob**.

T4: varies

If every player roughly has the same income, it is sufficient for everyone to give you their income only once if you want to upgrade to T2 at 7,000 gold. One income interval of saving and your team is able to send T2 units!

You should try to end T2 as soon as possible because of its bad cost-benefit ratio. Start saving at 30,000 gold. If your enemies are having problems with **Hydras** and **Juggernauts**, you can decide to send more of them and upgrade to T3 at 40,000+ gold.

4 Income

You receive income every ten seconds (there is a five second mode for 2v2). You should always instantly invest any gold you receive in creeps. Of course, there are exceptions. Don't forget to send a **Dark Troll Shadow Priest** when you hit 80 gold for the first time in the game. It is easily forgotten by many players because at the beginning of the game you have many other things to do, like choosing and skilling your hero, walking to the **spawnpoint** and buying potions from the shop. With more gold you can hire more creeps which grant you more gold. You cannot start this gold business early enough.

Income is the biggest win condition of the game. If your income is a lot lower than that of your co-players, you or your teammates are most possibly doing something wrong. At 99 % it's your own fault.

Rule of thumb: **Never** miss an income timer, **always** send creeps directly after receiving an income and **only invest as many gold as necessary** in items, upgrades and stats.

4.1 Wood (w)

You get wood automatically (1 wood $\hat{=}$ 1 m gold) when owning two million gold (and keep the remaining million, of course).

4.2 Cost-benefit Analysis

The next page shows an embedded text file showing every creep's income benefit. This income benefit is the amount of gold you have to invest in this creep to get one more income on your next interval.

Mode:SH Diff:Normal	
Team 1 Chances	100
Team 2 Chances	100
Michigras	32
Midzouille	20
Polska123pl	32
Olesch	32
Creeps Alive Team1	3
a_garp	32
NasticT	32
Meltingfire	20
Kaiserseo	32
Creeps Alive Team2	3

Image 2: Income table right after the game's start. The players with an income of 32 gold already sent their **Dark Troll Shadow Priest**.

4 Income

Calculation: $CreepCost / IncomePlus$, so the **Dark Troll Shadow Priest's** benefit is: $80g / 12g = \sim 6.67g$.

We can now conclude:

T1's benefit is constantly decreasing but always stays above T2's benefit. For an optimal income increase you should hire all T1 creeps starting from the top left.

T2 should be brought to an end as soon as possible, T3 gives you an about 11 % better ratio. You should only send **Infernal Juggernauts** and **Kobold Geomancers** because of their strength, not because of their income increase.

T3's ratio is evenly distributed, you should start with sending the strongest units, because they are the most threatening to your enemy. To maximise income you can send the cheaper creeps later.

The cost-benefit ratio of T4 is worse by magnitudes than the other tiers. But so late into the game it's more important to send strong creeps than to generate even more income. If you still want to increase your income economically, you can send **Frost Wyrms**.

You should **not always** prioritise income. We will get to know these exceptions later when we look at the standard approach.

4 Income

[HLW.txt, 06/12/2018]

T1

Dark Troll Shadow Priest	6.67
Draenei Protector	7.14
Black Drake	7.14
Sea Elemental	7.50
Poison Treant	8.00
Bloodfiend	8.75
Lordkeko	8.70

T3

Magnataur Reaver	8.00
Dire Mammoth	8.00
Murloc Plaguebearer	8.00
Nerubian Queen	8.00
Ogre Mauler	8.00
Berserk Wildekin	8.00
Giant Polar Bear	8.00
Polar Furbolg Champion	8.00
Razormane Medicine Man	8.00
Dark Wizard	8.12
Spongebob	8.00

T2

Forest Troll Shadow Priest	9.09
Furbolg Shaman	9.09
Wraith	9.09
Sea Giant Hunter	9.09
Brood Mother	9.09
Gnoll Assassin	9.09
Siege Golem	9.09
Harpy Queen	9.09
Ancient Hydra	9.09
Infernal Juggernaut	10.53
Kobold Geomancer	10.43

T4

Frost Wurm	10.00
Avatar	24.00
Hydralisk	31.25
Thunder	35.00
Tuskarr	39.13
Rabbit	35.71
Bear	57.14
Veng	75.00
Captain	83.33
Diabolist	90.90
Dragonspawn	75.00

5 General Rules

I'll list some basic rules which should not be hidden inside the chapters but presented in their own chapter.

- Income is almost always your first priority. As long as everything is going well you should only invest your gold in creeps. Every round you don't send creeps does not boost your gold business!
- Try to never use [Shrine Spells](#). Most of the time they are the wrong decision. They *do* kill T1 and T2 creeps but don't give any XP. Sometimes it's critical to be just one level behind and not have your hero's ultimate yet. [Boat](#) and [Cyclone](#) are exceptions. But only use the [Boat](#) if you are in serious trouble, not to get all creeps' gold.
- Don't buy stats in the first couple of minutes. It isn't of any use to do a *-stat max* with an income < 15,000. You should better buy [Meth](#), this is worth so many stats you can't even buy this early in the game. Friendly remind players of this when they try to buy stats during the first minutes of the game.
- Don't steal creeps of the other [lane](#). This is causing imbalances, because at the moment you're "assisting" the other [lane](#) you're now a group of *three* heroes (XP divided by 3). Your former partner is now alone and gets *all* the XP from kills. You should always help in dangerous situations or when you see a huge traffic jam building up at the other [lane's Fountain of Regeneration](#). But only do this if you know that the heroes there don't have any AoE clearing ability. You have to know a bit of hero theory for that! The problem in this situation is that most of the time one player tanks most of the creeps on a [lane](#). If he/she dies, every creep now attacks the other player and he/she will most probably die instantly. The huge amount of creeps now only has to cover a small distance to the [Circle of Power](#). Ask your partners early enough if they need help. If they don't answer, choose the right action.
- Only send from *one* T2 [keep](#) and *one* T3 [keep](#) (at least at the beginning of T3). Upgrading two keeps to T2 at once wastes 30,000 gold. You don't want to be using T2 for a long time, anyway, so you want to upgrade it to T3 soon. Later,

5 General Rules

when running out of the strong T3 units, you upgrade the other **keeps** directly from T1 to T3.

- It can be very useful to buy some hero levels, even at a low income of 70,000 gold. You should only do this if you then get very strong spells, like your ultimate, and you need it now. An example is **Summone Phoenix (Level 3)** of the **Phoenix Soul (Sorceress)**.

5.1 Possible Challenges

- If a player of your team leaves right after the start, nothing is lost. If you manage to last through T1 and the beginning of T2, your team has probably a big advantage now. You have one player solo laning, meaning he/she gets much gold and XP which leads to early rings and the hero being overlevelled. Not too rarely, even a 4v2 ends in favour of the duo. If it's 4v3, you should speak to each other and decide who takes the solo **lane**.
- If some of the above happens to the enemy team or if they have a hero who gets almost all the gold and XP because the other players are off the beaten track/dead/don't have any income/leave (mostly in this very order), it can get very frustrating. The enemy hero will have a big XP advantage, have much more income than your team's income leader and increase his/her income dangerously fast in T3 if he/she is able to use the teammates' **keeps**. Most of the time *one* single **Boat** while being the only hero alive is enough to gain a ridiculous amount of gold and levels. There won't be any problem until T3 for your enemy now, he/she could easily be level 25 due to the **Boat** while you're still at level 12. If it's a hero who can cope with T3, it's red alert for you!
- If you play against a smaller team or a hero that does everything and gets everything, you should always upgrade your **keeps** early and bear in mind that he/she probably won't have a good opportunity to reroll because his/her teammates won't be able to tank the creeps long enough. Plan to quickly kill this hero at level 120.

6 Game Modes

6.1 -sh (Same Heroes)

Both teams get the same, random heroes. Fairest and probably most played mode.

6.2 -ol (Only Lords)

Lords are special heroes which are already very strong at level 1. This mode has an income timer of only five seconds and usually ends quite fast. It's a mayhem and played rarely. If you want to host such a game, you should put the mode into the game's name.

6.3 -ar/-arnl (All Random, No Lords)

Both teams receive random heroes (no lords with *-arnl*). This can lead to serious disadvantages if one team receives better heroes than the other, but this often makes the charm. *-ar* is almost never chosen. If one team gets a lord, the game is basically over. *-arnl* is played frequently.

6.4 -ap (All Pick)

All players can pick a hero of their choice. The wisp at the beginning has to be moved to a hero's circle to select it. This mode is played less often than *-sh* and *-arnl*, because mostly people only choose one of the following heroes: **Perkz (Dryad)**, **Marine Soldier (Marine)**, **Moon Sentry (Warden)**, **Dark Disciple (Medivh)**, **China's Guard (Pandaren Brewmaster)** or **Anna Conda (Naga Sea Witch)**.

By writing *-random* or by sending your wisp to the circle with the big question mark at the bottom right you can still choose a random hero.

6.5 -hd (Hero Draft)

This is the same as *-ap* with the exception that each team has the opportunity to ban two heroes at the beginning. Do this by sending your wisp to these heroes when you are told to do so by the game. Talk with your mates about which heroes to ban!

7 Heroes

Before we take a look at the standard approach to each round it must be stated that you should reroll most of the heroes when they reach level 120. At level 120 every hero gets a [teleport](#) spell (hotkey: t). You can then teleport your hero to the hero selection area on the bottom right of the map. Stepping on a hero's circle selects it. You can also directly teleport into a hero's circle. The best reroll hero is probably [Moon Sentry \(Warden\)](#) because of her amazing cleave damage. But [The Humans Warrior \(Captain\)](#) (for his buffs), [Perkz \(Dryad\)](#) (for her ranged cleave), [Night Shade \(Priestess of the Moon\)](#) (for her AoE stun) or [Black Scourge \(Dark Ranger\)](#) (for her single target stunlock) are also very popular choices.

I won't tell anything in detail about healing spells, which are generally not useful.

The hero section starts with [The Humans Warrior \(Captain\)](#) (who is located at the top left of the hero selection area) and then continues clockwise.

7.1 The Humans Warrior (Captain)



This is a good hero who is able to tank a lot of damage right from the beginning. You are also doing a decent amount of single target damage, starting with 50-60 at level 1. Your skills are only passive ones, so you won't get many kills throughout the match. Skill stats first and then prioritise your **Defends Aura**. It's going to help you and your team at the time the first **Hydras** arrive. **Blood Aura** provides a leech aura as your ultimate ability and should be skilled when available. Because you're not a damage dealer you should try to support your team as best as you can. His **Thorne Aura** reflects up to 30 % (level 3) of hostile damage back to the attacker. This is especially strong against hostile heroes.

Role: Tank/Support.

Skills: **Defends Aura**. **Blood Aura** when available.

Meth/Vampire Potion: Get it!

Earlygame: With your first stats skill point you can get a few kills and stay at the **spawnpoint** for some time. You have a lot of HP which are worth even more due to your **Defends Aura**. You can buy a small **Healing Potion**.

Midgame: Without buying a lot of strength you won't kill any **Spongebobs**. Your auras, however, are really useful for your teammates.

7 Heroes

Level 120: You can either reroll to finally kill some creeps or choose to keep tanking and supporting your team which is often a good decision if your team already consists of some damage dealing heroes.

7.2 Dark Lord (Death Knight)



This is a bottom mid tier hero. If you plan on returning to the fountain quickly, you should skill **Fire Wave**. It gets really strong soon and starts to one hit T1 creeps at level 3. At level 7 it also one hits **Hydras**. From T3 on you get weaker and weaker and your kill count will decrease significantly.

You could also skill **Shadowcall** first, which provides constant **AoE Damage (Area of Effect)** and some healing. It helps with staying at the **spawnpoint** for a longer time than usual but only if your lane partner provides good support.

Your ultimate attack **Crazy Rocks** does moderate AoE damage. Skill it as soon as it's available.

Soul Binder revives dead creeps. In Hero Line Wars dead creeps despawn quickly, so you only have a short time frame after their deaths in which you should aim for reviving as many creeps as possible.

Role: Tank/AoE.

Skills: **Fire Wave** (priority).

Meth/Vampire Potion: Get it!

Earlygame: Skill **Fire Wave**. With it you will destroy T1 and T2.

7 Heroes

Midgame: You won't be able to kill **Spongebobs** without buying a lot of strength. Act as a tank and use **Fire Wave** on cooldown.

Level 120: Reroll, you are not of much use.

7.3 Moon Sentry (Warden)



She's probably the best hero overall. She starts somewhat weak because she takes a lot of damage from creeps. You should be attentive not to die at low level. You can start by skilling stats or [Energy Burst](#) (does AoE damage and stuns) which most of the time should be the better choice.

Level 10 grants you your ultimate attack [Shadow Splash](#), an AoE cleave. It seems to be bugged; according to the tooltip it should deal 250 % of your damage done to your primary target to the surrounding mobs. In reality this does a lot more damage. It looks as if it ignores armour on the cleave targets. You will kill huge groups of creeps in the blink of an eye. Level 120 without any extra strength or agility already does a decent job with T4 creeps.

[Shadow Strike](#) does initial damage and applies a DoT to the enemy. It's not of much use against creeps because it only does single target damage. You can surprise the enemy team by reaching level 120 early and using this spell against them. At level 10 it does 50,000 ticking damage.

Role: AoE.

Skills: A mixture between stats and [Energy Burst](#). You could also skill [Lightmare](#) first to deal constant AoE damage, especially if your lane partner is a tank and you plan to stay at the [spawnpoint](#) for a longer time.

Meth/Vampire Potion: Not that important, since [Energy Burst](#) does the main work.

7 Heroes

Earlygame: It starts slow. You don't deal but receive much damage. Try not to die and play passively. After skilling **Energy Burst** a couple of times you will one hit creeps until T3.

Midgame: You are still a bit weak defence wise, but **Shadow Splash** starts getting stronger. An *-agi max* at roughly 500,000 gold will easily kill **Spongebobs**.

Level 120: Clear your **lanes** and **teleport** to the enemy team. Try not to attack enemy heroes directly, try to hit them with your cleave. This is easier if the enemies come to *your* lane because then you can use the creeps to cleave on the enemy heroes. Try to never hit isolated creeps, this does not make use of your strong cleave.

7.4 Dark Disciple (Medivh)



Medivh is a very strong hero, completely dominating until late T3. You can stay at the **spawnpoint** for a very long time. Buy one or two **Mana Potions** at the beginning and skill **Feral Spirit (wolves)**. They attack a lot faster than the **giants** and do more overall damage. Skill **Mountain Giant** second. Don't waste your mana by summoning too many helpers, only get as much as you need. You can cast **Mountain Giant** and **Spirit Beasts** multiple times; they will add up to the existing ones. **Feral Spirits** will just get replaced by the new ones. You can use your **Spirit Beasts** to easily destroy the gate to get the **Mana Zepter**. Since casting the summoning spells is quite expensive it will help you a lot.

Done properly, you should manage to stay at the **spawnpoint** until too many **Spongebobs** arrive. With all the gold you get you can consider doing an *-int max*. This will lead to more gold than returning to your base to buy mana potions.

Try not to surround your partner with your summons. You can give him/her control over your units if you trust him/her. Because you rarely skill stats and don't have an opportunity to buy rings, your hero is very weak, especially in T3. A single **Spongebob** can cause a threat, so pay attention and let your creeps tank.

Role: Tank, Damage (both with your summons).

Skills: **Inferno (at Level 30)** > **Spirit Beasts** > **Feral Spirit** > **Mountain Giant** > Stats.

Meth/Vampire Potion: Not needed.

7 Heroes

Earlygame: Your creatures kill everything. You don't have many hit points, watch out!

Midgame: Your creatures kill everything. You don't have many hit points, watch out!

Level 120: In T4 you are one of the weakest heroes. Reroll!

7.5 Night Shade (Priestess of the Moon)



Night Shade is a versatile heroine. Start by skilling **Huntress** (20 mana). It summons a **Huntress** whose attacks jump through three enemies. With your base mana you can already cast it six times, so let them tank for you. It won't deal much damage, yet, anyhow. Each skill point makes your **Huntresses** stronger and also provides you with an additional **Huntress**. Casting it while your **Huntresses** are still alive will replace them.

Dark Stars is a very good AoE spell with a large range. To have the biggest effect you can cast it standing at the split point of your **lanes**.

Magic Stomp **stuns** all enemies within a range of 1,500 for 20.8 seconds (!) at level 10. This is longer than the ability's cooldown. If you choose not to reroll at level 120, this is your primary task during the endgame. You can **teleport** to the **ledge** at the start of the **lane's** splitting to be able to stun every creep (see the image on the next page).

Frost Arrows provide a slow effect and extra damage. The other abilities are way better.

Role: Single/multi target damage/AoE, support.

Skills: **Dark Stars** > **Huntress** > **Magic Stomp** > **Frost Arrows**.

Meth/Vampire Potion: You should buy it.

7 Heroes

Earlygame: Your **Huntresses** provide some help but are not overwhelmingly good yet. You'll notice how strong they get starting from level 3.

Midgame: Your **Huntresses** should be near level 10 which will let them kill **Spongebobs** with ease. **Dark Stars** is nice to perform a reset. You should quickly skill **Magic Stomp** now.

Level 120: You won't kill many creeps any more but your **Magic Stomp** is a very good damage mitigating ability.



Image 3: A good **Magic Stomp** position at level 120.

7.6 Ghost (Elder Voidwalker)



This one is a pure AoE hero. At low level your [Soul Breaker](#) is already very strong and can be cast back to back. You set a target circle and then every creep inside receives ticking damage. If your hero moves, the attack will stop. The higher you level this attack the longer is the cooldown relative to the spells duration.

Your other attacks are a lot less effective.

[Ghost Attack](#) renders you invisible and faster. The auto attack which ends your invisibility does bonus damage. Level 1 is useful to escape from dangerous situations, more levels are on low priority.

[Illusion](#) creates copies of your hero which don't deal damage.

[Hide Ball](#) gives invincibility to friendly units, including creeps. It has a long cooldown and you are not able to move while it casts. Besides, you're not a tank.

Role: AoE.

Skills: [Soul Breaker](#) > [Stats](#).

Meth/Vampire Potion: Not necessarily needed due to the long casting time of [Soul Breaker](#).

Earlygame: You should start with [Soul Breaker](#). It's especially useful if you're with a tank. Buy a [Mana Potion](#).

7 Heroes

Midgame: [Soul Breaker](#) kills everything on level 10.

Level 120: There is not much you can do. Reroll!

7.7 Dragon Master (Blood Mage)



This hero is played similar to [Ghost \(Elder Voidwalker\)](#). He also has a strong AoE spell: [Flame Strike](#). It works just as the Flame Strike in standard WC3, so you have to wait some time after casting to make it work properly. If you move your hero too quickly after casting, it won't do any damage but still be on cooldown. Especially the last two levels increase its damage by a fair amount: 9,000 → 12,000 → 20,000 (!) damage per second.

[Forked Lightning](#) also does AoE but [Flame Strike](#) is stronger. Level this one afterwards.

[Blue, Red and Bronze Dragon](#) is your ultimate attack, which transforms you into *one* dragon (the tooltip is obsolete). Your dragon-transformed hero does a lot of AoE damage, but you can't use your normal hero spells any more. You should also pay attention to surviving because your [Rings of Protection](#) don't have any impact on the dragon and the stats you've bought also don't count. You can't cancel this attack early and you can't heal yourself. Roughly: Level 1 is for T1, level 2 for T2 and level 3 for T3. When too many [Spongebobs](#) are alive, level 3 of this attack can lead to a sudden death while tanking them. Also, sometimes your hero does not get XP for killed creeps while in dragon form. It seems that you have to stay near the place where you transformed into the dragon to get XP.

7 Heroes

Role: AoE/Tank until T4 (*str* is your primary stat).

Skills: [Flame Strike](#).

Meth/Vampire Potion: You should probably buy it. Most of your damage will come from [Flame Strike](#), however.

Earlygame: Buy a [Mana Potion](#) and skill [Flame Strike](#). Starting from level 3 it will be very strong and easily kill T1 creeps. Use it at the match's beginning ([at the spawnpoint](#)) if you can hit about three to four creeps with it.

Midgame: [Flame Strike](#) even kills [Spongebobs](#) on level 10. Do a *-lvl [1-5]* to buy enough levels for level 10.

Level 120: You're not the worst endgame hero due to your primary stat being strength and due to your [Flame Strike](#) doing decent damage on early T4 creeps. Look at your teammates and decide what to do.

7.8 Night Assassin (Illidan)



Your most important attack is [Fan of Knives](#). Starting from hero level 7 (ability level 4 – 700 damage) you can kill hordes of T1 creeps with a single cast. The attack has a nice range for this type of spell and you should definitely prioritise skilling it.

[Evasion](#) is a passive ability and increases your chance of avoidance from 10 % (level 1) up to 45 % (level 10). It's good to skill it after [Fan of Knives](#) reaches level 10 to increase your toughness.

[Trance](#) increases your movement and attack speed. It might sound good but you won't need it. At the beginning of the game you're busy skilling other abilities and later your attack speed is at maximum, anyway.

[Metamorphosis](#) transforms you into a demon form. You get more HP and ranged AoE damage. You should skill it when it's available.

Role: AoE.

Skills: [Metamorphosis](#) > [Fan of Knives](#) > Stats/[Evasion](#).

Meth/Vampire Potion: [Fan of Knives](#) does most of the work but you can use it in between to heal up.

Earlygame: Buy a [Mana Potion](#) and skill [Fan of Knives](#) which will guide you through the earlygame.

7 Heroes

Midgame: *Fan of Knives* doesn't deal enough damage any more to kill T3 creeps. Your *Metamorphosis* is now your main damage source but it will definitely need an *agi max* at ~50,000 and ~500,000 income to kill *Spongebobs* comfortably. Only do this if your team has problems or you're way ahead of the enemy team in terms of income.

Level 120: Only *Metamorphosis* is of any use here but it has a couple of seconds downtime. In this downtime you lose your ranged attack and you often have to reposition yourself which can lead to delicate situations. Reroll!

7.9 Grisworld (Mountain King)



This bearded dwarf is similar to [Night Assassin \(Illidan\)](#). He also has an ultimate form and an AoE spell which carries him through the early game.

This attack is [Hammer Bolts](#). It's the hero's primary skill and does 700 damage on level 4, one hitting T1 creeps.

[Mana Destruction](#) destroys 700 mana on level 1 and can be cast on enemy heroes. You can use it to disturb them early in the game and to slow them down. At level 10 it destroys 50,000 mana. This can still be useful but many heroes then don't rely on mana any more or their regeneration is too high.

[Stunner Stomp](#) does more damage on higher levels than [Hammer Bolts](#) but has a much lower range. The duration of this ability's stun lasts for six seconds which makes it inferior to the stun of the [Priestess of the Moon](#) (~20 seconds).

[Avatar](#) renders the hero magic immune and increases his armour, damage and hit points. You should skill it when available, it helps you dealing with the first [Hydras](#).

Role: AoE/Tank.

Skills: [Avatar](#) > [Hammer Bolts](#) > Stats/[Stunner Stomp](#)/[Mana Destruction](#) (level 1).

Meth/Vampire Potion: You can buy it, although most of your damage comes from [Hammer Bolts](#).

7 Heroes

Earlygame: Buy a mana potion and skill [Hammer Bolts](#). This ability carries you through the earlygame.

Midgame: [Hammer Bolts](#) does not deal enough damage to kill T3 creeps. [Avatar](#) helps you a bit but you get weaker and weaker.

Level 120: You can't kill anything here. *-str max* would qualify you as a tank but without any proper support ability for your group you should reroll.

7.10 Death Revenant (Revenant)



It's a hero dealing mostly passive damage with his [Immolation](#). Buy a [Mana Potion](#) and activate [Immolation](#) just when the first creeps spawn. Activating it costs 26 mana and drains one mana per second afterwards. Drink your [Mana Potion](#) below five mana to prevent having to pay those 26 mana again.

[Life Drain](#) and [Healing](#) are both healing spells which are not of much use.

[Big Death Monster](#) is your ultimate ability which increases attack speed, movement speed and size of a friendly unit by 200/500/700 %. You can cast it on yourself to increase the radius of [Immolation](#) or you can cast it on friendly heroes which greatly benefit from attack speed like [Anna Conda \(Naga Sea Witch\)](#), [Dryad \(Perkz\)](#) or [Moon Sentry \(Warden\)](#).

Role: AoE.

Skills: [Big Death Monster](#) > [Immolation](#) > Stats.

Meth/Vampire Potion: You should buy them.

Earlygame: Always skill [Immolation](#). From level 4 and onwards you will kill T1 and T2 creeps with ease.

Midgame: [Immolation](#) does not kill [Spongebobs](#) in an appropriate time. Support your teammates with [Big Death Monster](#). You start getting weaker.

7 Heroes

Level 120: [Big Death Monster](#) alone is not a right to exist: reroll!

7.11 Phoenix Soul (Sorceress)



This heroine has great potential, all of her attacks deal AoE damage. The problem is that you get your first ability at level 6. Skill stats and [Mirradon Flame](#) in the meantime. This ability reduces the creeps' armour in a medium range by five per level.

At level 6 you get [Firestorm](#), which deals AoE damage in a big radius and also stuns. This ability reaches level 10 at hero level 33 (!), does barely enough damage to kill [Spongebobs](#) and has its effect area decreased on every level.

Level 10 grants you your ultimate [Sea of Flames](#). You select a direction by clicking and then the heroine calls flames for a very long time. Don't move or it will cancel the attack. It does much damage and has a very big effect area so you can cover both [lanes](#).

Level 15 gives you [Summone Phoenix](#). Depending on its level you get 2/4/6 phoenix which deal AoE damage and can tank a bit due to their high HP. If they die, they transform into an egg and rise again after a couple of seconds if the egg survives.

Role: AoE.

Skills: [Sea of Flames](#) > [Summone Phoenix](#) > [Mirradon Flame/Firestorm](#) > Stats.

Meth/Vampire Potion: You should buy it.

7 Heroes

Earlygame: Skill a mixture of stats and [Mirradon Flame](#). The damage gain through the armour decrease is very noticeable. Level 6 gives you your first AoE attack which you should take.

Midgame: In midgame you shine due to your heavy use of AoE.

Level 120: Depending on your teammates you *could* stay on this hero due to [Mirradon Flame](#). Apart from that your heroine only does single target damage, your spells get weaker and weaker and you're not a tank. Reroll!

7.12 Mojo (Mojo's nino808)



Congratulations, you've received the weakest earlygame hero. He deals slow single target damage and doesn't have any good spells until midgame except for his ultimate.

Snake Trap (45 mana) creates an immovable snake statue at your desired target. It stays there for about 20 seconds, has zero armour and deals a little bit more single target damage than your hero. However, it has a smaller range (600) than your hero (650), so place it well. In addition to this, many T1 creeps have normal armour, to which the spell does less damage. It also levels very slow. Level 2, which doubles its damage, is only available at hero level 4. The spell's cooldown is as long as its duration. On higher levels its duration gets increased, so you can have up to three spells active. If the creeps kill it at a low level, your downtime is almost 20 seconds, which can feel very long. At level 5 it starts getting interesting. Then you'll get three snakes, each dealing 1,500 damage (level 4 creates two snakes, each 500 damage). Because neither you nor your snakes are good tanks at the beginning you often move back to the **fountain** after only a short time at the **spawnpoint**.

Speed Kodo summons a kodo at an arbitrary location on the map (even your enemies' **lanes**). It increases movement speed of friendly units by a fair amount even at level 1 (the tooltip is utterly wrong). You can skill level 1 to surprise your enemys from time to time.

7 Heroes

Your ultimate **Spiritual Charge** is available at level 10. It's very useful to kill big amounts of creeps, including **Spongebobs**. Your **Snake Trap** is not of much of use at this level, yet.

Role: Multi-target damage (the higher levels of **Snake Trap**).

Skills: **Spiritual Charge** > **Snake Trap** > Stats/Speed Kodo (level 1).

Meth/Vampire Potion: Buy!

Earlygame: Always level your **Snake Trap**. You will need **Meth** for a long time to survive, though.

Midgame: If your **Snake Trap** is near level 10, you kill **Spongebobs** quite easily. It reaches max level at hero level 25.

Level 120: Reroll as fast as you can!

7.13 Perkz (Dryad)



With **Perkz' Multi Shot** (you get it at level 6) you will dominate from the early midgame on. This ability adds additional targets to your auto attacks which will hit nine targets total at level 5.

Battle Aura increases the attack speed of you and your fellows by 15 % (level 1) to 600 % (level 10) (!). This is a very good spell for the midgame, making the use of **Meth** a bit less mandatory for you and your team. In the endgame you won't profit of this any more, because you are at max attack speed anyway.

Damage Boost is also a solid spell, increasing your damage by 1,400 at level 10. It's also good for the early game.

Role: Multi-target damage (via **Multi Shot**).

Skills: **Multi Shot** > **Battle Aura/Damage Boost** > Stats.

Meth/Vampire Potion: Buy it. You can avoid it sometimes, though.

Earlygame: Until level 6 all you do is single target damage which is not that bad due to **Damage Boost** and **Battle Aura**. Skill stats first, then a mixture of these abilities. With **Multi Shot** you will be able to kill groups of creeps easily, soon.

Midgame: This is where you start to shine. Continue skilling **Battle Aura**, which is very useful for your team. To kill **Spongebobs** comfortably, you should do an *-agi max* at 500,000 gold income.

7 Heroes

Level 120: Moon Sentry (Warden) is without questions the better hero, but if your team already has one you can stay on Perkz. Being a ranged hero gives you an easier life, but your damage is not comparable to the Warden's.

7.14 NightTiger (Demon Hunter)



This is an average hero. **Night Runner** renders you invisible. It also adds some bonus damage to your first hit when attacking out of stealth. Level 1 can be useful to escape dangerous situations.

Shadow Master creates one (level 1) to five (level 10) copies of your hero, which have the same amount of armour and deal the same damage. The disadvantage of this ability is that you already get four copies dealing 100 % damage at ability level 4. Until level 10 the number of copies does not increase and the damage of them always is at 100 %.

Slow Poison puts a slowing DoT on the enemy with every auto attack. The poison leaves enemies at 1 HP. It's a good ability at level 1, giving you the opportunity to place the DoT on many enemies one after another to deal a fair amount of damage. Higher levels get less useful since you still only deal single target damage with this ability and the number of creeps increases greatly during midgame.

Tiger's Special is your ultimate attack and summons green "Death Balls". Each level increases the amount of balls and their damage a lot. Level 1 calls seven balls per second, each dealing 500 damage, while level 3 calls 32 balls, each dealing 5,000 damage. This is 45 times the level 1 damage (if every ball hits a target)! Level 1 is weak, because when you get it **Hydras** are probably already present and the small amount of balls leaves a lot of space between them. Moving causes the attack to stop.

7 Heroes

Role: Multi-target damage/Tank (via [Shadow Master](#)). You are an *str* hero!

Skills: [Tiger's Special](#) > [Slow Poison](#) (only earlygame) > [Shadow Master](#) > Stats.

Meth/Vampire Potion: Buy it. Note that you'll lose both effects every time you cast [Shadow Master](#).

Earlygame: Poison as many enemies as possible. Level [Shadow Master](#) quickly to level 4 to get four copies.

Midgame: Your ultimate and your four (later five) copies deal a good amount of damage. If your partner has a lot of AoE attacks, he/she will get most of the kills, however.

Level 120: You *can* stay on this hero for the endgame, because strength is a good primary stat for that. But bear in mind that the only attack of use is your [Shadow Master](#). The problem with all types of clones is that the creeps reposition themselves when you recast them or when they die. Reroll if your team needs better support!

7.15 Sword Leader (Blademaster)



This hero is very similar to [NightTiger \(Demon Hunter\)](#). [Wind Walk](#) renders you invisible. It also adds some bonus damage to your first hit when attacking out of stealth. Level 1 can be useful to escape dangerous situations.

[Critical Strike](#) causes bonus damage and gives your hits +100 % (level 1) to +200 % (level 10) damage. This effect occurs randomly at a 15 % chance. This is a strong ability due to your clones also having it and due to your attack speed increasing during the game. The faster you attack the more chances to get your bonus damage!

[Mirror Image](#) creates one (level 1) to five (level 10) copies of your hero which start at 40 % of your damage (level 1) and end with 100 % (level 10). In contrast to [NightTiger \(Demon Hunter\)](#) it at least makes sense to skill from level five to level nine because the copies' damage increases – their number does not, however.

[Whirlwind](#) is your good old Bladestorm. Level 3 does 20 times the damage of level 1. You should pay attention while whirling around at low levels (especially when [Hydras](#) are about to join the fight) since your hero is very vulnerable without some armour rings and Vampire Potion does not heal you during Bladestorm. You can use [Healing Potions](#) while your hero is spinning around, though.

Role: Multi-target damage (via [Mirror Image](#)).

Skills: [Whirlwind](#) > [Critical Strike](#)/[Mirror Image](#) > Stats.

7 Heroes

Meth/Vampire Potion: Buy it. Note that you'll lose both effects every time you cast [Mirror Image](#).

Earlygame: Skill [Critical Strike](#). This is very good if you're with a tank. [Dark Troll Shadow Priests](#) can be killed quickly, even at level 1. At least skill [Mirror Image](#) to level 4 to get four copies.

Midgame: With your [Whirlwind](#) you can kill big amounts of creeps. Keep [Critical Strike](#) and [Mirror Image](#) at about the same level.

Level 120: You are a pure damage dealing hero and due to your five copies also using their [Critical Strike](#) it is an acceptable situation. However, he is weaker than the top heroes.

7.16 China's Guard (Pandaren Brewmaster)



This Pandaren is a lot stronger than you might think at first sight.

Breath of Fire causes conic damage. At level 1 it already deals 200 damage and is a very good spell to demolish armies of creeps. You can do a solo lane with it quite easily.

Drunken Haze slows creeps and makes their attacks miss (90 % for 30 seconds at level 10). If any unit under this effect is hit by **Breath of Fire**, it will leave a DoT on them causing a lot of extra damage.

Drunken Brawler is a passive ability and gives you up to 50 % avoidance and a 10 % chance of dealing 100 % (Level 1) to 600 % (Level 10) extra damage with your auto attack.

Fury Storm is your ultimate attack and calls waves which are already strong at level 1 (1,000 damage per hit). The range of this, however, is extraordinarily small. Ranged creeps are not hit by this! At level 3 this attack has enough range to kill most of the ranged attackers, as well. It is strong enough to kill creeps at early T4.

Role: Tank/Support.

Skills: **Fury Storm** > **Breath of Fire** > **Drunken Haze** > Stats.

Meth/Vampire Potion: You should buy it.

7 Heroes

Earlygame: Try levelling **Breath of Fire** quickly. It starts one hitting big groups of creeps early.

Midgame: **Fury Storm** should cause a lot of damage here and clear the **Spongebobs**. **Drunken Haze** adds a lot of extra damage with its DoT (also killing **Spongebobs**) and reduces the creeps' damage done significantly.

Level 120: **Drunken Haze** gives an invaluable 90 % damage reduction on average. In addition to this, **Drunken Brawler** gives you a 50 % chance of avoiding attacks. You are a real tank! The downside is that you won't kill many units any more, only if your ultimate is used. Reroll if your team needs damage. Keep him if you want to deliver very good support.

7.17 Black Scourge (Dark Ranger)



This is a heroine who has a right to exist due to her unique features.

Your most important ability is **Black Arrow**. It is a **debuff** on the enemy creep which causes it to transform into two skeletons after its death. You can create your own army this way if you manage to give the DoT to many creeps before they die (just hit them once and they are infested). Pay attention to units like **Infernal Juggernaut**, **Sea Elemental** and **Black Drake**: They are magic-immune and won't transform into skeletons! In other versions of this map where the first four creeps of T1 were active from the beginning this ability was a lot stronger. These creeps were so easy to kill that you could quickly fill up your **spawnpoint** with skeletons. If you remember it from those days: It's not the same any more.

Trueshot Aura gives you and your **ranged** teammates 10 % (level 1) to 200 % (level 10) extra damage.

Death Bolt is useful during endgame. With its help you can **stunlock** enemy heroes.

Charm is your ultimate which converts creeps to work for you until they die. It's especially useful on the first **Hydras** and **Spongebobs**.

If you choose not to reroll, all these abilities are of use some time during the match.

Role: Support.

Skills: Charm > Black Arrow > Trueshot Aura > Stats.

Meth/Vampire Potion: Very important to increase your skeleton army.

Earlygame: Skill [Black Arrow](#) and activate it. Your base mana will last long enough. Buy [Meth](#) early to get more skeletons. [Charm](#) should help you dealing with the first [Hydras](#). This, however, costs much [Mana](#). So get a [Mana Potion](#) and/or the [Mana Zepter](#). If there are too many creeps, you won't be able to build your skeleton army because they get killed quickly. You're very weak in this situation and need help from your teammates. Especially when your big or middle sized skeleton army slowly dies from too many creeps there will be a huge steam rolling creep wave coming to your base afterwards.

Midgame: [Charm](#) should be at level 3 by now ready to convert [Spongebobs](#). They are great tanks and simplify early T3. Your [Trueshot Aura](#) should be on its way to level 10, as well.

Level 120: Your skeletons won't be of any help here, your [Charm](#) can't convert T4 creeps and you don't deal any significant damage. However, you could stay on this hero due to [Trueshot Aura](#) and [Death Bolt](#). You can stunlock (stun infinitely) enemy heroes with it if you repeatedly use this ability on the same hero. This can lead to a victory. If your enemies are smart and buy [Anti-magic Potions](#), you should reroll.

7.18 Spirit Mage (Jaina)



This heroine needs the most levels of all heroes to have every skill maxed: Level 45! In exchange for this, every attack causes AoE damage.

[Frost Nova](#) is her strongest spell because it can be levelled up quickly. At ability level 3 (hero level 5) you one hit low-level creep groups.

[Northern Glow](#) causes spirits to fly around, deal AoE damage and heal yourself.

[Meteor Swarm](#) lets waves of meteors rain down on the target area.

Her ultimate is unique: [Arcane Mastery](#). It increases the power of the other spells. [Frost Nova](#) gets a bigger area of effect, the other abilities get more damage.

Unfortunately, it takes very long to get the maximum of skill levels. [Meteor Swarm](#) reaches level 10 at hero level 35 and is not that strong (it's relatively stronger on earlier levels). This is due to only being empowered by [Arcane Mastery](#). Its levels only increase the amount of meteors. All in all, this heroine sounds a bit better than she actually is.

Role: AoE.

Skills: [Arcane Mastery](#) > [Frost Nova](#) > [Meteor Swarm](#) > [Northern Glow](#) > Stats.

Meth/Vampire Potion: You should buy it.

7 Heroes

Earlygame: Frost Nova and the first couple of levels of Meteor Swarm will carry you through the earlygame. Buy a Mana Potion, then you can cast six Frost Novae at hero level 1.

Midgame: You can think of using *-lvl max* to level up your abilities. Later, Frost Nova will deal only very little damage on Spongebobs, only Meteor Swarm will deal a decent amount of damage.

Level 120: Always reroll!

7.19 Anna Conda (Naga Sea Witch)



This is a very strong heroine, who can take a solo lane with ease. Her auto attacks jump from creep to creep so that you attack several of them at once. Her spells are quite useless, you will focus on skilling stats.

Divine Shield renders you invincible for some time which is not useful. Every creep attacking you will switch its target and focus on your teammates what can and will surprise them. You can use it while being at the enemy lane, of course.

Disruptor is an AoE spell, which is not that bad. But your heroine's built-in multi-target damage is so strong you won't need it.

Mana Shield uses your mana to absorb incoming attacks. You skill this at the very end. I think your armour is not taken into consideration when you activate this spell. No matter how much intelligence you bought: your mana will be empty in the blink of an eye.

Tornado whirls enemy heroes and creeps into the air and slows them.

Role: Multi-target damage.

Skills: Only stats.

Meth/Vampire Potion: Buy them after you've been pushed back. With their help you can make your way to the **spawnpoint** again.

7 Heroes

Earlygame: You'll notice immediately how much damage your auto attacks do. You can get the mobs together by kiting them smartly while running back to the **Fountain of Regeneration**. With **Meth** you will kill everything.

Midgame: When the first **Spongebobs** arrive you should do an *-int max* with an income of 50,000 gold. To comfortably kill them you should do another *-int max* with 500,000 gold.

Level 120: At the enemies' lane you can cast **Tornado**. This spell whirls enemy heroes into the air. If there is no other player present, creeps will run to the **Circle of Power**. Since her auto attack does not attack as many targets at once like the **Warden's** or **Perkz'** you should consider rerolling. In addition to this she's an intelligence-based hero which neither increases your attack speed nor your hit points.

7.20 Marine Soldier (Marine)



Marine is a non-descript hero but has a lot of early and midgame potential. At level 1 he already has a very fast attack speed and deals the most damage of all heroes.

Upgrade Weapon increases your damage from 10 % (level 1) to 200 % (level 10). You should skill it from time to time.

Upgrade Armor adds 10 (level 1) to 100 (Level 10) armour. You should also skill it along the way to better cope with the **Hydras**.

At level 10 you get **Call Assistance** which is a strong AoE spell. Gyrocopters will assist you and deal damage.

Your ultimate attack is **Call Tank**. On level 1 it already kills **Hydras**. Unfortunately there is no level 3 of this ability. Level 2 does not really help you with **Spongebobs**.

Role: Tank/AoE (earlygame).

Skills: Call Tank > Call Assistance > Upgrade Armor > Upgrade Weapon > Stats.

Meth/Vampire Potion: Buy it!

Earlygame: You will deal a big amount of damage while under the influence of **Meth**. **Upgrade Armor** helps you a lot with tanking.

7 Heroes

Midgame: Sadly, this is where your dominance ends. Neither your auto attacks (without doing *-agi max*) nor your Tank kill **Spongebobs**. But you're a good tank yourself.

Level 120: If you don't decide to tank with this hero, you should reroll.

7.21 Robot (Goblin Shredder)



This hero has one problem during earlygame: He almost has no abilities. Until level 3 you can only skill stats and your other three abilities are not selectable until level 10.

Bomb Sniper can be skilled from level 3 on. This ability has the unique feature that you can have level 10 of it when your hero's level is only 12. It then deals 17,000 damage in a straight line starting from your hero. At level 3 it already deals enough damage to kill most of the earlygame creeps. Be aware: Your hero won't be able to move for a couple of seconds while casting.

Missile Fire calls missiles onto the target area. Compared to level 1 (20 missiles, each 1,000 damage) level 3 (100 missiles, each 12,000 damage) causes 60 times more damage!

Repair revives your hero automatically after dying once in 240/180/120 seconds.

Missile Bombing calls waves of missiles. Like with any other of these abilities you are not allowed to move while casting or it will stop. At level 3 it kills **Spongebobs**. If you use it cleverly, you can cover both **lanes**.

Role: AoE.

Skills: **Missile Bombing** > **Bomb Sniper** > **Missile Fire** > **Stats/Repair**.

Meth/Vampire Potion: Buy it since you don't have any abilities at the beginning.

7 Heroes

Earlygame: The moment when **Bomb Sniper** one hits the creeps you will start dominating.

Midgame: You are still a good hero because your ultimate attack kills all the **Spongebobs**. Your other attacks won't deal that much damage, though.

Level 120: You don't have to reroll immediately if your team has weaker heroes who need rerolling. You are an acceptable tank and your ultimate attack kills the first creeps of T4. Apart from that you can't do much.

8 Tier List

There are three tier lists: The first one for the very beginning of the game (T1/T2). The second one is the midgame tier list (T3), when the **Spongebobs** start to be a threat. The third one is the endgame tier list (T4).

Especially for the endgame tier list, heroes are not only ranked by their damage but also by their utility.

There was no sorting done inside the tiers.

8.1 Opening

At the start of the game the strength of a hero is dependent on the ability to kill T1 and T2 creeps. If a hero is in D-Tier, like **Mojo**, it tells nothing about this hero regarding T3. But before that he surely has a lot of trouble.

Dark Disciple (Medivh) is in his own tier because he is the only hero who can stay at the **spawnpoint** until late T3. Alone. The A-Tier either has strong AoE spells or strong single target *and* utility, like **The Humans Warrior (Captain)**. In B-Tier these spells are introduced a bit later.

S-Tier

Dark Disciple (Medivh)

A-Tier

Marine Soldier (Marine), Anna Conda (Naga Sea Witch), Ghost (Elder Voidwalker), Dragon Master (Blood Mage), Grisworld (Mountain King), Night Assassin (Illidan), Death Revenant (Revenant), China's Guard (Pandaren Brewmaster), The Humans Warrior (Captain), Dark Lord (Death Knight)

B-Tier

Phoenix Soul (Sorceress), Perkz (Dryad), Sword Leader (Blademaster), Black Scourge (Dark Ranger), Spirit Mage (Jaina), Robot (Goblin Shredder), Moon Sentry (Warden)

C-Tier

Night Shade (Priestess of the Moon), Night Tiger (Demon Hunter)

D-Tier

Mojo (Mojo's nino808)

8.2 Midgame

The midgame tier list shows the strength of the heroes in the (most of the times) longest tier: T3. Only the base strength of a hero is analysed for this. **Anna Conda (Naga Sea Witch)** can be very strong in T3, but she needs at least an *-int max* with 500,000 gold for this. Other heroes can kill **Spongebobs** easily without buying stats.

The C-Tier is not really capable of killing late T3 creeps (even buying stats does not help much), the D-Tier is helpless.

A-Tier

Dark Disciple (Medivh), Dragon Master (Blood Mage), Ghost (Elder Voidwalker), Robot (Goblin Shredder), Moon Sentry (Warden), Mojo (Mojo's nino808), Night Shade (Priestess of the Moon)

B-Tier

Night Tiger (Demon Hunter), Anna Conda (Naga Sea Witch), Perkz (Dryad), China's Guard (Pandaren Brewmaster), Sword Leader (Blademaster), The Humans Warrior (Captain)

C-Tier

Marine Soldier (Marine), Night Assassin (Illidan), Death Revenant (Revenant), Phoenix Soul (Sorceress), Black Scourge (Dark Ranger), Spirit Mage (Jaina)

D-Tier

Grisworld (Mountain King), Dark Lord (Death Knight)

8.3 Endgame

This tier list evaluates the heroes in T4. Here it is important to know how the heroes perform after buying stats for several millions of gold. But also utility heroes and spells like **Night Shade's (Priestess of the Moon) Magic Stomp** were taken into consideration.

S-Tier

Moon Sentry (Warden)

A-Tier

Night Shade (Priestess of the Moon), Perkz (Dryad), China's Guard (Pandaren Brewmaster), The Humans Warrior (Captain)

B-Tier

Dragon Master (Blood Mage), Anna Conda (Naga Sea Witch), Marine Soldier (Marine), Black Scourge (Dark Ranger)

C-Tier

Night Tiger (Demon Hunter), Sword Leader (Blademaster)

D-Tier

Dark Disciple (Medivh), Ghost (Elder Voidwalker), Robot (Goblin Shredder), Mojo (Mojo's nino808), Night Assassin (Illidan), Death Revenant (Revenant), Phoenix Soul (Sorceress), Spirit Mage (Jaina), Grisworld (Mountain King), Dark Lord (Death Knight)

9 Chat Commands

9.1 `-[str|agi|int|lvl] max`

With this command you can buy strength, agility and intelligence. You can also buy levels for your hero at 20,000 gold each.

`-str max` increases your strength as much as your current gold amount allows: $StrGain = \text{floor}(\text{CurrentGold} / 100)$. You can also buy a custom amount of stats via `-agi 50`, levels via `-lvl 1-5` or `10`.

9.2 `saving`

Displays a message to your team indicating that you're saving for the next tier.

9.3 `!boat`

Tells your teammates to send an **Ultimate Unit** from their **shrine**. There will be a message displayed to them and all the shrines are **pinged**. Use this when your team is in trouble and you can't use a boat yourself.

9.4 `-share all/-unshare all`

Shares your **keep** with your team. If you upgrade to T2, this happens automatically. Enter `-share all`, to also share the first tier. Your hero will not be shared this way.

By typing `-(un)share <colour>` you can share and unshare units with players via their colour.

You can, of course, also share control from the *Allies* menu. Then the other players will be able to control your hero, as well.

9.5 `-zoom [50 – 450]`

Used to zoom in and out. 150 is a good value to have a better overview. Standard value is 100.

10 Standard Approach

With everything we know we can now define a standard approach to the game. If you want to know more about alternative ways, please read the heroes section.

10.1 Goal 1: First Actions

Choose the first skill of your hero, buy a [Mana Potion/Healing Potion](#) (depends on the situation/hero), bind your [Hero](#) to CTRL + 1, your [keep](#) to CTRL + 2 and your [shrine](#) to CTRL + 3. Don't forget to send a [Dark Troll Shadow Priest](#) at 80 g!

10.2 Goal 2: Splitting

Split into two groups and run towards the [spawnpoint](#). If your team consists of two tanks, they should take separate [lanes](#). Same for ranged heroes. Talk to each other!

10.3 Goal 3: Spawn Point

Try fighting at the [spawnpoint](#) as long as possible. This depends heavily on your hero. Some of them are already very strong at level 1 compared to others, some gain their strength after levelling up a couple of times. Have in mind that killing the mobs as soon as they spawn grants you their bounty earlier, giving you the opportunity to convert it into income earlier, resulting in more gold overall.

In this phase you can make use of the [Cyclone](#) spell from your [shrine](#). It prevents creeps from attacking for ten seconds, so you don't have to fight too many of them at once. When doing this bear in mind that after heavy [Cyclone](#) usage (each one costs 20 mana) you will not be able to use your [Boat](#) from the [shrine](#) when it becomes available because your mana is lower than 600.

10.4 Goal 4: Buying Meth

Buy [Methamphetamine \(400 g\)](#) + [Vampire Potion \(100 g\)](#). A [Vampire Potion](#) lasts as long as two [Meths](#) and also grants 25 bonus damage. Buying these is definitely not wrong with any hero but some can get more profit of it than others. Most of the times you will be pushed back to your [Fountain of Regeneration](#) at hero level 1 or 2, rarely 3. Then you can conveniently buy these items of which [Meth](#) is the more important one. Without buying [Meth](#) your hero needs to be a heavily AoE

dependant one who spends most of the time casting, like **Ghost (Elder Voidwalker)**. Or your **lane** partner does most of the killings.

Try not to buy **Meth** as long as you can, to push more income. But if the creeps keep accumulating, better buy it now than too late. If both of you and your partner didn't get earlygame heroes, you should consider saving for **Meth** at 200 gold income. If you have a solo **lane** and your hero is not that strong, you can start saving for **Meth** at 100 gold income. Also getting gold via the creeps' bounty you will have the 400 gold in a reasonable time. Waiting for an income of 400 gold might be too long in this situation.

10.5 Goal 5: Preparing For T2

You should now be preparing for T2 creeps, especially for **Hydras**. At 7,000 gold income you can start thinking about upgrading your **keep**. If your team can send **Hydras** significantly earlier than your enemies, this puts a lot of pressure on them. Look at your spawnpoint and spot spawning **Hydras**. Instantly run back to your base if your hero can't cope with them (you have to know this from your experience). If you are at an income of 15,000 gold and the **Hydras/Infernal Juggernauts** are a threat, you can save 30,000 gold and buy a **Ring of Protection +60**. In addition to this you can also buy hit points once via *-str max* at 15,000 gold income. Try to avoid this, because it means not increasing your income for three cycles (but you will have to do this in quite a lot of matches).

10.6 Goal 6: Preparing For T3

Goal 6 is all about preparing for **Spongebobs**. Upgrade after you've passed 30,000 income. If you see your enemies having this amount of income, carefully watch their **keeps** for T3 upgrades, so that you can predict incoming **Spongebobs**. You should write your teammates a message after spotting the first **Spongebob**. You should also be wearing at least one **Ring of Protection +60** by now. Buy more depending on the amount of **Spongebobs**.

During T3 you will build up most of your income. All creeps share the same cost-benefit ratio. So income-wise it doesn't matter which creeps you're sending. But at the beginning of T3 you should focus on sending **Spongebobs**, **Dark Wizards** and **Razormane Medicine Men**. If your team's T3 **keep** is out of stock of these creeps,

upgrade the next one. You can now decide when you want to upgrade to T4. You can do this when reaching 1.2 to 1.5 m gold income, but then you should get support from your mates. You can also keep sending every T3 creep you can find in the **keeps** and upgrade afterwards. Your income is going to rise very fast with this method. A typical upgrade income is around four million gold.

10.7 Goal 7: Preparing For T4

T4 is a lot stronger than T3. To not get crushed instantly you should now have six rings (or five + **Life Steal**) and be at level 120. Often the first team reaching T4 steamrolls the other team because they did not prepare properly.

Your preparations could be (your income should be greater than one million gold):

- *-str max* for more hit points
- *-primarystat max* for more damage
- *-lvl max* to have maximum skill points and to be able to reroll
- Five to six **RoP +60** and a sixth item if you chose to wear five rings

You can wait with these preparations until they are necessary. Search your enemy's **keeps** for T4 (and tell your mates!).

If your hero is not the best for T4, it's a good idea to reroll shortly before or after T4. If the enemy team saves for T4, typically only a few creeps are spawned. The problem while rerolling is that you can't participate in fighting for a couple of seconds and that you're level 1 again. Tell your team that you want to reroll. If your team does not answer, you can use your **Boat** to kill all creeps. Only use it if you think that you would lose a significant amount of lives while rerolling.

Reroll as fast as possible:

- (optional) Put your items behind the **Circle of Power**, else they are gone. **Life Steal** would be gone, as well!
- Teleport to your desired hero. He/she spawns in the middle of the **Circle of Power**. Prepare a *-lvl max* and instantly send it to the chat after respawning.
- Leave the danger zone, recollect your items or buy new ones.

10 Standard Approach

- Skill your hero (stats first).
- Now you should add an *-str max* and you're good to go.

This should not take more than 20 seconds.

10.8 Goal 8: Winning The Endgame

If there is still no winner after the transition to T4, you're in the endgame. Now the creeps' strength and hit points will increase drastically with every new type of creep. You will have to counter this via *-str max* and *-primarystat max*. If there are heroes in your team who can easily kill enemy heroes, you should opt to do this.

11 TL;DR

Goal: Bring hostile team's lives to 0 (100 creeps need to enter their **Circle of Power**).

Heroes: -ap/-hd: Dark Disciple (Medivh), Marine Soldier (Marine), Moon Sentry (Warden), Black Scourge (Dark Ranger), Night Shade (Priestess of the Moon), Anna Conda (Naga Sea Witch), Perkz (Dryad), The Humans Warrior (Captain) or China's Guard (Pandaren Brewmaster)

Reroll target: One of the above except for **Dark Disciple (Medivh)**. At least one **Moon Sentry (Warden)** should be in your team!

Game start: Buy **Health/Mana Potion**/nothing depending on your hero, run to the **spawn point**, skill your hero. Don't miss to send a **Dark Troll Shadow Priest** at 80 g!

Important tip 1: Income, income, income! Don't miss a single one, always send creeps! At 15,000 g+ save for a **Ring of Protection +60 (30,000 g)**, you might also *-str max* **once** at 15,000 g income to get more HP.

Important tip 2: Never buy stats. Situational exceptions: Tip 1, preparation for T4 (*str* and primary stat) and primary stat at ~ 50.000 g/500.000 g income. Buy stats in T4 if you need to. You can't justify buying stats in T1.

Important tip 3: Buy **Methamphetamine (400 g)** + **Vampire Potion (100 g)**.

Important tip 4: Buy rings as late as possible. During the **Spongebob** era you should have three of them, later six.

Important tip 5: Don't steal creeps from the other **lane** without being asked or without a dangerous situation. This will lead to imbalances and angry team partners.

Upgrade plan		
Tier	Income for next tier	Creeps to send
1	7,000 g	For income/mass creeps: Everything from left to right and top to bottom. Lordkeko for max. threat. Magic immune creeps if an enemy Dark Ranger exists.
2	30,000 g	Hydras + Juggernauts
3	from 1.2 m gold	Spongebobs , later everything for max. income
4		Frost Wyrms for income, stronger creeps for max. threat

12 Glossary

12.1 feeding

Sending low-level creeps later in the game. Your enemies won't have any problems killing them and take the creeps' gold and XP with ease.

12.2 send/sending

Hiring creeps from your **keep**. *send* is mostly used as a reminder for people still being at 20 income some time in the game.

12.3 stealing

Arbitrary killing of creeps of the other **lane**. This leads to imbalances in XP and gold between the lane teams which can have a big influence on the game's outcome.

12.4 saving

Waiting several incomes without sending creeps to accumulate gold. It's mostly used to buy the first **Ring of Protection +60** and to upgrade a **keep**.

12.5 reroll(ing)

Selecting a new hero at level 120 via **teleporting** to the area at the bottom right of the map.

12.6 up/upgrading

Upgrading the **keep**.

12.7 b/back (soon)

Telling your teammate that you (soon) want to return to the **Fountain of Regeneration** in your base. This is mostly used to heal up or to buy items.