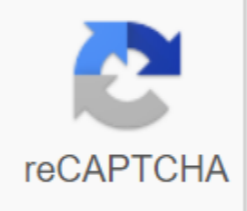




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K drive race spots

120 votes from Dota 2 Wiki & Medusa Playstyle Medusa is hard to handle that can easily turn teamfights around in her favor with Stone Gaze. Mana Shield makes her one of the most demanding carries in the game, but her extreme item addition requires her to farm for much of the game before she can be effective in team fights. Split Shot allows her to deal with the jungle farm very quickly and inflict considerable damage on multiple heroes in the fights. However, her early game is fraught with problems, such as HP's lowest base in the game, a small flaw and slow speed of movement. Pros Kontra Powerful in the late game. Effective against multiple opponents. Great audience control. It gets an effective HP from flaws, so it benefits from the attributes most of any other hero. Is largely teamfight oriented. He's got a decent range of attack. Speed of slow movement. Fragile in the early game. Extremely addictive to the subject. This construction gives Medusa great support and harassment on the early game, while at the same time enabling a fast farm mid-game with Split Shot. Mana Shield and Stone Gaze only get one level early because that's all you need for farming, fighting and escaping ganeses. However, you may consider adding extra levels to the Mana Shield if there are hostile heroes who can eat through your flaw. Against heroes like Anti-Mage and Invoker who can eat huge chunks of your flaw without any problems, the best way to confront them is, not to rely on your flaw and build around your splitshots. Instead of going to objects like Eye of Skadi you should build satanic. Popular build is Manta Style/Sange and Yasha at The Black King Bar or Hurricane Pike in Divine Rapier. One of Medusas' questions is that she start really late in the game to deal with significant damage and can be ignored in these fights, and by this time some of her counters like Anti-Mage are already online and shutting her down. In this grail she hits her power spike earlier than them in the game. To round off this quick build you go to Rosh Pit right after rapier purchase so you don't lose it and push it into their base. If you manage not to finish by that point, it's suggested to get satanic, pressure enemies out of the map and end up with the next Rosh. The damage reduction from Mana Shield comes before any other reduction, so evasion goes a really long way to increasing your survival besides getting more flaws. As Meduzia's agility hero Butterfly is a great pick up as it increases dps and helps your survival. Agriculture effectively goes a huge path on this hero as well as her survival and dps charts enviously with objects and both of her level 25 talents give her huge spikes in harm's and/or survival and most of her talents are really good even later in the game, so getting a lot of levels quickly is really desirable on this hero. It's viable to get hand midas as a hero scales well with attacking speed wich can come in handy early depending on how viable the objects are. In addition, all Medusa needs to grow the jungle is a level of 3/4 on her Mystic Snake and 1/2 level of Split Shot. That's why you'll often see this hero playing solo in the middle lane. Carry Medusa (Early Struggles) 123456789101111121314151617182025 Carry Medusa (Farm Heavy) 123456789101111121314151617182025 Notes: Talent for Evasion multiplies with other sources of avoidance. This harm attack talent is added as a crude harm attack, so it uses no illusions, and is not influenced by most percentages based on damage enhancing or decreasing effects. Flawed talent increases the maximum capacity of the defect and retains the current percentage of defect. Medusa has one of the lowest base healths in the game, making her pretty vulnerable early in the game. Jellyfish is arguably the hardest carry in the game, but also the most items depending. Knowing how to grow well is the most important aspect of playing with it. Early on, the Medusas should focus on agriculture and survival. Once you get the Mana Shield, you'll have a lot more survival in the lane, but always keep an eye out for minimap for incoming ganks and your health and mana pools to see how much damage enemies do. Late in the game, Mana Shield and Stone Gaze allow Medusa to take a much higher penalty than most carry. Enemy teams that can't kill Medusas fast enough will often lose a team showdown. Because of this, the well-bred late game of Medusa can often reverse a lost game. Split Shot makes you a really good farmer and a pusher, especially once you get multiple levels in it. Use it for a fast jungle camp farm or pushing lanes to try to take up early towers. When pushing towers with Split Shot, keep the tower as your main target, and other arrows will hit a jez or nearby enemies. If you're aiming for a jez while trying to push, the extra arrows won't hit the towers. Split Shot also gives you immense damage during fights. Although Medusa's damage from one target is not much for a lot of play, with Split Shot you can easily damage any enemy in battle. Split Shots works on Medusa's illusions when the illusions are on them before spawning. With level 25 talent, the opportunity for a proc modifier with cooling is calculated by taking into account if another of the spilled attacks is a procing modifier. When x is an opportunity to procing modifiers, the form is: $x + (1-x)^x + (1-x)^{2x} + (1-x)^{3x} + (1-x)^{4x}$ For example for Maelstrom and Mjollnir the chance is: $0.25 + 0.75^{20.25} + 0.75^{20.25} + 0.75^{3*0.25} + 0.75^{4*0.25} = 76%$ With level 25 talent for each attack, the chance of a proc modifier without cooling is calculated. When x is an opportunity to procing modifiers, the procing form at least once is: $1 - (1-x)^5$. For procing more than once on a single executed attack it is: $1 - (1-x)^5$ For example, for Daedalus the opportunity to get at least once proc per carried out attack is: $1 - 0.7^5 = 83%$. Repeatedly per attack performed is: $1 - (0.7^5 + 5*(0.3^0.7^4)) = 47%$. Mystic Snake is powerful at all points of the game. This allows you to harass enemies and keep your flaw almost full while posing minimal risk to yourself. For maximum damage against enemies in the strip, try to repel a snake of several jez into an enemy hero. The manna steal acts against heroes and jeza to the fullest. Use this in the jungle to keep the downside too low so you can tank hits out of the jez with Mana Shield. Satyr and Mud Golem middle camps do the best for it. Mystic Snake can be maximized first because it is the only Medusa nuke and can be used to push the straps. Level 2 Mystic Snake with 3 bounces and 1 Attack or 2 bounces and 2 attacks can kill the creep range. Level 3 Mystic Snake only needs three bounces to kill the jez in range, so 5. Mystic Snake's damage increases per jump, so it's best to throw so it will hit enemy heroes at last, in order to damage them the most. If used for breeding, tossing so that it hits the jez with more health can prevent excessive damage to lower health unguises, making it more effective and faster to grow. Since Medusa does not have many flaws, and the ability has a high cost of flaws, make sure to hit at least 2 enemies that have a flaw (e.g. ranged lane creeps), to restore some flaw. It does not matter whether the defective targets are affected first or last, as the defect drain is static and does not increase per jump like damage. Ranged lane creeps have a flawed pool of 500, so Mystic Snake can take 55/70/85/100 flaws out of them. So in order to get your full defect cost basically returned, it must hit at least 3/3/2/2 range of fawn jez. This means that it is also important to hit enemies with magic so as not to run out of flaws during the laning phase. To recover the full cost of the defect, Mystic Snake must hit units with a total defect of 1273/1072/942/850. Use Mystic Snake on a nearby jez to bounce it off and hit an enemy that's out of range. With Aghanim's scepter, Mystic Snake will petrified any enemies it hits, improving the usefulness of Mystic Snake by giving Medusa the impossible. Enemies petrified through Mystic Snake assume the same properties as being hit by Stone Gaze. Mystic Snake does damage and defects first steals before applying a petrified correction. Unlike Stone Gaze, Aghanim's Mystic Snake Scepter does not bypass spelling immunity and will not apply a petrified correction if the enemy converts the spell immune before the snake reaches its intended target. One point in the Mana Shield gives you a complete 60% reduction in damages. Subsequent levels only lower the flaw lost by the damage. The Level Mana Shield is based on what the enemy has. If enemies objects such as Difusal Difusal catching more points may not be a bad idea to lower the overall downside lost to it. Even if you're doing a level of Mana Shield early on, be wary of enemies who tend to build illusions with flaws to burn, such as Anti-Mage with their Mana Break and Manta Style illusions. Medusa is 250% more durable with The Mana Shield than HP itself as long as it has a flaw. Medusa's pool of defects must be at least 93.75%/78.95%/68.18%/60% of current health in order to maximise the reduction in Mana Shield damage, assuming it does not lose its defect in a different way than by absorbing The Mana Shield. Be careful about leaving Mana Shield active in an early game without a high flaw pool or some flawed regeneration items. Major damage can leave you unable to cast Stone Gaze, which can turn the tide of gank or team fighting when used correctly. The ideal fault-to-health ratio is 0.94/0.79/0.68/0.6 defects per health, which means that every successive skill point in the Mana Shield becomes less profitable, consider grabbing a point in your other abilities over another point in the Mana Shield if you already have the ideal flaw/health ratio (more points means wasted flaw, don't forget about stone gauze and mystic snake costs). With careful and strategic use of Mystic Snake in the heat of battle, you may be able to recharge and keep your flaw pool up, even if you're taking a heavy beating. Leveling the stone view only increases the duration by 1 second of each level. As such, one value point early should also be enough to escape the ganks and turn the tides in team fights. Stone Gaze goes through the immunity of magic, which means the only way to escape is to turn away from Medusa. They'll even freeze the Puck that used Phase Shift and take them out of phase, so use that to your advantage. With Stone Gaze Duration talent at stone gaze's maximum level (duration of 9.5 seconds), it's possible for enemies to be petrified twice in one lineup. Abilities like Will-O-Wisp and Berserker's Call help with that. Starting items: Tango for a little regeneration in the bar. Healing Salve's flat healing will go a long way to making Medusa healthy, given her autly initial health. Iron branches provide the early attributes needed for the last hitting of the crawl and a small boost in your hit points and flaws. On top of that, planted iron branches increase the overall healing of Tango. Vicious Mango gives passive regeneration of health and burst flaws. Early game: Power Treads give Medusa extra speed of movement to compensate for its low mobility and attribute boost. The Wraith Band gives a cheap boost to Medusa's attributes, and can be picked up in multiples to bury her inventory slots early. Magic Wand is one of the most cost-effective objects of survival on Medusa early on. Immediately restored health and disadvantage of the charges is doubly effective on her thanks to Mana Shield. Mid-game: Hurricane Pike gives away cheap cheap range of attacks and useful active ability - a very profitable item for Medusa. Mask madness is good for increasing your agricultural speed and being a little active in the middle of the game. Her Mana Shield pretty much denies increasing the damage that has been taken from her, gives her the speed of movement and the speed of attack she needs for both agriculture and team fights, and allows her to be active early. However, be careful with active ability as silence will prevent you from tightening the Mana Shield. Late game: Manta Style strengthens Medusa's attributes everywhere and can dispel problematic debuffs. Illusions also benefit Split Shot. Eye of Skadi also gives power-killing over slowing down enemies and surviving due to attributes and flaws for The Mana Shield. Butterfly offers bonus damage, attack speed and armor, and its evasion gives you even greater survival. Situational items: The endurance drum is a great profitable attributes item on Medusa. This gives her both the intelligence and the strength she needs, and the light movement and speed of attack she gives is great for agriculture or pushing. Linken's sphere provides decent attributes and protection against the disabled, and you can be given priority if your farm is disrupted or you are locked in fights. Mjollnir can be purchased to deal with calls or illusions. Monkey King Bar may be needed if enemies have evasive objects or heroes. The Black King Bar is considered if your enemies keep you locked up before you take down Stone Gaze. Bloodthorn gives intelligence and flaw regeneration to make you even more tankier, and it effectively gives you the Crystals and Monkey King Bar in one slot. Moon Shard further boosts attack speed, a handy late-game item as you can consume it to save the slot for reduced bonuses. Scythe of Vyse for additional incapacitation, attributes and defect regeneration that can help Mana Shield. Aghanim's Scepter allows Mystic Snake to petrify any enemies it hits, giving capabilities of hard-to-disable utility that allows for more strategic recruitment. It also provides attributes in all departments, as well as adding a respectable amount of health and disadvantage to Medusa. Divine Rapier is the best damage to Medusa. It's thin enough that, even with the Insanity Mask, the odds of this being dropped are extremely slim, and it will help you stand up for the enemy team with Split Shot. That being said, if you're up against heroes who can burn through their Mana S.H.I.E.L.D., it can be too risky. Satanic should be picked up when building the Divine Rapier. Due to the extremely high damage provided by Divine Rapier, Satan's passive save and his active skill become effective in terms of healing himself, reducing rapier's chances of dropping. Warning on page 2: You are not logged in. Your IP address will be publicly visible if you make any changes. If you sign in or create an account, your username, along with other benefits. Advantages.

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