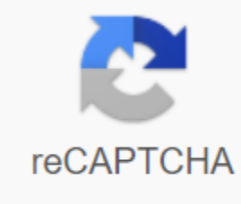




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## Smite adc guide

LAS VEGAS, NV - MARCH 22: John BaRRaCCuDda Salter (L) Espot Spacestation Gaming team is interviewed by journalist Ovlée May after Salter's team won the Smite video game competition during the mass opening of las Vegas Arena Esports. The first dedicated esports arena at the Las Vegas Strip at the Luxor Hotel and Casino on March 22, 2018 in Las Vegas, Nevada. (Photo by Ethan Miller/Getty Images for Las Vegas Arena Esports) The ADC will begin with support in the duo's lane. They will usually be hunters or basic mages based on attacks. ADC's goal is constant damage and structural stress. This position has some of the most consistent meta. Many gods fit different styles, but the same overall role. Hunter is very consistent and learning only a few can be enough to go a long way. For players who want to improve their skills, this is also a good place to go. All gods in the role of ADC are automatic attack-based. What this means is that you have to get better hitting them to succeed. Those who can't hit the basics will be in trouble moving forward. There are only three builds, but there are many variances in the build-up itself. Every build is tied to the god you choose. The only item that ADC needs to build is The Grace Hunter. The recommended build is the speed of attack, penetration, or critical strike. More than SMITeIn refers to the speed of attacks, that's the focus of the build, not the only aspect. This is probably one of the more common builds as it is now. The build will begin by sorting out Gauntlet Devourer and Ninja Tabi.This will move into submissive items, most likely Ichaival or Odysseus's Bow. Then build the Executor and Sais Qin. This is the main part of the build with the last flex item I recommend having a situational penetrating. Penetrating or pen builds are much easier. Get started with Transcendence and your choice of Ninja or Warrior Tabi. The build consists mostly of mace trees such as Crusher or Bane Titan. One of the other options is for lifetime items to be more sustainable. Critical strikes or cribbuilding are simple. Starts like constructive attack speeds with Devourer and Ninja Tabi, and continue for Executors. After that, you can choose and choose your crib based on who you play, but always get Deathbringer as one of them. Want your voice to be heard? Join the App Triggers team! Write for us! The style of play is quite simple for ADC. Use your abilities or basic attacks for toys. Most ADCs will sit down and do the damage remotely. Most hunters depend on the basics, but some use abilities. take us to the ADC strategy. For the first five to ten minutes, support should be with you. Deciding with them whether to be aggressive or defensive is important. After this stage, you can search for with other ADCs or simply sit and farm. One of the most important strategies to learn as an ADC is how to split the push. This is when you leave a fight or go out on your own to press the tower in an empty lane. This also seems an alien concept to many others. You have to split pushing when nobody's around. Sometimes this means leaving your team to lose a fight. If your team is going to lose no matter what or if you think they can resist, just split down the tower. This can be a difficult position to master, but you can learn from the best. I get better and recommended watching smite Pro League or YouTube channels. Just upgrade the honey at the beginning that the obvious way is faster than 2 and more with mage grace. Smite is a little less lenient moba when it comes to who plays in what role. At Smite, the duo lane - also known as long alleysways - usually consists of Hunter and either the Warriors or the Guardian as support. Mages generally sticks to the middle lane. So how can you play Mage as an ADC on Smite? Gods There are four major Smite gods meant to be built for playstyle base attacks. Although there are a few others that can also fit in, these three have the most suitable kits to play as ADC. Usually these kits include steam, or buff to attack the speed or damage of the underlying attack. Chronos can be a strong and brilliant team player interrupting the enemy team with his stunts. His passiveness. Time Lord, gave him a magical power buffer getting longer the game progressed. This can make Chronos enough powerhouses in a long game. His ultimate, Rewind, is out of the prison free card that can send him back 8 seconds, restore health and which and reset the cooldowns' capabilities. His stunt capabilities also reduce the speed of attacks, making it a solid counter to hunters and auto attack gods. Freya has many variations of her kit for years, but one thing has remained the same: buff auto attack AOE and buff magical basic attack damage. The combo has kept Freya an excellent ADC Mage option, but also a powerful AOE powerhouse. Banish is a powerful form of crowd control, but can sometimes twist over your team if not used correctly. Valkyrie's discretion can be great to clean up the killings, but can also be used to get out of sticky and repositioning situations. Olurun is one of the more unique gods on Smite, because of his ability to have magical critical hits from his passiveness. With a speed buff and solid lane clearing capabilities, he's great for early lane pressure. However, Olurun can be weak when not properly supported by his team, and is easily opposed by both crowd control and people's control immunity. Ultimately, Sanctified Field, is very strong and can swing a team, but has a super-long cooldown. When the ultimate is on the cooldown, Olurun can easily dive and close. Sol is one of my favorite mages to play in Smite. Smite, to his ability to play ADC and Mid Lane. His Heat meter gives the speed of additional attacks and magical damage as he lands a base attack and throws up his abilities. With healing and immunity, Sol can easily relocate if he gets dove or is rolled by enemy forces. Ultimately, Supernova, could easily break the team with a knockback. Building builds for the ADC Mage in Smite focuses on three items: Hecate Rings, Telkhines Rings and Demonic Rings. This is the holy trifecta of items that buff out basic attacks and attack speeds. As a starting item, you need to build Hunter Grace. Hecate rings reduce the power of your enemy while increasing your power when landing a base attack. With attack speeds of 20% and 30%, it makes for a great first item to build after you complete the boot. After completing the Focus Shoes and Hecate Rings, you need to build a Magus Slecch and then Typhor's Fang. This will give you a flat penetrate and some percentage penetrating. Next, take Telkhines Ring, to add additional auto attack damage, and then Demonic Grip to reduce magical protection. Once you have enough gold to buy Elixir speeds, sell your Focus Shoes to buy Hastened Ring. This will allow you to pursue enemies during fights, and reduce the speed penalty of basic attack movements. Smite | The Comprehensive ADC guide ⚠️⚠️ Feilfame [WARNING!] A LOT OF READING IS INTENDED FOR THIS GUIDE! This is a very detailed 3 day written guide with videos, items, builds, and proper use of gods to the ADC. This is a deep ADC guide, and I hope in the end this will improve the skills of ADC per body. Note 2: 1: Order boots and Devourer's Gauntlet/Transcendence can be changed around, depending on how much gold you get from being in the hallway, if you need to come back early then go the boots first. But going boot first will generally help out because it gets safer in the hallway and prevents you easily camping by enemy jungler. Note 2: General situational/hybrid defensive items you can build: Magi's Cloak, Mantle of Discord some games, (maybe Relic Dagger, Wing Blades, Invalid Shields, Sledge, Shifter's Shield?) Will replace less necessary damage items in your build (so it's not your main percentage stake like Atalanta Bow items or bulk DPS, and may be ideal as a lategame boot substitute), Note 3: Executors are usually a weak selection of penetration items, but may be able to find some uses if you're an AA Hunter AND if your team has +4 physical and you want to help your team chopped out the tank's frontline staff. Note 4: If requires Anti-Heal in trans Qins build you can get either Brawler's Beat Stick or Toxic Blade (e.g. Hou Yi, Chernobog), depending on the god you play, and if they appreciate the extra survival of the Toxic Blades. Also think about how easily god can apply for the passive Beat Stick Brawler. Note 5: Remember that You build into crit then the enemy line (Support/Solo/Jungle) can resist building against you with Spectral Armor and Thorns Shields, for which you might want to go Qins-based construction rather than on AA Hunter and/or if they sort out a lot of health in building them. Also Crit isn't too good against Geb (Hard as Rock) and Kuzenbo (Shell Spikes), Note 6: When Elixir speeds and 7th items are mentioned, it means (ategame) buys Elixir speed, and then sells your boots/shoes and buys the 7th item once you have enough gold for it. Don't sell your boots until you have enough gold for the item (also remember that selling boots gives you some gold). Note 7: Go Qins and Crit together (Generally lonely anger for crit) usually doesn't always build efficiently, but more commonly in Jing Wei because Explosive Bolt gives 20% chance of Crit at the maximum level of ability. Note 8: If running a second hunter in Mid or a mage hunter (Olurun, Chronos, Sol) in Mid then if you're an ability-based hunter, you can choose to go build the Trans Capabilities mentioned for Mid in the ADC too (Not always the necessary requirements, but recommended conditions to do so). Hunters in Mid are generally usually run with Double Hunter + 3 Magical team comp or if you're running a mage hunter or mage on the ADC. Note 9: Talaria Boots can have some value on ADC that doesn't move like Ah Muzen Cab and Skadi, but the item has received past nerves that make it less desirable even on these gods. Note 10: Some capabilities/hybrid hunters such as Ullr, Ah Muzen Cab and Neith may be able to skip Asi in Trans Qins build in favor of The Crusher or Brawler's Beat Stick instead, for maintaining themselves in their kit, and mid for a late pickup Chalice of Healing can also help with a lack of life. Also depending on if your team has healed. Note 11: Power spans are points during a match where you have a strength advantage over enemy team members. In terms of hunter items, this may be for example the Devourer Gauntlet you've fully compiled, giving you an edge in the laning phase in terms of maintaining the high volume of life on offer and the amount of good power available to your auto (which usually has a 100% scaling from your physical power), helping you box other ADCs in the other example lane are: Transcendence layered, which gives (usually the capabilities) hunters a powerful damage output on abilities and prevents them easily out of which (OOM), Atalanta's Bow, provides you with a percentage of penetratives to help The front lines of the chopped tank build up physical protection, and Qin's Sais, which provides a good damage boost on your AAs to all targets, including tank frontline personnel (especially when they kiss into health a lot). Note 12: For a constructive crit with anger, if you're ahead, consider building anger before Bow Atalanta to get a heap earlier for an item Note 13: For Devo Qins build, consider obtaining Sais Qin before Bow Atalanta if you have a good/cool attack speed steroid on your hunter and/or front-row officer is an early item into a high health item. Also, Ichaival is a good selection of items in this construction line that can be considered. HUNTER: Ah Muzen Cab. ADC: Build Path 1 (Trans Qins): Start - Hunter's Blessing, Morningstar, 2 Healing Potions and 2 Multi Potions. Nurturing - Ninja Tabi &gt; Transcendence &gt; Asi &gt; Bow Atalanta &gt; Qin's Sais &gt; Silverbranch Bow &gt; Elixir of Speed and Odysseus' Bow or Toxic Blade. MID: Establishing Line 2 (Trans Capabilities): Start - Rahmat Mage, Morningstar, 2 Healing Positions and 2 Which position or Morningstar Is Charged, 3 Healing Position and 3 Mana Positions. Build - Hunter Grace, Gauntlet Spiked, 2 Healing Positions and 2 Multi Potions. Bina - Ninja Tabi &gt; Devourer's Gauntlet &gt; Atalanta's Bow &gt; Anger &gt; Wind Demon &gt; Poisoned Star / Shadowsteel Shuriken &gt; Elixir of Speed and Fail-Not or Asi or Qin's Sais. Building The 2nd Circuit (Devos Qins): Start - Hunter Grace, Gauntlet Spiked, 2 Healing Positions and 2 Various Positions. Build - Ninja Tabi &gt; Devourer's Gauntlet &gt; Atalanta's Bow &gt; Qin's Sais &gt; Odysseus' Bow &gt; Silverbranch Bow &gt; Elixir of Speed and Berserker's Shield. Alternative items for Building Route 2: Silverbranch Bow AND Berserker's Shield for Bane AND Asi Titan, Odysseus's Bow for Toxic Blades. MID: Building Line 3 (Trans Qins): Start - Hunter Blessing, Morningstar, 2 Healing Positions and 2 Various or Morningstar Charged Positions, 3 Healing Positions and 3 Mana Positions. Bina - Ninja Tabi &gt; Transcendence &gt; Asi &gt; Bow Atalanta &gt; Qin's Sais &gt; Odysseus' Bow / Toxic Blade &gt; Elixir of Speed and Berserker's Shield. Alternative item for Building Route 3: Berserker Shield for Bane Titan/Silverbranch Bow/Fail-No. ADC: Building 1st (Devos Crit): Start - Hunter Grace, Spiked Gauntlet, 2 Healing Positions and 2 Multi Potions. Bina - Ninja Tabi &gt; Devourer's Gauntlet &gt; Bow Atalanta &gt; Anger &gt; Wind Demon &gt; Poisoned Star / Shadowsteel Shuriken &gt; Elixir of Speed and Fail-No. Alternative items for Building a Path 1: Failed-Not Asi / Qin's Sais / Deathbringer / Silverbranch Bow. Building The 2nd Circuit (Devos Qins): Start - Hunter Grace, Gauntlet Spiked, 2 Healing Positions and 2 Various Positions. Nurturing - Ninja Tabi &gt; Devourer's Gauntlet &gt; Atalanta's Bow &gt; Qin's Sais &gt; Silverbranch Bow &gt; Odysseus' Bow &gt; Elixir of Speed Speed Berserker shield. Alternative item for Building Route 2: Odysseus's Bow/Berserker's Shield for Toxic/Asi Blades. ADC: Building 1st (Devos Crit): Start - Hunter Grace, Spiked Gauntlet, 2 Healing Positions and 2 Multi Potions. Bina - Ninja Tabi &gt; Devourer's Gauntlet &gt; Atalanta's Bow &gt; Anger &gt; Wind Demon &gt; Poisoned Star / Shadowsteel Shuriken &gt; Elixir of Speed and Fail-No. Alternative items for Building Route 1: Failed-Not for Asi/Qin's Sais/Deathbringer/Silverbranch Bow. Building The 2nd Circuit (Devos Qins): Start - Hunter Grace, Gauntlet Spiked, 2 Healing Positions and 2 Various Positions. Nurturing - Ninja Tabi &gt; Devourer's Gauntlet &gt; Atalanta's Bow &gt; Qin's Sais &gt; Silverbranch Bow &gt; Odysseus' Bow &gt; Elixir of Speed and Berserker's Shield. Alternative item for Building Route 3: Berserker Shield for Bane Titan/Silverbranch Bow. Building The 2nd Circuit (Devos Qins): Start - Hunter Grace, Gauntlet Spiked, 2 Healing Positions and 2 Various Positions. Bina - Ninja Tabi &gt; Devourer's Gauntlet &gt; Atalanta's Bow &gt; Anger &gt; Wind Demon &gt; Poisoned Star / Shadowsteel Shuriken &gt; Elixir of Speed and Fail-Not or Asi or Qin's Sais. Building The 2nd Circuit (Devos Qins): Start - Hunter Grace, Gauntlet Spiked, 2 Healing Positions and 2 Various Positions. Build - Ninja Tabi &gt; Devourer's Gauntlet &gt; Atalanta's Bow &gt; Qin's Sais &gt; Odysseus' Bow &gt; Silverbranch Bow &gt; Elixir of Speed and Berserker's Shield. Alternative items for Building Route 1: Failed-Not for Asi/Qin's Sais/Deathbringer/Silverbranch Bow. Building The 2nd Circuit (Devos Qins): Start - Hunter Grace, Gauntlet Spiked, 2 Healing Positions and 2 Various Positions. Bina - Ninja Tabi &gt; Devourer's Gauntlet &gt; Atalanta's Bow &gt; Anger &gt; Wind Demon &gt; Poisoned Star / Shadowsteel Shuriken &gt; Elixir of Speed and Fail-Not or Asi or Qin's Sais. Building The 2nd Circuit (Devos Qins): Start - Hunter Grace, Gauntlet Spiked, 2 Healing Positions and 2 Various Positions. Build - Ninja Tabi &gt; Devourer's Gauntlet &gt; Atalanta's Bow &gt; Qin's Sais &gt; Odysseus' Bow &gt; Silverbranch Bow &gt; Elixir of Speed and Berserker's Shield. Alternative items for Building Route 2: Silverbranch Bow AND Berserker's Shield for Bane AND Asi Titan, Odysseus's Bow for Toxic Blades. Building Line 2 (Trans Capabilities): Start - Rahmat Mage, Morningstar, 2 Healing Positions and 2 Which position or Morningstar Is Charged, 3 Healing Position and 3 Mana Position. Build - Tabi Hero / Ninja Tabi &gt; Transcendence &gt; Asi &gt; Bow Atalanta &gt; Qin's Sais &gt; Odysseus' Bow / Toxic Blade &gt; Elixir of Speed and Berserker's Shield. Alternative items for Building Route 1: Berserker Shield for Heartseeker/Bane Titan/Silverbranch Bow. MID: Establishing Line 2 (Trans Capabilities): Start - Rahmat Mage, Morningstar, 2 Healing Positions and 2 Which position or Morningstar Is Charged, 3 Healing Position and 3 Mana Position. Build - Tabi Hero / Ninja Tabi &gt; Transcendence &gt; Asi &gt; Bow Atalanta &gt; Qin's Sais &gt; Odysseus' Bow &gt; Silverbranch Bow &gt; Elixir of Speed and Berserker's Shield. Alternative items for Building Route 3: Berserker Shield for Bane Titan/Heartseeker/Silverbranch Bow. Building The 2nd Circuit (Devos Crit): Start - Grace Hunter, Gauntlet Spiked, 4 Potion Healing. Bina - Ninja Tabi &gt; Devourer's Gauntlet &gt; Bow Atalanta &gt; Anger &gt; Wind Demon &gt; Poisoned Star / Shadowsteel Shuriken &gt; Elixir of Speed and Fail-Not or Asi or Qin's Sais. Building The 2nd (Devos Qins): Beginning - The Grace of the Hunter, Spiked, 4 Potions Penyembuhan. Membina - Ninja Tabi &gt; Devourer's Gauntlet &gt; Atalanta's Bow &gt; Qin's Sais &gt; Odysseus' Bow &gt; Silverbranch &gt; Elixir of Speed and Berserker's Shield. Alternative items for Building Route 1: Silverbranch Bow AND Berserker's Shield for Bane AND Asi Titan, Odysseus's Bow for Toxic Blades. Building Line 2 (Trans Qins): Start - Blessing Hunter, Morningstar, 2 Healing Potions and 2 Multi Potions. Nurturing - Ninja Tabi &gt; Transcendence &gt; Asi &gt; Bow Atalanta &gt; Qin's Sais &gt; Silverbranch Bow &gt; Elixir of Speed and Odysseus's Bow or Toxic Blade. Alternative item for Building Route 2: Silverbranch Bow for Bane Titan/Berserker Shield. Building Line 3 (Trans CDR): Start - Hunter Blessing, Morningstar, 2 Healing Positions and 2 Various or Charged Morningstar Positions, 3 Healing Positions and 3 Which Positions. Build - Tabi Hero / Ninja Tabi &gt; Transcendence &gt; Jotunn's Wrath &gt; Atalanta's Bow &gt; Qin's Sais &gt; Bane Titan &gt; Elixir of Speed and Odysseus's Bow. Alternative items for Building Route 1: Jotunn WRATH AND Bane Titan for Fail-Not AND Berserker Shields. ADC: Building The 1st Way (Devos Crit): Start - Grace Hunter, Gauntlet Spiked, 4 Potion Healing. Bina - Ninja Tabi &gt; Devourer's Gauntlet &gt; Bow Atalanta &gt; Anger &gt; Wind Demon &gt; Poisoned Star / Shadowsteel Shuriken &gt; Elixir of Speed and Fail-No. Alternative items for Building Route 3: Berserker Shield for Bane Titan/Heartseeker/Silverbranch Bow. Building The 2nd Circuit (Devos Crit): Start - Grace Hunter, Gauntlet Spiked, 2 Healing Positions and 2 Multi Potions. Build - Ninja Tabi &gt; Devourer's Gauntlet &gt; Atalanta's Bow &gt; Qin's Sais &gt; Odysseus' Bow &gt; Silverbranch Bow &gt; Elixir of Speed and Berserker's Shield. Alternative items for Building Route 1: Failed-Not for Asi/Qin's Sais/Deathbringer/Silverbranch Bow. Building The 2nd Circuit (Devos Qins): Start - Hunter Grace, Gauntlet Spiked, 2 Healing Positions and 2 Various Positions. Bina - Ninja Tabi &gt; Devourer's Gauntlet &gt; Atalanta's Bow &gt; Anger &gt; Wind Demon &gt; Poisoned Star / Shadowsteel Shuriken &gt; Elixir of Speed and Berserker's Shield. Alternative items for Building Route 4: Crusher/Asi for Brawler's Beat Stick/Toxic Blade, Asi for Fail-No/Jotunn's Wrath, Atalanta's Bow for Bane Titan, Berserker Shield for Odysseus's Bow/Bloodforge. ADC: Building 1st (Devos Crit): Start - Hunter Grace, Spiked Gauntlet, 2 Healing Positions and 2 Multi Potions. Bina - Ninja Tabi &gt; Devourer's Gauntlet &gt; Atalanta's Bow &gt; Anger &gt; Wind Demon &gt; Poisoned Star / Shadowsteel Shuriken &gt; Elixir of Speed and Berserker's Shield. Alternative items for Building Route 1: Failed-Not for Asi/Qin's Sais/Deathbringer. It could also, as a way of construction, swap Anger for Fail-No AND get the 6th Deathbringer AND sell but pass for The Poisoned Star/Shadowsteel Shuriken. Building The 2nd Circuit (Devos Qins): Start - Hunter Grace, Gauntlet Spiked, 2 Healing Positions and 2 Various Positions. Build - Ninja Tabi &gt; Devourer's Gauntlet &gt; Atalanta's Bow &gt; Qin's Sais &gt; Odysseus' Bow &gt; Silverbranch &gt; Elixir of Speed and Berserker's Shield. Alternative item for Building Route 2: Odysseus's Bow/Berserker's Shield for Toxic Blades/Asi/Fail-No. Build The 3rd Circuit (Devos Qins + Anger): Start - Grace Hunter, Gauntlet Spiked, 2 Potion Healing and 2 Multi Potions. Bina - Ninja Tabi &gt; Devourer's Gauntlet &gt; Bow Atalanta &gt; Anger &gt; Sais Qin &gt; Wind Demon &gt; Elixir of Speed and Odysseus' Bow. ADC: Building Line 1 (Trans Qins): Start - Grace Hunter, Morningstar, 2 Potion Healing and 2 Various Positions. Nurturing - Ninja Tabi &gt; Transcendence &gt; Asi &gt; Bow Atalanta &gt; Qin's Sais &gt; Silverbranch Bow &gt; Elixir of Speed and Odysseus's Bow or Toxic Blade. Mid:Building Line 2 (Trans Capabilities): Start - Blessing Hunter/Grace Mage, Morningstar, 2 Healing Positions and 2 Which position or Morningstar Is Charged, 3 Healing Position and 3 Mana Position. Build - Ninja Tabi &gt; Devourer's Gauntlet &gt; Atalanta's Bow &gt; Qin's Sais &gt; Odysseus' Bow &gt; Silverbranch Bow &gt; Elixir of Speed and Berserker's Shield. Alternative items for Building Routes 2: Crusher/Asi for Brawler's Beat Stick/Toxic Blade, Breast milk for Fail-Not/Jotunn's Wrath, Atalanta's Bow for for Bane, Berserker Shield for Odysseus's Bow/Qin's Sais/Bloodforge. ADC: Building Line 1 (Trans Qins): Start - Grace Hunter, Morningstar, 2 Potion Healing and 2 Various Positions. Nurturing - Ninja Tabi &gt; Transcendence &gt; Asi &gt; Bow Atalanta &gt; Qin's Sais &gt; Silverbranch Bow &gt; Elixir of Speed and Odysseus's Bow or Toxic Blade. Alternative items for Building Route 1: Silverbranch Submissive to Bane Titan/Heartseeker/Berserker's Shield. MID: Establishing Line 2 (Trans Capabilities): Start - Rahmat Mage, Morningstar, 2 Healing Positions and 2 Which position or Morningstar Is Charged, 3 Healing Position and 3 Mana Position. Build - Tabi Hero / Ninja Tabi &gt; Transcendence &gt; The Crusher &gt; Jotunn's Wrath &gt; Heartseeker &gt; Bane Titan &gt; Elixir of Speed and Odysseus's Bow. Alternative items for Building Route 2: Crusher/Jotunn's Wrath for Brawler's Beat Stick, Jotunn Wrath for Fail-No. Bane Titan for Atalanta Bowl, Odysseus's Bow for Qin's Sais/Berserker's Shield/Bloodforge/Asi. ADC: Building 1st (Devos Crit): Start - Hunter Grace, Spiked Gauntlet, 2 Healing Positions and 2 Multi Potions. Bina - Ninja Tabi &gt; Devourer's Gauntlet &gt; Bow Atalanta &gt; Anger &gt; Wind Demon &gt; Poisoned Star / Shadowsteel Shuriken &gt; Elixir of Speed and Fail-No. Alternative items for Building Route 1: Fail-Not for Asi/Qin's Sais/Deathbringer/Silverbranch Bow. Building The 2nd Circuit (Devos Qins): Start - Hunter Grace, Gauntlet Spiked, 2 Healing Positions and 2 Various Positions. Build - Ninja Tabi &gt; Devourer's Gauntlet &gt; Atalanta's Bow &gt; Silverbranch Bow &gt; Odysseus' Bow &gt; Elixir of Speed and Berserker's Shield. Alternative item for Building Route 2: Odysseus's Bow/Berserker's Shield for Toxic/Asi Blades. ADC: Building Line 1 (Trans Qins): Start - Blessing Hunter, Morningstar, 2 Healing Positions and 2 Various Positions or Charged Morningstar, 3 Healing Positions and 3 Mana Positions. Bina - Ninja Tabi &gt; Transcendence &gt; Asi &gt; Bow Atalanta &gt; Qin's Sais &gt; Odysseus' Bow / Toxic Blade &gt; Elixir of Speed and Berserker's Shield. Alternative items for Building a Route 2: Crusher/Jotunn's Wrath for Brawler's Beat Stick, Jotunn's Wrath for Fail-No. Subservient Atalanta for Bane Titan, Bloodforge for Qin's Sais/Berserker's Shield/Runeforged Hammer/Asi/Odysse Bodyse' ---- ---- Skadi Note: May defensive items on him in some games, as he can easily dive. ADC: Building Line 1 (Trans Qins): Start - Grace Hunter, Morningstar, 2 Potion Healing and 2 Various Positions. Bina - Ninja Tabi &gt; &gt; &gt; Asi &gt; Bow Atalanta &gt; Qin's Sais &gt; Silverbranch Bow &gt; Elixir of Speed and Odysseus' Bow or Toxic Blade. Alternative items for Building Route 1: Silverbranch Bow for Berserker Shield/ Bane Titan/Heartseeker. Item note for Building A Line 1: Can change Asi for The Crusher. (May also choose to get The Crusher in Asi's place and

sell it late for Asi).) If you choose to get The Crusher early I recommend getting Tabi Hero over Ninja Tabi. MID: Establishing Line 2 (Trans Capabilities): Start - Rahmat Mage, Morningstar, 2 Healing Positions and 2 Which position or Morningstar Is Charged, 3 Healing Position and 3 Mana Position. Build - Tabi Hero / Ninja Tabi &gt; Transcendence &gt; The Crusher &gt; Jotunn's Wrath &gt; Heartseeker &gt; Bane Titan &gt; Elixir of Speed and Odysseus's Bow. Alternative items for Building Route 2: Crusher/Jotunn's Wrath for Brawler's Beat Stick, Jotunn Wrath for Fail-No, Bane Titan for Atalanta Bowl, Odysseus's Bow for Qin's Sais/Berserker's Shield/Asi/Bloodforge. ADC: Building Line 1 (Trans Crit): Start - Blessing hunter, Morningstar, 2 Healing Potions and 2 Multiple Positions. Build - Ninja Tabi &gt; Transcendence &gt; Asi &gt; Bow Atalanta &gt; Anger &gt; Wind Demon &gt; Elixir speed and Fail-No. Alternative Items for Building A Path 1: Fail-Not for Poisoned Stars/ Shuriken Shadowsteel. Building Line 2 (Trans Qins): Start - Blessing Hunter, Morningstar, 2 Healing Potions and 2 Multi Potions. Bina - Ninja Tabi &gt; Transcendence &gt; Asi &gt; Bow Atalanta &gt; Qin's Sais &gt; Odysseus' Bow / Toxic Blade &gt; Elixir Speed and Silverbranch Bow / Berserker's Shield. Building The 3rd Circuit (Devos Crit): Start - Grace Hunter, Gauntlet Spiked, 2 Healing Potions and 2 Multi Potions. Bina - Ninja Tabi &gt; Devourer's Gauntlet &gt; Bow Atalanta &gt; Anger &gt; Wind Demon &gt; Poisoned Star / Shadowsteel Shuriken &gt; Elixir of Speed and Fail-Not or Asi or Qin's Sais. Building The 4th Circuit (Devos Qins): Start - Hunter Grace, Spiked Gauntlet, 2 Healing Positions and 2 Various Positions. Build - Ninja Tabi &gt; Devourer's Gauntlet &gt; Atalanta's Bow &gt; Qin's Sais &gt; Odysseus' Bow &gt; Silverbranch &gt; Elixir of Speed and Berserker's Shield. Alternative item for Building Route 2: Odysseus's Bow/Berserker's Shield for Toxic/Asi Blades. Breast milk.

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