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The Night Stalker mostly needs levels and some cheap items to function as it doesn't scale particularly well. Once the night starts, he becomes a huge gangster on the first night and has to focus on getting kills. The void should always be maxed first, like nuclear damage and slow duration scales well. At level 4, getting a Hunter into the night can be a good idea if the enemy team has no way to run away from you at night. Page 2 Warning: You're not logged in. Your IP address will be publicly available if you make any changes. If you log in or create an account, your edits will be related to your username, along with other benefits. The power of the history of FlagView 23 and 2.80 Agility 18 and 2.25 Intelligence 16 and 1.60 You better take advantage of daylight while you can, since after dark you will be up against a powerful and skilful hunter. Passive Hunter Of the Night Stalker at night increases his movement and attack speed at night, making him a terrible gangster and stalker whenever the sun sets. His Empty Spell damages the target and slows them down to the bypass, allowing the Night Stalker and his allies to do a lot of damage. Crippling Fear is a powerful weapon against spells and fighters, as it both silences enemies and increases the likelihood that their physical attacks will miss the target. It is said that you have little to fear the Night Stalker when the sun is high - however, his ultimate ability, Darkness, allows him to instantly turn day into night (or prolong a night that has already fallen), giving others his spells their full effect. Raleigh: Durable - Initiator Item Offers Early Game: Bottle, Urn Shadows, Magic Wand,Late Games: Black King Bar, Aghanim in Scepter, Heart of Tarrasc, Attack Cuirass, Skull BasherThe video above walks you through the early stages of the game with the Night Stalker. It can do very well in the middle lane. Getting an early bottle and ganking during the first night is very helpful for your team. There is no history from the Night Stalker, only history. There are ancient tales woven into the knowledge of every race and culture, about the impossible time before sunlight and daytime, when the night reigned alone and the world was covered with creatures of darkness - creatures such as Balanar Night Stalker.It say that at the dawn of the First Day all nocturnal beings died. All, that is, save one. The embodiment of evil, the Night Stalker pleases with its maliciousness. He created the primitive role of Night Terror, Boogeyman, and as long as there were younglings, his ghost is meant to scare them. It's a role he enjoys, and these empty theatricality. He really persecutes the reckless, the defenceless, those who strayed for light paths or denied the warnings of their communities. The Night Stalker Serves Alive what is every child's worst nightmare... It's true. Hotki Void: Hot: Ability: Damage target Unit: 90/160/255/335 Influences: Enemy Units Move Slowly: 50% Injury Type: Magic Attack Slow: 35% Duration: 2 Range: 525 Night Duration: 4 Cooldown: 8 Man: 8/90/100/110 Creates a Harmful Void, that slows down the enemy unit and does damage. The void also mini-stuns, interrupting channeling abilities. The effect of slowing down lasts longer at night. Balanar creates a whirlwind of endless night, violently tearing opponents into the eternal darkness that once was. Crippling Fear Hotkey: W Night_stalker_crippling_fear_hp2.png Ability: Target Unit Day Chance to Skip: 10% Influences: Enemy Units Night Chance to Skip: 40% Day Duration: 3/3/3 Range: 500 Night Duration: 5/6/7/8 Cooldown: 12 Man: 90 Night Stalker Terrifier Terrifies Enemy Target Hero, Causing It to Go Silent. The effect lasts longer at night. The vision of Balanar's twisted jaw etches himself in the minds of poor souls unlucky enough to cross his path. Hunter in Night Hotkey: E Night_hp2.png Ability: Passive Speed of Movement: 20%/25%/30%/35% Influences: Self Attack Speed: 30/45/60/75 Cooldown: N/A Mana: N/Night Stalker is in its element at night, attacks and movements with great speed. Balanar's hunting prowess improves as the night beckons. Darkness Hotkey: R Night_stalker_darkness_hp2.png Capacity: No Target Duration: 25/50/80 Influences: Self Aghanim's Scepter Update: Unobstructed Night Vision Vision Reduction: 25% Aghanim's scepter Upgradable Cooldown: 180/150/120 Man: 0 Night Stalker Sun Choking Causes and Darkness so he can use his powers to the fullest. When used at night, it prolongs night time at a time of darkness. Modernized by the scepter Aganim. It is a humiliating sight to see when the mightiest warriors are afraid of the dark. Balanar, The Night Stalker, the hero of the melee force, known for being a very powerful gangster, as soon as the night falls. Unlike most of the other characters in the game, the power of the Night Stalker varies greatly depending on the time of day. He is relatively innocuous during the day, with one of his abilities being completely disconnected, whereas the other two are severely weakened in potency, but he quickly becomes a force to be reckoned with once the moon rises. He is slowly in the Void, allowing him to chase and nuke down lonely enemies who are unhappy enough to meet him; The slow effect is much more debilitating at night, where mini stun is also applied. It also has the ability to silence its enemies with Crippling Fear, which dramatically increases the duration of the night, preventing spells and even bears from retribution him when he attacks them with relative impunity. Its passive, Hunter at night, significantly increases the speed of movement and attack speed at night, allowing him to easily move around the map, chase and and except for his prey. Finally, its ultimate, The Dark Ascension, evokes instant night time and hinders the enemy's night vision, making even the strongest enemy heroes sitting ducks for the Night Stalker and his allies. Terror in the dark, The Night Stalker is the epitome of nightmare heroes, and one of the last things they would ever want to encounter alone at night. Page 2 Warning: You're not logged in. Your IP address will be publicly available if you make any changes. If you log in or create an account, your edits will be related to your username, along with other benefits. Find the ever-updating Night Stalker guide from the best performances of the week. Each guide includes element builds, ability builds, timings and more. PlusGet FeaturedHero's guide is based on TrueSight's match data with a proven Player or Plus subscriber. Now and Then won a Stomp 2020-10-20 Off Lane Core 33:48 PeruDire~ 5500 MMR9Kills0Deaths20Assists29.00KDA Ratio58%Team Kill %542GPM849XPM291APM9Runes46/108/187LH @ 10/20/30Starting Items03:0604:3806:4711:2713:5416:3421:0523:1126:4530:2333:03TeammatesOpponents03:0604:3813:5416:3426:4533:03prince joffrey won a Stomp 2020-10-19 Off Lane Core 46:51 AustraliaDire~ 5000 MMR11Kills3Deaths32Assists14.33KDA Ratio74%Team Kill %526GPM721XPM292APM5Runes40/80/160LH @ 10/20/30Starting Items03:4106:5909:2812:5616:0017:5119:3223:0626:1829:0632:4236:5543:0545:4746:04TeammatesOpponents06:5917:5123:0629:0636:5546:04Mattjoman won a Close Match 2020-10-19 Off Lane Core 50:44 US EastRadiant~ 5000 MMR6Kills3Deaths19Assists8.33KDA Ratio68%Team Kill %6477GPM621XPM140APM2Runes45/96/144LH @ 10/20/30Starting Items02:3804:0606:1108:3509:3012:1814:3416:0820:2622:4127:0028:4331:5736:3344:1744:36TeammatesOpponents08:3512:1814:3422:4131:5744:36Gambit.Shachlo won a Close Match 2020-10-20 Off Lane Core 42:34 Europe WestRadiant~ 5500 MMR6Kills4Deaths23Assists7.25KDA Ratio69%Team Kill %407GPM639XPM393APM7Runes-/1Wards48/97/117LH @ 10/20/30Starting Items02:0604:0107:0308:0810:1618:0235:1640:49TeammatesOpponents07:0310:1610:1618:0235:1640:49Blitz won a Close Match 2020-10-18 Off Lane Core 32:19 Europe WestRadiant~ 5500 MMR11Kills2Deaths12Assists11.50KDA Ratio51%Team Kill %546GPM724XPM124APM9Runes53/114/170LH @ 10/20/30Starting Items02:4804:5406:1408:1412:4014:1917:1221:1022:5026:1530:25TeammatesOpponents00:5706:1412:4021:1025:0630:25 229 Votes Balanar Of the Night Stalker, there is no history - only stories. There are ancient tales woven into the knowledge of every race and culture, about the impossible time before sunlight and daytime when the night reigned alone, and the world was covered with creatures of darkness creatures like The Night Stalker. It is said that at the dawn of the First Day all night creatures died. All, that is, save one. The embodiment of evil, Stalker pleases with his maliciousness. He created the primitive role of the Night Terror, the Terror, Boogeyman, and as long as there were younglings, his ghost called to scare them. It's a role he enjoys, and these empty theatricality. He really persecutes the reckless, the defenceless, those who strayed for light paths or denied the warnings of their communities. The Night Stalker serves as living proof that every child's worst nightmare.... It's true. Hello and welcome to my guide: Walker Day, Night Stalker Guide To The Ballanar - Night Stalker Balder. The purpose of this guide is to improve your skills with Balanar. I've been in the DotA scene for a long time and unfortunately I've seen a lot of bad reckless Balanar players. Night Stalker is not a very difficult hero, but for this you need a little skill, some training, a lot of common sense and a deep understanding of what Balanar is capable of... And what not, of course. Also, feel free to check out my Storm Spirit guide When the first night arrives, play this song, it will help you a lot to roam the trough night and kill everything on your way. Before you start ... Some things you should know. Balanar roaming hero by staying in your band during night on the farm is a mistake. Hurry against heroes, even under enemy towers, is one of the best features of the Night Stalker. Anyway, you should think carefully about what you are going to do when you start running to your prey. That's the reason why most Balanars players aren't awful. Despite what many people think, DotA is a strategy game where your enemies are human beings, with brains that implies: frustration, fear, confusion and other feelings affect the way they play, the decisions they make, etc. the best example of this is Pudge. When the other team has a very good pudge, you are always afraid of being recruited, in response to this fear, you start hugging, guarding, buying elements of the escape mechanism and so on. On the other hand, when the other team is horribly feeding the Drow Ranger you start making fun of him, chasing him slowly, rushing against him because we know he can't do anything. What you have to do with Balanar inspire fear! Play with this in your head all the time: You are the strongest, fastest, most powerful and deadly hero in the game to make them suffer, make them play bothered by being ganged, make them play for fear of being raped every second, in every corner, on every shadow. It's not that. You're not the strongest, maybe you're the fastest, but that's what they have to think of you. Play with your brain and the game is yours. By doing this, they will not properly farm, they will feel discouraged and inevitably they will lose the game. Always... and I mean always build your hero according to the situation. It's something most players don't understand. follow the guide step by step. Ex: Shadow Blade is really a great item on Srow Ranger, but don't buy it if your team has Clinkz, Ricky and another team of Bounty Hunter and Slardar. I've made this guide to help you improve your game if you're disoriented, if you don't know where to start, or if you're just new to DotA and you're not ready to make your own decisions about the game. To play Balanar correctly, you have to improve your knowledge about: Game: because you want to dominate it card: because it is the place where you hide and stalk Visibility: because you need to hide in the shadow of the hero's capabilities: because they are your prey. I want to share with you two guides that made me realize how little I knew about DotA back in the days when I was a total neophyte, because everything was once noob. I can't explain how much I've improved my game with these guides. I want to thank Dr. Galiz and Likana in depth for their guides. Here they are, they will turn you into a better player: Forbidden Methods... Seeing going through ... Or rape. Pros One of the best tramp heroes in the game One of the fastest heroes in the game (at night) He has some kind of legal card hack when he reaches Aghanims Scepter You can Semi-Tank / Carry / Semi-Carry / Gank / Roam When the sun goes down, you are all a nightmare ... Cons You have to have a decent last hit because you need gold before the first night During the day you are not exactly a terrible enemy You have to have some basic knowledge before playing it, such as ganking techniques, juking skills, you have to know your enemy spells, etc., to play with it properly Empty type: Goals: Active Enemy units creates damage to the void that slows down the enemy and damages. The effect of slowing down lasts longer at night. Level 1 2 3 4 Mana 90 90 90 90 Cool 12 12 12 Range 500 500 500 500 AoE N/A N/A N/A N/A N/Duration 3 (5 at night) 3 (6 at night) 3 (7 at night) 3 (8 at night) Effect causes 10% miss (40% at night) and silence for 3 seconds (5 nights) in the daytime. Causes 10% miss (40% at night) and silence for 3 seconds (6 at night) in the daytime. Causes 10% miss (40% at night) and silence for 3 seconds (8 at night) in the daytime. Uses: Crippling Fear leaves your prey vulnerable and unarmed. This spell is very useful against charmers, zevs, Lyna, Tinker and so on. Try to imagine Crystal Maiden killing you with auto-attack. She's useless under this spell, that's what gives you free murder. Destroy the escape mechanisms. With this spell you can undo the TP cast or prevent someone from being invisible. During the day is not very helpful. 3 Seconds of it not too much. You can take a very squishy damaged hero, but you can't gan full health Clockwerk. At night everything changes. 8 seconds of silence is a pain in the deepest part of the soul of each hero. I recommend taking 1 point of silence on the first levels (on the first night) for inexperienced players. If you know what you opponent can do and confront him without silence, you can leave it at the highest Lvl as my mastery chart shows above. Anyway, if you are faced with a heavily crowd control team in which almost every hero has a stun, disable, invisibility, slow, etc. you have to take 1 point for your safety. As I always say, play with your brains, not with a guide. Type: Goals: The Falling Self Night Stalker is in its element at night, attacking and moving with great speed. Level 1 2 3 4 Mana N/A N/A N/A N/A Cooldown N/A N/A N/A Range N/A N/A N/A A N/A N/A A AOE N/A N/A N/A N/A N/A Duration 25 50 80 Effect N/A N/A Notes: With Scepter Aganima Night Stalker will get a non-combat vision at night, night, this means that the trees and terrain will not block his vision. Unlike the way Scepter Aganima works with other characters, this improvement has nothing to do with its ultimate (Darkness), but is instead active all the time. This skill suspends the current time, so if it is cast at night, it extends it. Uses: Keep in mind that casting this at night will freeze time, so that only when night falls, use darkness. When your cooling is over, use it again, and so on, until the night is over. I don't recommend using it in the daytime because the day will last a long time and you don't want it. Gank (during the day): You can throw this in the daytime so that someone's gank gets a bonus from a hunter in the night. I don't RECOMMEND it. Use it only in case you can get a triple murder or something. In any case, do not extend the day. Escape (during the day): Well, this maneuver should only be made if it is a matter of life and death, and if you are 100% sure that the night will help you survive the enemy attack, throw the darkness and run (or fight back, depending on the situation). If you're not sure if this will keep you alive, don't use it. Choosing your lane OK, here we have a great debate. Solo Middle Lane: Too many people say that an average band solo with Night Stalker is the best option. I disagree. It is true that Night Stalker is a good choice for the middle because you will reach the night much more powerful than going to the side lane. BUT, I think it's not necessary if you reach to master the Night Stalker correctly someone else can take the middle. I highly recommend: Double side lane. Wich one? I prefer either with Dire or Radiant, in the top lane. There you can: Get first blood if your partner is good (it will help you a lot). When night falls, you will start roaming, so you partner can solo for a while. You have a Side Shop. If you are on the Radiant side you have a secret store if necessary. You have good escape routes. Trilane-Sidelane: You won't see it often (If you play Stalker in rating games, which will be discussed later). Anyway, Trilane is a really good option for you, as long as your teammates let the farm, babysit you, and give free first blood. Solo Sidelane: It has to be your last option, Solo Side Lane for Balanar is the worst option ever. You will get constantly harassed. You can't last blow/deny anything, and if that's not enough, you can't leave your lane at night because you get your tower pushed. Always AVOID this kind of lane. Construction: Always get a suppression blade Why? Because Keing Blade provides you with a farm that you need to get to the first night. Some people may say: I know how to strike the right way, I don't need it. Yes, believe me. Kuing Blade will help you in 2 Ranged enemy heroes lane to land your last hit without getting out of the way in progress. Also, and just as important, I always recommend cutting down trees that will help you gank/escape, since you don't have any escape mechanism, you need juking ways to escape from battle. Here are two good examples: Cutting this tree will give you some juking/escape/gang way. The Almighty Courier: Animal courier is mandatory. Always ask your teammates (in special support of them) to buy one of them. Without it, you'll be forced to return to the fountain before the first night arrives for your items, and it's a terrible waste of time. ALWAYS wear the TP Scroll I think it's out of the debate. Every medium/medium/advanced player knows that you should always carry a scroll of the city portal. If I have to tell you every situation in which TP Scroll saved my life, this guide will last forever. Not only that, TP Scroll saves the tower, the Allies, gets the enemy towers down, gives you free kills, and more if you use it wisely. Starters: Explanation: This gives you a solid start. Tango and Healing Salve keep you alive in your lane until the sun sets. Kelling Blade has already been explained. Power gloves gives you a No.3 to STR, your main attribute, and you can turn them into a Bracer or Urn of Shadows. Other options: Style of play: Daylight... Your worst enemy. During the day (especially during the first) you are slow, weak, you have no evacuation mechanism and no lane control. That's when your Kelling Blade shines. Use it to move in your lane like a ninja. Your goal is the last kick as much as you can. If you can deny too, it's good, but don't take risky steps, don't put yourself in a place you don't want to be. Avoid stuns, get stuck between creeps or trees, and that sort of thing. Don't spam the void, save it when your enemy is in a dangerous situation thrown by it. Use it wisely. If you have a good partner in your lane and you can reach the first blood you have an extremely useful boost. Boots Phase Boots: This is a really good option, your damage is increasing, and most importantly, you have Collision. This will help you a lot when you are chasing/escaping. Power Treads: These are my favorites. If you quickly change them from Str to Int that Boots for you, Str bonus is great and if you are going to steal for life, the speed of attack is also useful. Mana during the chase? Switch to Int, throw your empitness, get killed, and disappear into the shadows. Boots Travel: It's also good, not so much as mentioned earlier, you really don't need that speed boost because of your hunter's night. Personally, I do not recommend them. Arkane Boots: NO. Just.... Do not... Tranquil Boots: I've never tried them since Balanar. I don't think these will work. Before the first night before the sun sets, your assembly should look so you can get your speed boots (and even your Power Treads if you had a good start) on the side of the store if you are in the side lane (as I recommended) and as I said before you need an animal courier to get a bottle. WARNING: If you can't achieve this, then you're doing something wrong. I recommend starting over if you're playing against bots, if you don't, check the replay to see your mistakes. The style of play is when you leave your lane. This is when you need to start using your brain. Balanar is not in vain called the Night Stalker. As his name suggests, he's a Stalker in the night. That's what you have to do. Running a trough overnight, in search of prey to kill. I'm going to say it again... DON'T STAY IN THE ALLEY OF AGRICULTURE... That's why we bought the bottle. The void consumes a large amount of your low pool mana. In addition, ganking enemy heroes will help you hurt. You need healing power, and tango and healing salves are a waste of money. Here's how your thoughts should be arranged: How long is it? - Always look at the timer before choosing your destination. Is the timer weird or even? As most of you know, hunes caviar every 2 minutes. Use them to gain as well as they will fill your bottle What are the heroes of the other team? - Always look for squishy heroes without escape mechanisms. Heroes with slow, stun, disconnect, invisibility, etc. are not a good choice. If you want to gang hero with some of the features mentioned earlier, ask your teammates for help. I chose my prey, what now? - Look at his objects, does he have a scroll of the city portal? Does he have Stan? Vivi? Slowly?. If the answer to some of these questions is yes, then you should think before you act. Where are the other heroes? - Check the map for other enemy heroes if they are not visible, maybe it is not a good idea to attack, maybe they are hidden somewhere near the zone you plan to attack. Hold on. Don't show yourself. Here's a small example of you being on the top lane, the first night arrives and you have everything you need. There is a sniper in the middle lane. You check the timer, "5.57", you know the rune will be you head to the middle of the river searching run (you know they're not a ward river). Before you leave the lane, make sure that Enemy heroes on your lane think you are in a side store, or go back to base. Don't leave the lane running directly to the middle because they will alert Sniper.Rune doesn't exist, so you keep your way to the middle. You arrive, check his stuff. It carry a TP scroll, and has three-quarters of health. Gank from behind, don't attack when all the enemy creeps pass because they will all attack you and you will be dead for a long time. Start attacking with auto-attacks, maybe it will fight you back, in which case, it has no chance. If it starts to work don't panic, don't waste the void, keep attacking, even under the tower, if he uses his TP scroll to interrupt with empitness. You have to kill, now head to the bot healing yourself with a bottle. Don't forget to take the gun. Gank bot, get more kills, and repeat the process until the night is over. After the first night After the first night check out KDA (Kill/Death / Helpers): The result of Good Mean Fail K 9-11 5-8 0-4 D 0-1 2 3-10 A 3 1-2 0 Okay: I'm glad it seems that my guide helped you a lot. If you have this account you are doing everything right. If you (or your teammates) don't screw the game from this point, the game is already yours. Medium: If you have reached this score, you are in trouble. Read the guide again to see what your mistakes were. This account is just bad. From now on, it is difficult to say how the game will develop. You can win or lose, depending on how the game develops later. Do not lose hope, there is a high chance to still win the game, a point that I want to emphasize: Night Stalker can make it a better fail: Please do not tell me that this is your score, in which case I am very disappointed. From now on, there is no way you can carry this game. All you can do is try to help your team with Crippling Fear and Void, not to put yourself in bad situations, not to feed the other team, if you are very lucky, maybe some enemy will play very badly, feed you, and yet, you can achieve some kills at the end of the game (and I mean late games, something like 50 minutes). Follow the following steps: The first thing you need to do is realize that you did everything wrong, acceptance is the first step, don't blame your teammates, I know DotA is a team game, but

if you have this score, it means you've done everything wrong. Balanar can kill many heroes alone. Try to watch the replay to see what your mistakes were. Read the guide again, maybe you didn't understand anything. Feel free to ask me if you have doubts about something. If none of this works means that either you're just not good with Balanar or this guide just isn't for you. Not Finish one of them at night. Don't forget to read the Boots section on the chapter I remember the first day. - Early game before the choice. Choice. Sunshine again, I know you hate it, too. Balanar closes his jaws, squeezes his wings, and he is slow and weak again. From now on, you should think twice before acting. What do we do now? Keep roaming: it's dangerous. The chances of success of ganking are low. Now you are heavily dependent on your teammates, your crippling Fear has only 3 seconds of silence and your hunter-night bonuses are now gone. However, if you can succeed in a few ganks you will get extra gold which is great. Jungling: This is another thing you can do now, sometimes, if the bands are not pushed and you can track your enemies moves, the jungle is the safest place for the farm. Farm Lane: Again, if the lanes aren't pushed too much you can stay in the lane and save the farming, keep an eye on the map every time, because getting ganked puts you in a very bad position, maybe you have to use the darkness to escape and you don't want that, or at worst you die and it's even worse. Don't stick to one option, you can mix it up, gank someone once, jungle a bit, etc. the fact is that you have to continue to increase your golden income. Create Aghanim's Scepter options: I just love it. With this scepter you have a bit of a legal card to crack. You don't get fine-per-view from objects such as wood, higher terrain, etc. If you have a scepter, if you're not really bad, no one can gange you. Ganking ten times easy for you because you know when your booty is one, you know that no one sucks in the shadows, and when it starts working it can't juke you because you know where he's heading all the time. Also, you get some really good stats, start with the Ogre Club, as your main STR stat. Urn Shadows: This item is awesome on The Night Stalker because it gives you a powerful pulse of damage with the charges. Also, you'll fill it out quickly because you'll keep ganking and roaming the whole game. I want to make a point here: I highly recommend urn shadows if you are an intermediate, advanced player. If you have too many problems to master Balanar switch build to 2 Bracer instead of Urn and try it that way. Once you can handle the ir better, switch again to the urn and try again. Bracer: Getting one or maybe two of this are a good choice if the game isn't going very well or if you're faced with heavy nukers. Two Bracers is your ticket to rush under enemy towers without danger (remember you get killed and leave as soon as possible, don't be silly, you're not immortal). Bracer: Getting one or maybe two of this is a good choice if the game doesn't go very well or if you encounter heavy nukers. Two Bracers is your ticket to rush under enemy towers without danger (remember you get killed and leave as soon as possible, don't be silly, you're not immortal). Helmet Dominator: I like the way this item works for Balanar. This gives you the opportunity to rush the tower, heal yourself without leaving the tower, armor armor It's just great and you can control the creep and send them into the jungle to find some don't know the prey to kill. Also, if you can find neutral with web skills, you can chase the heroes and confuse them and beat them to death. Congratulations If you succeeded on your way to Master Balanar - Night Stalker mid-game to the end of the game should be easy, I'm sure you carry your team to victory. Your K D must be something like 21/4/9, and now the night reigns forever as you have darkness at the maximum level. Luxury/situational items. Heart of Tarrasc: Now you are almost immortal. Go kill everyone in your path, even inside the fountain. Black King Bar: I know a lot of people will say: BKB is the core for Balanar. Well, BKB is a must in almost every game, but if you run into a team without stunning/disabling (and you'll see many of them on pub games), why do you need Avatar?. That's why I put it on the situation list. BKB works great on Balanar, the STR bonus is amazing, your damage output increases, and Avatar can win a lot of team fights. Vladimir's suggestion: I don't really recommend Vlad balanar, someone else can get it, and you also get bonuses. I've seen some good Balanars do well with this, but I don't think it fits well. Satanic: Do you have a helmet of a dominanter? Then Satanic is a really good choice, with this your life steal is just sick and you're really hard to kill, but keep in mind if you're faced with a heavy crowd control team, maybe you can't get it active bonuses. Armlet Mordovian: Armlet is a good choice at Balanar, I have seen a lot of professional players building Armlet. Remember: this is not recommended for beginners, as it is a double edge item. Divine Rapier: There's nothing to say here. You know what Divine Rapier means to you, your team and the whole match. Avoid if you have mastered Balanar perfectly Some may be items. Cuirass Attack: Attack speed and armor. Maybe I don't like it, feel free to try it on the already won match. Daedalus: Just maybe it's a bit of a Troller, since you really don't need that critical punch to kill someone. Also, if the other team receives Blade mail, you will kill yourself. I tried it once and it was very funny, you can take someone in no time. Use it just for fun. The fact with MoM it works gives you bonus speed (you don't need it at night really) and the speed of attack bonus/steal life is amazing, but there are many other items that gives you more options than that, as well as the damage you take increases, so it will lead you to your death mostly. Shining: The Shining is an unusual choice on the Night But it works great, chasing someone is one of your best abilities, so imagine chasing someone and burn the damage. The problem with it is its cost. Radiance works better the faster you get it because the burn damage hurts more, the fact is, you need to Other items to maintain your ganking/roaming play and it's just too expensive to afford. Vanguard: Getting your th pwned? maybe Vanguard can help you, I don't recommend it. Buy it only if you feel that you are doing everything wrong and you are feeding the enemy team or if you cannot confront any enemy hero. Sange and Yasha: These ones are perfect if you have a bad time because they are very easy to build since you need cheap items to get it. Start with Sango and then finish it with Yasha. I recommend this for beginners, or if you know that your farming skills just aren't good. Don't make my mind bleed. Refresher Orb: Because casting Darkness twice is really going to help you... You're just trolling, I know that. Orchid illes: Why? Ethereal Blade: Don't you think I'm right? I told you, to master Balanar, you have to use your brain. Some recent thoughts about shopping. There are some items that are not listed above, feel free to try, always think before you act. I've ruled out some obvious cases like Blade Mail vs. Fed Ursa. Always organize the build according to the situation and your style of play/skill. WHB'syndereN is known as one of the best players of the Night Stalker. I want to share with you my experience about its specific build. Here are his words: 18:58:24 @jDWHB'syndereN'gt) Eul gives Balanar what he lacks. (18:58:40) @jD WHB-syndereN'gt; His biggest weakness is how he can be blocked by a major Let me tell you I tried this, and it's amazing you don't get as many kills as most have already seen Balanar builds. BUT it improves team play a lot and I really love this build. I really recommend you try it at least once, you'll enjoy using Eul's Scepter Divinity Here are 2 random pub games I played just to check it out, here's the result, as you can see, I didn't carry the game, the other hero did it, but the fact is, with this build game was very balanced, and we didn't have any mayoral problems, both of them were very easy. The most surprising fact about Eul is that you can run against the lane with 2 heroes forgetting about getting disabled if they have one disabled person, have silenced him and attack others when the effect disappears, thrown Eul and you have 2.5 seconds to finish your main goal. If they have 2 disabled people, just throw silence on one, Eul on the other. Important comments. Hi guys, I would like to share with you new information regarding the feedback I have given because of this guide. I'm posting this in a guide, so these important debates don't get in the comments. When I see NS in my team I already know that it will build a urn so with 2 urns and NS rarely happens. People know his main ganking point and they always let him build it. As I said, rarely will a team with Balanar have 2 urns by mistake. I want to share with you this Pic. It's This. from a recent match I had. Please note the radiant elements. 2 bottles, 2 offers Wladimir and Spirit Switch bought urn shadows before night stalker. That's what I mean when I say: You can see anything at a pub match, so, your construction should be in line with the situation. The quote: HamSandwich I've seen worse (looking at you loveless). But really, yes it's awful to go for Dominator and Basher as basic elements. I know you're only downvoted because you have another Balanar guide that really sucks: Yours: YOUR: GUIDE RATING 39% 20 votes VS Mine: GUIDE RATING 78% 32 votes (without your vote) Also I see you're another soul that doesn't read the manual, I'm actually tired of people who only comment by watching the top resume... On top of that, he says the basic options are not the main elements, hope that the next time you read the guide before the vote, that's how good guides get lost and never read and disgusting guides have a high rating. I've seen guides with only 1 or 2 items, and because the top resume works great for a hero, gets a lot of votes, only telling people that build is not enough to guide, there are a lot of noobs who try to learn the mechanics of the game and you don't help just say what to buy. At least I would like to know why bad items, and what you suggest, it's easy to downvote, it's not easy to justify why I think. You should really remove K/D/A after the first night. This will only disappoint the new players, and if the enemy team calls the missing and/or has chambers you will never get more than 2 kills or enemy players bad. Anyway, the leadership of AAAAS is very helpful. Hello! I thought about it, thanks for pointing this out, the fact is, it depends a lot on the hero XP. Bargaining with the KDA table will not disappoint so you want to improve, because I tell you: You can do it, you just need to keep practicing. The truth is fact: usually your score doesn't fit into the table, but it doesn't matter, the main thing here is to be confident and keep trying until you can reach that score. No one can master Balanar in a few matches. It took me a long time to reach that score, but fortunately, thanks to the feedback, I know that many other players have achieved them. That's why I've added a Hall of Fame to tell everyone who reads this guide: No matter who you are, you can do it. This was a very helpful comment, I think a lot of people think the same way, so I'm adding it to important feedback! Thanks Tetrislame!! Best wishes, Balder Please send me your photos! be in the Hall of Fame! What's new. Yula's scepter of divinity: following the steps of WHB'syndereN - best allies and worst enemies. Night Stalker in rating games. Adding statistics to the manual at the top. Adding some build examples and explanations.. 25/03/2012: Making several grammatical corrections, thanks to Lidius. 27/03/2012: 27/03/2012: Individual version of the side strip. 28/03/2012: Added Scepter Divinity Eul: After WHB'syndereN Steps 29/03/2012: Added a little music to listen to while you read. 07/04/2012: Feedback section added. 13/04/2012: Hall of Fame section added. 16/07/2012: An alternative skill assembly has been added. Build.

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