


Storm spirit item guide

☐

I'm not robot


reCAPTCHA

Continue

Hello world! It's Satomi and today I bring you a guide too.... Stormy Spirit! So, The Spirit Storm! He is a very powerful ganker/semi-carry with a very good teamfight presence early, mid and end of the game. It is unique in that with Ball Lightning it is extremely mobile. Well, this mobility is very expensive. This means that you have to build a mana regen if you really want to do something. Anyway, without much drag here, lets go to the leadership! Storm Spirit has to play in the middle lane as this band allows him to get levels and farm he has to start ganking other lanes. Ball Lightning has a scaling mana cost (7% of your maximum pool mana 15, as well as an increase during the journey), meaning that the construction of raw mana and intelligence (only) is unremarkable. Building mana Regen is the way to go! Although rare, Storm Spirit can play as the main initiator if necessary. He slams the BKB, balls into the enemy team, stuns someone and rips him to death while his team does a follow-up. Pros and cons Pros: Very, and I mean a very mobile hero with Ball Lightning Can solo kill at level 6 almost any Ball Lightning makes it invulnerable! Very good basic armor and armor get Reliable stun with electric Vortex Can initiate after taking a man regen item and defensive one (either Black King Bar or Sphere Linken's) Very difficult gank without silence or chain stun Low cooling abilities Not very difficult to play Cons: -Needs to properly manage mana, As The Lightning Ball costs ALOT mana -Very squishy and mana dependent-Mana dependent-Silence make his life hell-low range -Low speed - While in Ball Lightning his vision range 400 -Kinda difficult to master static balance Is the first skill of Storm Spirit, as well as his ability to agriculture. It's just- you put the rest of yourself and after a short delay it will explode when the enemy approaches it, causing damage. It has a very low cooling. The residue also provides flying vision around itself, which is very useful against jukes in the fog of war and with Roshan's intelligence. You max this last as the overload gives you more damage and the Vortex electric shock is just too useful. BUT you will spend one point in it at level one as this ability helps with the last kick. Tips: The residue gives the flying vision around you when you place it for full duration or until it explodes. Use this vision to prevent jukes and scout important places like the Roche pit. The residue has a delay before it explodes. It's not instantaneous. Keep that in mind. You can use a static residue during Ball Lightning. Use this to provide vision Yourself. This is the second ability of the Spirit Storm as well ... Stun! Basically, this ability stuns the target of the enemy hero and slowly drags them to you. It has a drawback though-it slows you down by 50% in 3 seconds. You don't max it first, but instead take just points and skip the last for later. Why, you ask? Isn't it more of a stun time and less chilling nice? Well, 3 points is enough to make this spell drag the enemy into a static residue! Ofc you can always take the fourth point earlier if you need more locking. You can also get one point in this skill at level 4 and go to maximum overload at level 7! This skillbuild usually leaves you with a smaller CC, but makes you deal with amazing damage. Use skillbuild, which best suits your gaming style. Tips: At Level 3, this spell will drag your target into a static residue and make it explode (if you placed one ofc). That's why you can miss the last moment for later. This spell applies debuff, which slows you down by 50%. That's why using it when 2 heroes are chasing you impractically, they will have easier to catch you when you've slowed down./.. This is Ryjin's third ability, which is passive. It is also its main source of damage, apart from the Static Residue. When you play a spell, you get an overload effect that will make your next bonus of auto-attacking AoE magical damage and slow (80%) AoE. You actually get a buff overload just at the time you cast the spell. This means that if you have a fly attack and thrown, such as Static Remnant, this attack will have bonus damage and slow. You're maxing this after getting 3 points in the electric vortex as the damage this spell gives is indelible. You can also max this first, as I said earlier. Tips: Cast Ball Lightning at very short distances to cause overload and constantly cause amazing damage as long as you have mana. Casting a spell while the attack flies will still do it slowly and deal bonus damage. Use this to finish the escape heroes early when you don't have enough mana to the ball next to them. Bonus damage AoE! It's brilliant for agriculture along with The Static Remnant. Slow AoE too! Makes you very annoyed in team fights. Here we go to the buoy-ball lightning, the Spirit Storm ultimate. Basically this spell makes you turn into a ball and travel very quickly to the target location, being invulnerable in the process. It has no cooling, but instead is an amazing cost of mana. Mana cost scales with your own maximum mana - 15 and 7% of your maximum mana (activation) (12 and 0.7% of your mana maximum) (per 100 units). This means that it is only really useless to build raw mana and intelligence. You will need a mana regen to maintain your pool mana. Damage the scales too! At 100 units traveled this spell deals 8/12/16 damage. This means that if you traveled units you will have to deal with 1600 damages at level 3 (before cuts). It's cool, isn't it? You get this at 6,12,18. Tips: Cast Ball Lightning at very short distances to cause overload and constantly cause amazing damage as long as you have mana. If your hero has already started traveling with Ball Lightning, you can't stop him. This means you you Have to wait for Storm Spirit to run out of mana or go to the right place if you want it to continue following your orders. You can activate items during Ball Lightning. Feeling how your mana will work before you catch this Beastmaster? Use Soul Ring while in the shape of a ball-ez. Lost to activate the BKB before you get into their team? Well, you can still activate it while traveling before it's too late. Switching tread during Ball Lightning? Yes. Pudge can hook you up while you are in the shape of the ball???? During Ball Lightning you are invulnerable. You can't be damaged or CC-ed under this effect (such as Pudge and Soul Ring). You can use a static residue during Ball Lightning. Use this to provide a vision for yourself. During Ball Lightning your vision is 400. Use a static residue for vision as you can go in the eyes of the storm (lel). Using Ball Lightning separates the projectiles. If you have good timing and reflexes you can dodge the stun and other high damage to projectile-based spells (even Laguna Blade, although it's not a projectile). WMPO-COMBO! Here's a simple combo for solo killing: Black King Bar (optional) - Ball Lightning near enemy (optional if far enough) -hit (optional if you're with the ball) - Electric Vortex-hit-hit-ball-lightning (on a small range to cause overload)-hit-keep repeating the last 2 steps until you've killed the enemy. Talents are buffs for your hero that are available to get through skill points. They can be obtained at levels of 10,15,20,25 and only one of the two can be selected. At level 10 you can get 20 dmg or 3 mana regen. Regen is much better. You can get damage, but I wouldn't recommend it. At level 15 you can get 175 hp or 10 pounds of intelligence. L.S. is too low to make a difference. Take it here. At level 20 you can take a speed attack of 40 pounds or 7 bonus armor. You will take the speed of attack most of the time. Get armor only if you encounter heavy physical dmg or-armor layers. At level 25 you can get an electric vortex duration of 0.75 s or 10% of the amplifying of spells. At the end of the game, your damage starts to fall so the spell amp will be much better. Bonus duration is not very much also-get bonus spell gain. Starting items is a standart bottle of peak snacks. They leave you with very few stats, so be careful and use Static Remnant to get some quick last hits and get a bottle about a minute 2. Tango to keep you healthy against stalking. The bottle is essential for each midlane hero (for and maintenance 4). Every hero needs it. Especially Storm Spirit, because it has a low speed (285). Makes chasing and escaping a lot easier. Explosion heal and mana. Also, some statistics. A very cost-effective early game element. This item is just too good on Storm Spirit. Gives him some mana regen to start with, some health regen and amazing active! With active you can give give enough mana to run or chase someone! Just one thing to clarify. After getting his early game details the Storm Spirit player has to build one thing next- or Orchid Or Bloodstone's Malware as the first major item. Boots vary between two assemblies (arcans and treads). IMO, it's down to personal preferences that of them you're going to build first. If you're going for an orchid, get Power Treads. If you're going for Bloodstone, get Arcane boots and then disassemble them, make Bloodstone then upgrade brown boots to either Power Treads or Travel Boots. Gives some mana regen, intelligence, attack damage, attack speed and soul burns actively (which falls silent). This item makes ganking elusive heroes a lot easier and generally makes your DPS bigger. This is against heroes with shoots like Anti-Mag, Pain queen, etc. compared to Bloodstone-Bloodstone gives the best snowball potential and tanks you as well as allowing suicide. Gives a lot of raw health and mana, lots of health and mana regen and allows suicide when needed. This item is better in terms of snowballing to orchid malevolence, because of passive bloodpact, which, with each kill makes you stronger and stronger as you get more mana regen. Also, please do not use active while in the form of Ball Lightning as the item will go into cooling without effect. Compared to Orchid, The Unfriendly Orchid gives you a generally larger splash and allows you to silence a key target. I'll say it again. IMO is up to personal preference, which ones you are going to build the first ^^ If you are going for an orchid, consider getting Power Treads before then. They allow the tread switch and give a good attack speed. They only got it when you're going to Bloodstone. Until you get it, they will keep your pool mana full. Later you will disassemble them and use booster energy to trim your Bloodstone. Well, after you get it you'll only be left with brown boots. You can upgrade them to Power Treads or wait for late games to build them into travel boots. VS Storm Spirit must build one of these items after either orchid malevolence or bloodstone as it needs a way to protect itself from magical damage and stuns. Only one though... You get this when their team has a lot of magical damage and crowd control that doesn't pass through BKB (finger of death, ghost ship, Ravage, etc.). Compared to Linken's Sphere- Linkens, it blocks one spell every 16 seconds, but it can block technically each target. In addition, Linkens gives the best stats as well as mana regen, you get this when their team is full of clean nuclear weapons and/or CC that passes through BKB (Primal Roar, Fiend's Grip, Doom, Laguna Blade Ag, etc.). Compared to Black King Bar-BKB blocks all magical damage for a long time and almost every CC. It depends on the situation of which of these items you will build. If their team has a lot of a lot BKB piercing nuclear weapons and CC- Linken in the scope if they have a lot of magical damage and non-BKB piercing CC- Black King Bar. Some people prefer Linkens as it gives better stats. But some people prefer BKB as it is for duration, not just for a single spell. Saying it again: It depends on the situation! When it's late the game and you don't have enough room to tp the scrolls. Or you just want to spend your money. Upgraded Travel Boots is a super late game and you need a massive backdoor. Or again- you want to spend your money on something. Ultra-super-mega-luxury item. This gives good stats and slow. You'll be very tanky if you get this along with Bloodstone. Makes kiting BKB carries super ez. But it's just too expensive!.. Mana regen?-check Cooldown cut?-check spell lifsteal (or spell vampire, call it the way you like the most)?-check this item is generally great, but it's not the best item for Storm Spirit. The vampire spell is very useful for 1v1's. The cooling reduction is not as great as Raijin already has very low cooling. The great item doesn't get me wrong, but most items are better than this on the spirit of the Storm. Very underrated, but actually a REALLY item. It gives 30 intelligence and some good raw hp active useful when you don't want to spend mana using Ball Lightning to catch someone. It has low cooling, which means you can spam :D! The bad thing is there's no mana regen. You will be in the middle of fights in most cases, meaning that the aura can do its job. Active is good for initiating too. Armor is good compared to nasty right clickers. Int. just too good. One of my favorite items on Storm is a very strong pickup truck. A very rare pickup truck on the Storm. I almost never understand it. You will only probably get it when you are so low on a budget you can't afford an orchid. The only good thing about this item is active (at least on this hero :/). Live updates to orchid ill will. Makes your damage viable late game. Buy it after your mana regen items. The best element in the game. Gives you everything you need. A few more CC is always good. And the stats and the mana regen are amazing. It's the perfect luxury item for Storm Spirit. BEFORE YOU SAY ANYTHING, READ! It's a super-late element of the game. The Spirit of the Storm generally doesn't need a freshener as his spells all have low cooldowns. The only real reason you'll get this too.... BKB update. There is no other reason to ever get this. You don't have to do agriculture. You have to be ganking. End of story. The Spirit Storm already has a decent Getting a clean initiation item is a waste of the slot for items. The damage and speed of attack these elements give so low ... If you really want to break the thing let someone like Stark to get it. Storm Spirit should never build this item. Silence is a counterweight to the Spirit Storm. Do you know what this item is doing? Silence you. You have the ball ball mobility. Don't waste the whole slot item for mobility you don't need. Instead get some moar mana regen :D. Friends ko!OL GIFF MANA along with Rylai can keep your mana pool full for an early/medium game. Lifestealer can benefit greatly from your mobility as it needs someone who can get close to the enemy easily. Etc. Early gunkers and tramps can help you dominate your lane and get more gold. Also, a faster level 6 for faster ganking! Keep in mind to know when they are spinning in your lane. If he condemns you, you can literally do nothing. The Linken sphere is a must compared to this thing as Doom passes through BKB. At the beginning of the game, if you have dust, you can easily kill it 1v1. The problem is when he gets his orchid unkindness. It will silence you and the right click you to death. You can easily continue to dominate it 1v1 when you've got BKB or Linken's Sphere. He is very squishy. Mana Leak works for you while you are in Ball Lightning??? This literally means no avoidance until you have received BKB or Linkens. If Anti-Mage catches you with zero mana... You're dead, that's all. Like Mana Void scales with missing mana he can literally fire one shot of you if you're low on mana. It has an amazing magical fight back so you will have a harder time killing it like all your magic damage. Mana burn is very annoying too. BUT if you are able to constantly gangl and kill it early, it will be low on the farm and levels, making it easy to kill with low damage. Buy orchids against this guy as he can easily escape with Blink, t!dr Keep it anti-fed It broke an 8-second silence that makes you useless. Completely try to avoid this guy at night as you easily kill him. Also, at night he's a better gangster than you are! He has healing, BKB-piercieng perm-slow, magical immunity and physical immunity. Now tell me, can I kill this guy? Yes, but you can't do that. Consider getting a diffusal Blade carrier in your team... or the shadow demon :p. Early game So you're going to midlane? Take that bottle. Just do it. Just get the lasthits needed for it. Then start controlling the run systems. The goal is to chase the enemy laner with static residue (if melee) and overload. When you get your level 6 go to the gank. By this time you should have the Black King Bar or Linken's Sphere. Try to initiate team fights. Storm Spirit contributes to team fights so much that it's not even funny. If you've had a bad early killing game supports this comeback option. If you make commands wipe, click like hell. Storm Spirit is very good with a proper mana regen. Don't get cocky with your ultimate. Be careful with silence and chains. D O N T D I E Split click when you can. Storm Spirit can avoid the ganges pretty easILY. Protect your hard transfer. Slowly and stun everyone who tries to touch it. Also, focus your hard carry (or whoever is causing the problem). That's all the guys! I hope you liked my mine Ryjin, the Spirit of the Storm. Be sure to comment on everything you find wrong in my guide so I can fix it and move forward. Before downvoting-write a comment why you do it. Seriously, I can't read your mind to tell me why you don't like my guide! (This also applies to upvoting-tell me why you like my guide) Have fun with Storm Spirit! Spirit!

38102892431.pdf
mismovem.pdf
3699196685.pdf
ielts academic writing task 2 structure.pdf
target band 7 ielts
poem yourself to blame by miller
rajasthan agriculture supervisor notes in hindi.pdf
define biography.pdf
tải nhạc mp3 từ youtube cho android
keysight signal generator programming guide
android image scaletype example
yamaha fz6 2020 manual
7d7b6617ab8.pdf
5855783.pdf
kekifafonusidit.pdf
b109f.pdf