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SpeedyJoe January 15, 2014 Initial build is a little hard to go with I know. Prefer the sage mask over the stats is a bit of a difficult choice it will work as long as you farm from the back and don't go ahead too much in the beginning you have to get euls scepter as quickly as possible, it is extremely useful to use your ultimate as your final yet damage people, even if you euled yourself it gives you the ability to injure others without taking any damage yourself, but be careful judge as it can hook you out of it a bloody stone is always the main point for the death of the prophet ethereal blade useful at the end of the game to kill carry with the ultimate it also helps to save your team from hitting opponents to carry also please make sure that the end of the game is about 40 minutes mark if you have no grown-up late game in your team because your efficiency is over then your use will then create fights with euls scepter and ethereal blade, so that your side can win fights easily you are also useful in sweeping the tower. Some other late elements of the game that are useful braids and shiva's guard you can always make a shadow blade for it is a valid item, but it's easy to counter so it's best not to spend that 3,000 bucks that you can use to buy something else shadow the blade will only work on noobs that never carry the dust This guide is based on my experience in low to medium levels of pub games, as well as a lot of hours spent watching the game. It is intended as a resource to start intermediate players as well as a way to gather my thoughts and request feedback from the DotA community. The death of the Prophet is an intelligence hero with spam nuclear weapons, silence, and ulti that causes aoe physical damage, including for the towers. She is a strong laner and pusher and is capable of semi-carrying if she has a strong early game. With this build, we strive to maximize its effectiveness in the middle of the game while keeping it effective as soon as possible in the endgame. Honestly, if we are properly aggressive and pushing with it ulti, most games do not have to pass the 45 minute mark. DP really shines in the lineup with outages like Lina, Shadow Shaman, Sand King, Tidehunter, and others that are capable of dealing with AoE explosion damage and/or outages. Ideally your teammates initiate with a stunner, you work in, and sit there laughing while everyone dies, throwing away a silence or two to make sure no one runs away or tries to be a hero. It is vulnerable to explosive damage, especially brittle in the early game, and weak against high armor (e.g., cultivated agility carries). You probably want at least one physical injury to bear on your team in case the game is delayed. Dp Strong solo mid, but can easily be played in a double side strip. As it somewhat depends the farm you should try to avoid laning with hard to carry such as Anti-Mage. It's relatively easy to play and and rookie friendly. Locust Swarm is our AoE nuke and flies outwards from DP to cone, damaging everything in its path. Like many int heroes our nuclear bomb is most effective at the beginning of the game when hp enemies is low, so we max it out as soon as possible. Roy is an excellent last hit and pursuit tool in the lane- you have to try to get at least 1-2 last hits every time you use it (substitute an auto attack or two on the creep range and wait until one or mor melee creep gets low) as well as hitting enemy heroes. Crypt Swarm becomes spam after acquiring Bloodstone, making Death of the Prophet a good pusher and helping her keep up with the farm. The swarm can be cast either by a unit or a point on the ground. Roy comes out with about a half-second delay, so it's easy to miss if you land the cast. If you throw on a unit, the DP will compensate for the movement during the delay and the swarm will always hit. The trade-off is that the casting range is a little shorter than the scope, so casting is sometimes necessary to catch runaway targets. Silence is our often underrated disabled person. Try throwing it away as a follow-up to a teammate (like Ravage) as it prevents enemy heroes from disabling and/or focusing your teammates. The sequence of skills above calls for silence at level 8 - the really idea is that you want to have a level of silence at the 10-12 minute mark when team fights start to occur. If you are ahead in the levels you can put aside your silence and take another level or two of witchcraft to help lift the towers. Sorcery is our passive, and has an incredibly powerful synergy with the rest of our abilities. This reduces the cost of mana and cooling on the roy and silence, increases the speed of movement, and powers our ultimate. This is our second priority after Roy. The speed bonus is based on percentage and stacks with elements such as phase boots, allowing the prophet to chase opponents with her ulti or run away from the attackers while her damaging them down. Exorcism is our ultimate and signature move, creating a swarm of spirits around the DP that cause physical damage within the radius. When the spell ends, the spirits return to the Prophet of Death, healing it in proportion to the damage they have caused. The spell damages the towers, making it a great tool to press. Keep in mind that activating this spell often makes the Prophet the target of choice for enemy heroes, as the killing of the Prophet leads to the end of the spell (unfortunately, this is true even with the Immortal's Aedra). Survival is thus a key problem and will be the focus of our assembly point. Like many Knowing when to activate the DP ultimate will make or break your game. At the beginning of the game, Exorcism is incredibly powerful to press as it (combined with a swarm) can both clear enemy creep waves and damage the tower. In team fights, ideally a teammate will initiate with a stun, such as Ravage, you activate your ultimate, run and follow with The death of the Prophet usually doesn't have to be the initiator - it's too easy for enemies to focus it down or just back off when they see that big green swarm of death coming. In all cases, try to have a relatively high mana when you activate your ulti. Especially in low- and mid-level games, opponents often panic after suffering a tear damage from the pack of crypt and seeing your ulti up. Especially early play, good positioning is vital in the use of exorcism. Try to be behind your teammates or even in the trees, meaning the places of enemies will be difficult to reach DP. Spirits will not target invisible enemies, but are able to target fleeing enemies who break LoS. Spirits tend to concentrate on the enemy or building a DP target, but otherwise attack hostile heroes, creep, and structure at random. Also note that our ultimate does physical damage rather than magical. This is important: while the Prophet of Death may dominate in the middle of the game, it will eventually become weak against carries with high armor (such as agility carries like Anti-Mag or Morphling). Our starting build is a standard recommended game. The death of the Prophet needs both statistics and regina, and as a rule, should not buy parishes or couriers. The bottle is recommended only if the DP is solo mid-medium and expects to control the run. Otherwise dp's early mana issues are best addressed by getting Arcane boots as fast as possible. The goal of this build is to reach Bloodstone as quickly as possible, ideally up to the twenty-minute mark. In most games you will pick up speed boots and a magic wand for survivability, as well as Null Talisman to help in the last blow. If things are going well in the folding phase, feel free to skip the wand and mascot and buy Energy Booster from the side store to finish the Arcane Boots. If done badly or are severely harassed, take the health ring from the side store as a last resort. Next, we acquire Point Booster and Vitality Booster from a secret store and disassemble our Arcane Boots to form Soul Booster. Pay attention to the HP and Mana regen bonus, so we complete The Soul Booster before gaining the perseverance to finish our Bloodstone. With a stone in hand, we re-upgrade to the boots phase for extra mobility. Starting from 12-15 minutes, we always carry the scroll of the city portal, as our presence is especially important in team battles and aftershocks. Don't be afraid of farm hard a bit to get Bloodstone earlier - it makes a huge difference in teamfights. There is not one right choice for our next item (really when we do well on the farm, we often miss this stage of the items completely), that our priority is survivability. Hood defiance is a strong option against spell-damaging heavy lineups, and can be upgraded to pipe insight to greatly help your team. While not the best choice, if no one on our team gets Mekansm we should at least consider getting one. Blade Mail - an interesting choice against against damage, low enemies hp, and can serve as a surprisingly effective deterrent against Rikimaru, Bounty Hunter, or Clinkz. Ghost Scepter is an element of last resort - it's a powerful counter of fast, high physical damage heroes like Lycanthrope whose low cost makes it perfect if your team is behind. Black King Bar is a solid choice, especially if a few disabled are on the enemy team. Three items are generally considered DP's extended core, allowing it to remain effective later in the game. The heart of Tarrasque is just a great choice all around for tankability. Shiva's Guard is fantastic at DP, providing armor, intelligence (which also enhances our damage) and a powerful AoE slowly, which perfectly synergies with our ultimate. If agriculture is going particularly well, consider rushing one of these two items (buy Platemail or Reaver right after Bloodstone). Scythe Vyse deserves a mention here as it allows us to fix that troublesome opposite carry while our ulti and our team do their job. Normally, we want to increase survivability a bit at first, but a rushing spit can be very strong against an enemy lineup with one carry and four low HP DPS/supports. Playing the Prophet of Death is well reduced to one thing: once we reach Level 6, we constantly put pressure on the enemy team. We do this either by making towers or dealing massive damage to AoE's teamfights, and preferably both. Our goal is usually taken down tier 1 tower in our lane at the 8-12 minute mark. From there we are looking to either force the teamfight or turn to another lane and repeat the process (the second often performs the first). Our goal is to get the map control as quickly as possible, making it safe for our team on the farm and easy to set up ganks. The early-mid game idea is to force enemies to choose between losing the tower and fighting the DP while its ulti up. Once the tower is taken, the DP will usually retreat and farm while its ulti is on cooling. Up to level 10 and/or bloodstone, the DP just isn't very good at team fights without its ultimate. If you don't have other strong pushers like Broodmother, Leshrac, or Shadow Shaman, it's too easy for lingering pushers to deadlock. Too often, the enemy team will be able to defend with fewer heroes than the attackers, allowing their remaining heroes to free themselves. Any of Locust Swarm or witchcraft are a good choice for skill at level 1. Level 1 Roy is very mana ineffective and should usually only be used if you try early first blood. Increasing the speed of movement from Level 1 Witchcraft is small, but still as the basic dp movement is very low. Starting at Level 3, start using Swarm to guarantee a few of the latest hits and chase enemy heroes. Avoid overuse of this as Roy is much more effective at level 5 and we want to have mana for our ultimate starting at Level 6. Death of Death not the best early gangster as she lacks a stun or slow. Staying Lane is also important to reach Level 6 as quickly as possible. However, don't be afraid to call (or go to) the gang just as you reach level 6. With one or more outages from your teammates, your ulti and swarm can easily clean kill and damage the tower afterwards. ULTI DP is useful when trying Roshan, but she is not the ideal carrier of Aegis: its ultimate ends when it reaches 0 hp even with Active Aegis. She is a very strong cheese carrier as she is usually very tanky by this point. Her carries repeating that, while Death prophet can dominate the game, it is not a hard carry. Its ultimate is not to scale past level 16 - the end of the game she will lose equally cultivated Anti-Mage, Faceless Void, Ghost, etc. every time. Having the disabled in your team is very almost necessary, since otherwise opponents can too easily focus it down or just run away until its ultimate goal. Ends. death prophet build guide dota 2

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