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Dota 2 venomancer guide 2019

BEAST +8% (2), +2% (4) Physical Damage For All Units	Enchantress Tank Road King Venomancer Lyrax Lane Druid	ASSASSIN +1% (2), +2% (4) Chance For 2.5s (2), 4.5s (4) Critical Strike	Bounty Hunter Morphling Queen of Pain Sand King Phantom Assassin Mark Viper Templar Assassin Naga
DEMON +6% Pure Damage With Only One Type Of Damage	Chosen Knight Queen of Pain Terror Blade Shadow Blade Doom	DEMONHUNTER (1) Enemy Player Less Damage Buff (2) You Cannot Lose Your Damage Buffs (Allows Multiple Demons) Overrides Enemy Demons Hunter	Aeonaxe Treant Protector
DWARF +300 Attack Range	Sniper Cyclopter +10% Max HP	DRUID (1) Druid Can Combine to ☼☼ with 3 Units (2) Druid Can Combine to ☼☼☼ with 4 Units	Enchantress Dream Protector Fomex Lane Druid
DRAGON All Dragons Start With Full Mana (5)	Puck Viper Dragon Knight	HUNTER +20 Base Attack +30% Pierce Evasion, +40 Base Attack +40% Pierce Evasion For All Monsters	Drow Ranger Bounty Hunter Sniper Wind Ranger Medusa Tide Hunter
ELEMENT All Elements (3) / Allies (4) Have 50% Chance To Turn Into Attackable To Stone	Thy Morphling Razer Enigma	KNIGHT +20% (2), +30% (4), +30% (4) For Knights To Get Defensive Shield	Bat Rider Lina Chosen Knight Quack Knight Abaddon Dragon Knight
ELF +20% (2), +25% (4), +30% (4) Evasion For All Elves	Antimage Treant Protector Puck Frigor Lina Phantom Assassin Wind Ranger Templar Assassin Medusa	MAGE +30% (2), +40% (4) Magic Resist For All Enemies	Ogre Magi Crystal Maiden Puck Razer Lina Light Keeper Lich Euc
GOBLIN +12 (2), +18 (4) Armor and HP Regen For One (2), All Allies	Tinker Clockwork Bounty Hunter Timberaxe Alchemist Techies	MECH 15 HP Regen (2), 15 HP Regen (4) For All Mechs	Tinker Clockwork Timberaxe Techies Cyclopter
HUMAN Humans Have 50% (2), 65% (4), 80% (4) Chance to Missance Target	Crystal Maiden Lina Quack Knight Lyrax Light Keeper Kunka Dragon Knight	SHAMAN (1) Max Random Enemy At Start Of Round	Shadow Shaman Disruptor
NAGA +6% (2) Magic Resist For All Allies	Murder Mark Medusa Tide Hunter	WARLOCK 20% (2), 30% (4) Lifesand For All Allies	Witch Doctor Venomancer Shadow Fiend Necrophos Alchemist Enigma Beach Penguin
ORC +100 (2), +100 (4) HP For All Orcs	Axe Beastmaster Juggernaut Disruptor	WARRIOR +5 (2), +7 (4), +9 (4) Armor For Warriors	Thy Axe Tank Murder Juggernaut Lyrax Kunka Doom Trell Warlord Naga
TROLL +10 Attack Speed For All Troops (3) / Allies (4)	Shadow Shaman Bat Rider Witch Doctor Trell Warlord	Members In Brackets - Number of DIFFERENT Races (Classes) To Activate Bonus All Buffs Are Cumulative	Round 1 - 1 Naga, 1 Ranged Creep Round 2 - 1 Naga, 1 Ranged Creep Round 3 - 1 Naga, 1 Ranged Creep Round 4 - 1 Naga, 1 Ranged Creep Round 5 - 1 Naga, 1 Ranged Creep Round 6 - 1 Naga, 1 Ranged Creep Round 7 - 1 Naga, 1 Ranged Creep Round 8 - 1 Naga, 1 Ranged Creep Round 9 - 1 Naga, 1 Ranged Creep Round 10 - 1 Naga, 1 Ranged Creep Round 11 - 1 Naga, 1 Ranged Creep Round 12 - 1 Naga, 1 Ranged Creep Round 13 - 1 Naga, 1 Ranged Creep Round 14 - 1 Naga, 1 Ranged Creep Round 15 - 1 Naga, 1 Ranged Creep Round 16 - 1 Naga, 1 Ranged Creep Round 17 - 1 Naga, 1 Ranged Creep Round 18 - 1 Naga, 1 Ranged Creep Round 19 - 1 Naga, 1 Ranged Creep Round 20 - 1 Naga, 1 Ranged Creep Round 21 - 1 Naga, 1 Ranged Creep Round 22 - 1 Naga, 1 Ranged Creep Round 23 - 1 Naga, 1 Ranged Creep Round 24 - 1 Naga, 1 Ranged Creep Round 25 - 1 Naga, 1 Ranged Creep Round 26 - 1 Naga, 1 Ranged Creep Round 27 - 1 Naga, 1 Ranged Creep Round 28 - 1 Naga, 1 Ranged Creep Round 29 - 1 Naga, 1 Ranged Creep Round 30 - 1 Naga, 1 Ranged Creep Round 31 - 1 Naga, 1 Ranged Creep Round 32 - 1 Naga, 1 Ranged Creep Round 33 - 1 Naga, 1 Ranged Creep Round 34 - 1 Naga, 1 Ranged Creep Round 35 - 1 Naga, 1 Ranged Creep Round 36 - 1 Naga, 1 Ranged Creep Round 37 - 1 Naga, 1 Ranged Creep Round 38 - 1 Naga, 1 Ranged Creep Round 39 - 1 Naga, 1 Ranged Creep Round 40 - 1 Naga, 1 Ranged Creep Round 41 - 1 Naga, 1 Ranged Creep Round 42 - 1 Naga, 1 Ranged Creep Round 43 - 1 Naga, 1 Ranged Creep Round 44 - 1 Naga, 1 Ranged Creep Round 45 - 1 Naga, 1 Ranged Creep Round 46 - 1 Naga, 1 Ranged Creep Round 47 - 1 Naga, 1 Ranged Creep Round 48 - 1 Naga, 1 Ranged Creep Round 49 - 1 Naga, 1 Ranged Creep Round 50 - 1 Naga, 1 Ranged Creep Round 51 - 1 Naga, 1 Ranged Creep Round 52 - 1 Naga, 1 Ranged Creep Round 53 - 1 Naga, 1 Ranged Creep Round 54 - 1 Naga, 1 Ranged Creep Round 55 - 1 Naga, 1 Ranged Creep Round 56 - 1 Naga, 1 Ranged Creep Round 57 - 1 Naga, 1 Ranged Creep Round 58 - 1 Naga, 1 Ranged Creep Round 59 - 1 Naga, 1 Ranged Creep Round 60 - 1 Naga, 1 Ranged Creep Round 61 - 1 Naga, 1 Ranged Creep Round 62 - 1 Naga, 1 Ranged Creep Round 63 - 1 Naga, 1 Ranged Creep Round 64 - 1 Naga, 1 Ranged Creep Round 65 - 1 Naga, 1 Ranged Creep Round 66 - 1 Naga, 1 Ranged Creep Round 67 - 1 Naga, 1 Ranged Creep Round 68 - 1 Naga, 1 Ranged Creep Round 69 - 1 Naga, 1 Ranged Creep Round 70 - 1 Naga, 1 Ranged Creep Round 71 - 1 Naga, 1 Ranged Creep Round 72 - 1 Naga, 1 Ranged Creep Round 73 - 1 Naga, 1 Ranged Creep Round 74 - 1 Naga, 1 Ranged Creep Round 75 - 1 Naga, 1 Ranged Creep Round 76 - 1 Naga, 1 Ranged Creep Round 77 - 1 Naga, 1 Ranged Creep Round 78 - 1 Naga, 1 Ranged Creep Round 79 - 1 Naga, 1 Ranged Creep Round 80 - 1 Naga, 1 Ranged Creep Round 81 - 1 Naga, 1 Ranged Creep Round 82 - 1 Naga, 1 Ranged Creep Round 83 - 1 Naga, 1 Ranged Creep Round 84 - 1 Naga, 1 Ranged Creep Round 85 - 1 Naga, 1 Ranged Creep Round 86 - 1 Naga, 1 Ranged Creep Round 87 - 1 Naga, 1 Ranged Creep Round 88 - 1 Naga, 1 Ranged Creep Round 89 - 1 Naga, 1 Ranged Creep Round 90 - 1 Naga, 1 Ranged Creep Round 91 - 1 Naga, 1 Ranged Creep Round 92 - 1 Naga, 1 Ranged Creep Round 93 - 1 Naga, 1 Ranged Creep Round 94 - 1 Naga, 1 Ranged Creep Round 95 - 1 Naga, 1 Ranged Creep Round 96 - 1 Naga, 1 Ranged Creep Round 97 - 1 Naga, 1 Ranged Creep Round 98 - 1 Naga, 1 Ranged Creep Round 99 - 1 Naga, 1 Ranged Creep Round 100 - 1 Naga, 1 Ranged Creep
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Mid Game: Magic Wand dA attributes and restoration of health and mana for emergencies. If you are using an early thrust strategy, Max wise the plague departments first in order to put as much as possible economic physical damage. Combined with plague departments, it is possible to make a penalty of "permanent" movement speed and consistent damage over time on enemy heroes in the area. You can choose to keep them browns until you update them to travel boots. And they can also be disassembled for an ethereal lens or an Orb Lotus. As a support, your largest addition to the team in the later stages of the game derives from the vision provided by your plague departments and should be at most to increase their duration after you died. Venomancer is a support hero that can inflict a huge damage over time with the spells of him. Furthermore, its low mobility and lack of escape capacity means that having a Roll of TP at hand at any time should be the case. As far as possible, you don't want to feed Gold Gold and XP for the opposing team. As a venomate means, your goal should be to protect the first team fights with the massive damage of Poison Nova, and you should consider the precipitation of the scepter of an Aghanim. Shadow Blade gives more damage, more attack speed and a useful escape mechanism. Furthermore, while they are focused and cost small amounts of mana, placing enough to cause any significant quantity of significantly more mana damage costs. As such, it becomes really important to try to hit every enemy hero once to apply both debuffs before concentrating on a single target. You can also use your ability to start the enemy team and launch your last one. Early game: Magic Stick offers good regeneration, especially if you. Against the opponents who continue to launch their abilities. A blurring stone will help you break down a tower when it is under siege from your departments. You will need arcane boots to support your heavy heavy spells That will also help your team. Clarity is highly recommended in the lane phase, since Venomancer depends a lot on casting spells to be effective. Drastically increases the speed and attack damage of Venomancer, in addition to giving him the evasion and a small amount of armor, allowing him to land the best physical attacks and apply poisonous poisons to more objective for a short period of time. As a venomant support, your largest addition to the team in the first game comes from the slow and considerable damage of Venomous Gale. Sometimes no one on your team will have built a Mekansm, which is a reasonable choice on Venomancer. Safelane / Agriculture Venomancer [] Venomancer is mostly seen in position one or two in the professional scene. This concentrates their fire power and reduces the amount of damage you take and allows you to use the same screen cluster to work down to two or even three close fields simultaneously by pulling them into a position where the departments can attack them and automatically clinged them Damage poison. It also makes the positioning for the casting of your easier spells by deactivating an opponent for a short time and can be used to temporarily save you after the casting Veleno Nova between the center of the enemy team. Attention that Veleno Nova is easily the most expensive spell of Venomancer and the casting can be very expensive. Remember that you can control your plague departments as a real estate unit. The increase in the mana pool helps a lot with its ability to launch spells, and the active ability of the object acts as a useful escape mechanism on a fragile hero without escape skill. While the immune of spells effectively wastes a few seconds of your last, it can still inflict much damage to them. ABILITY BUILDS [] 1234567891011121314151617225 Talents [] suggestions and tactics [] General [] While its spells have a great quantity of raw, raw power, it lacks immediate killing power and has no difficult disabled. When you pursue an enemy that is trying to escape, constantly put the plague departments in front of them to keep the view. Unless you have teammates who can follow, don't use the poison noven out of although you are going to be killed, as the cooldown is very long and does not cause any killing unless the enemy is influenced by other damages Debuff time. Keep in mind that poisonous gale is one of the three abilities that allow "natural" denies (with attacks) that the best opponents will use this function to deny gold and experience, even in the middle of a fight. Remember that the sting damage of the poison itself is not recognized by the game as the player's damage, and therefore enemies can still use their handball or regeneration daggers also for the effects of his damage. When you use them in pushes or defense active, the venomate can apply your poison's role to enemy creeps, overwriting that of the plague departments. Instead, focus on the construction of mobilities and utility items that help your team without requesting to jump into the fray outside the launch of your spells. The speed boots are important to be soon on Venomancer, since its basic movement speed is quite low. Remember that Poison Nova can never bring an enemy under 1 hp alone. The Auras adds to his ability to slow down enemy heroes and the asset can be used in collaboration with the Veleno Nova to slow down enemies to capture them in his radius, as well as adding a slow additional movement speed over the poisonous jury and the poisonous puncture. The worst players will underestimate the broken damage by maxando the maximum poison. You can place the departments on the plague within the juke paths Block the movements of the enemy team if you're fighting in the jungle. The scepter of the Divinity of Eul is also a good choice to solve your mana problems and the first wind lace is always beautiful, or alternatively, the resistance drum. The Divinity Scepter of Eul gives very much Mana regeneration, some movement and intelligence speeds, eliminating your mobility and mana problems almost entirely. Use it to place it before hunting the Veleno Nova and / or the Venomous Gale. In particular, the static connection now causes it to carry out instant attacks on the lens connected to the duration, using its current attack speed as an interval. The bottle is rarely a bad idea of the lane, but you will have almost enough mana regen for spam for spam your departments with a Basilus ring so you can even choose to skip the bottle. But you should never leave your plague departments in a single point as it is a free source of gold and experience for your enemies, and it will also push the lane. Poison Sting [] Poison Sting applies a speed of slow motion and damage over time to Venomancer attacks. ABILITY [] VENOMOUS GALE [] VENOMOUS GALE applies a strong strong on all the enemies that affects, significantly reducing their movement speed. The half of the damage from this ability, as well as the slow, is also applied to the attacks of the overturning. Ruler of Atos Give Life A Venomancer A lot of health, a lot of intelligence to increase the size of your mana pool and a long-range roll that can help you start and ganking. Since you suddenly concentrate a little more on your right clicks, many items become good choices, although the previous ones remain considerable. You can change their main attribute whenever you need to cast spells in the early stages of the game: for example, the plasma field is used to stack and camp camps of the jungle between the Creep waves. The video below shows the genius of elf Syed Sumail player A € à, ~ Sumail € à, ~ Hassan Playing Razor in a game classified during the patch 7.23. Poison Nova [] Poison Nova is a debuff Powerful who can inflict great quantities of magical damage to the enemy over time. A due to what they contain fragile and how little damage they do at level 1 and 2, it is not recommended to launch the fever departments too frequently during the throwing phase, like them Provide only gold and experience for the enemy. It can be used to buy yourself a bit of time if you jumped from the enemy team in a gank or teamfight, or allow you to survive long enough to throw the poisonous gale after using your last. The debuff lasts for a long time, not unlike your passive. It is advisable to focus on increasing the size of your mana pool and by purchasing the elements of Mana Rig Regnar. Since most professional players know what they are doing, it is an option that should be treated with respect. Make sure you regularly attack enemy players with your mouse clicks to inflict players' damage on them. Note that no one has purchased Eye of Skadi: Power Treads is the preferred startup choice because they provide more value than phase boots. Observer's departments are a fundamental requirement as a support. Try managing the mana that carefully spends your other spells, how to spend too much Mana can lead to not being able to use your last in a teamfight. There are few scenarios in which you should not consider the Aghanim scepter on Venomancer at a certain point, and / or the veil of discord, usually before the scepter since the accumulation is more beautiful. Instead, place a cluster to department out of the field and then agrees the chills into your departments. The city's portall roll is practically necessary to all the heroes, but it is important in the case of Venomancer because of its ability to present themselves to Teamfights to launch its nuclears and slows down and defend a tower and counter-push at the same time. The resistance drum of Venomancer statistics through the board and greater motion speed can compensate for a bit of a low mobility. Try to place the cluster of the On the opposite side of the enemy tower, in the direction of the base of the enemy, so that it takes the aggrand of the wave of the enemy creep and keep them in place, preventing them from attacking your creeps and defend the tower. The asset can be used to start with Poison nova if a flashing flashing dagger or flashing force It's not available and can be used to protect you or a teammate from Magic Nukes, or as an escape tool if the enemy has no detection. The only exception to this is if you have the Aghanim scepter and are level 16 or higher, since the cooldown is then reduced to under the duration of the respawn. Since it applies a slow and inflicts magic damage over time with every attack, the poisonous sting is a good spell for max. The arcane boots are highly recommended on Venomancer, since its latest costs a great amount of mana and its mana pool is otherwise extremely limited. Even more important, the reduction of the cooldown allows venomancer to place the plague departments much more frequently, and the lifesleal spell combined with its powerful damage to damage, in particular the NOVA poison, from the immense survivables in any struggle as it can regenerate the health almost quickly as they take damage. The scepter of the ghost is very useful for giving protection of avengers against physical damage. And don't forget that your departments on the plague benefit from a reduced version of poisoning stings that stacks (once) with the version of the attacks. Concentrate on the cheapest objects as a support. Healthlarses also restores health. The strength of the force is useful on Venomancer if you have problems with four Agriculture a dagger. This scenario rests on the incapacity of your opponent to your departments, and you should give up trying to push them if he manages to get them out and kill them quickly (sniper and Drow Ranger comes to mind). The plague departments offer piercing damage, which means that they take care of increasing the damage against lane creeps, but they are less effective against towers and siege foods. While an immediate punch is missing and does not contribute a lot to At the beginning, Poison Nova can put his victims to an extremely low health after a few seconds, make sure to kill and allow your team to break down and take the goals of the map after the goals. This drastically increases the quantity of damage you can do to them, like Everyone is taking damage over time from the beginning, increasing the net quantity of damage you do. The pool and growth of the mana base pool of Venomancer are rather scarce and the casting of poisonous gale once at level 1 drain more than the middle of your mana pool. The rest is just as good. The strength of the strength and the Blink dagger are always useful considerations on a support, the latter as a tool to land the NOVA poison on how many more enemies as possible, the former most versatile. The combination of both can involve an extraordinary amount of damage over time and also benefits of teammates if you have a heavy training. Always attempt to kill enemies with the help of teammates, as they can stun the enemy and finish them in situations where the enemy could otherwise easily escape. His asset can be used to remove debuffs from you and illusions can help you apply slow down to enemy goals. Articles [] Departure articles: Tango regenerates health, allowing Venomancer to stay longer in the lane without returning to the fountain. Once your creep wave moves forward to attack the enemy tower, only then should you place your second wave of departments on the plague in the range to attack the tower. Like an agility castle, Venomancer suffers from serious mana problems. Departments offer weak damage in scattered numbers and early levels, but their power becomes significant once 3 or more opportunities are placed in And they are accumulated in a position. It also has a strong potential for pushing and controlled in its plague departments, allowing him to defend towers and high ground and take enemy towers alone. Since the plague departments are united called, he can "set and e After finding an observer department, rather than risk being gankati, staying at De Ward. As for the boots, everything gets green light. The Venomancer attack range is quite short, so it's easy to accidentally out of position. Steri slows down and points make it ideal for early legs start a lot of utilities as a free vision, push / countertops and a basic capacity of the jungle departments can prevent enemies from using the flasher dagger to start teamfights probably just a single hero Which can make ancient fields work 1 Using departments in plague No duration generally poor survival has prepaid mana problems and medium offers large portions of its damage can be removed with objects such as intuition tube or black king bar all three spells of Venomancer apply to maximize soon. In general, the Venomancer should be played as a joint support that provides utilization to his team, rather than as a fighter, due to its general fragility and of the low speed of movement. Due to the cost of the High Mana of the Veleno Nova, you need to carefully manage your mana so you can throw it into a teamfight. Mid / Spinging Venomancer [] is very reasonable aiming for early towers with a medium venomate that puts the most plague departments. Most Razor's ability has been polished in 7.23. Therefore, you could also take an early point of Gale to help you set a killing or a lane of a lane with a trusted rune in a hurry. Venomancer can use its attacks to harass enemies and inflict great quantities of damage without having to send the mana, and the lens batteries and the slow batteries next to poisonous gale, which means that even a single point a single point can greatly increase considerably the potential Disabling Venomancer. And you can also jump out poisonous gale as you won't have enough mana for spam. He gives him a much larger mana pool to use, allowing him to better use his spells, and gives him an armor to resist physical damage. If you have a tri-wool that has a reliable damage exit, putting the poisonous finger on a target can guarantee a first first On the enemy offer. The gem of the real view is a stronger permanent investment, but also the risks abandoned the enemy gem if they can successfully kill the avenger. The magic resistance of survival of Venomancer against magic nucleoeae, while the attack speed facilitates the utility of the poison. Manta Style is an expensive choice, usually ineffective on a venomate support, but it is decent if you are in Safelane because your illusions benefit from the poison puncture. Extra attack speed also helps apply its most easily poison puncture. Plague Ward [] Plague Ward is the capacity of the Venomancer signature, allowing him to position a large number of departments in a short duration that increases his power of fire and provide vision. Manta Style dA € other state other state, as well as movement speed. Blink Dagger is the best choice if you are the main initiator of your team. Because it is a €

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