

Jungle guide 101 with LASBRA

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Most of this work is done while I have been streaming. So I would appreciate if you would leave a follow on the stream!!!

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Who Am I?

I am a Smite player who has been playing since the early release of the game. I played a bit when the game was released, I stopped quite fast because I was spending time on World of Warcraft, Counter Strike, and League of Legends. I came back in Season 2 where I grinded a lot of ranked. Took a break again throughout season 3 and then came back for Season 4. I have been playing since, almost all my games have been streamed on www.twitch.tv/lasbra and will continue to be. Season 5 I have improved a lot and my popularity in the Smite community on Twitch has grown tremendously. This season I have joined a Smite Minor League team ([Insignem](#)), so currently I'm using some time scrimmaging and playing semi pro.

Why did I make this guide?

A lot of people watch my stream and asks for builds and how to improve in the jungle role. I feel like people may find my advice helpful so I've created this guide to aid anyone in the community who is just starting out or looking to grow their skill. It will be updated often especially if meta and item changes. Also Youtube videos are coming explaining some things.

Meta picks:

Top 5 ranked *junglers*:

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Jungle Route

Important things to know - jungle spawn timers and how much gold they give:

- **Bufs** (Speed, Blue, Red, Purple) have a 120 seconds spawn timer (Large gives 48 gold, smalls gives 22 gold. Total = 92 gold)
- **Back camps** is 60 seconds (Large gives 30 gold, smalls gives 22 gold Total = 74 gold)
- **Mid camps** is 90 seconds (Both gives 30 gold. Total = 60 gold)
- **Oracles** is 180 seconds (Both gives 33 gold. Total = 66 gold)
- **Gold fury** spawns at 05:00 and have a 300 second spawn timer
- **Fire Giant** and **Portal Demon** spawns at 10:00 and have a 300 second spawn timer.

(All Jungle monsters will now reward an additional 9 XP and 1.5 Gold every 3 minutes. These rewards accumulate over time)

There is a lot of stuff you can do in the jungle right now. **The mid laner can help you at speed. BUT I feel like he should only do that, if he doesn't lose push to hard and if your jungle clear is bad. It's better for him to pressure mid and invade/do his own red. For example:** Thanatos can easily clear buff alone - and if you have a Janus mid, he can clear mid wave and invade red very easily if he doesn't share with you.

The very basic route is:

Speed buff → Back camps → Blue buff → Mid camps/mid wave/red buff.

It is very important to know which minions you should AA attack (especially if you have Cleave attacks, so you can focus on the time clearing - as Da Ji for example you can hit the small creeps at back camps and buffs 1 time, and then 2 will clear them early game).

When do I decide to leave mid camps?

If you have worse secure/jungle clear than your opponent, you can decide to leave left mid camp, and push up mid wave, so you can either secure your own red or invade their red with your mid laner (this will usually secure you right mids, so you will be able to go equal experience with opponent).

If you have a lot of pressure, and you know the enemy mid laner hasn't killed his red buff yet, you can **also** leave mid camps to rush their red (you can solo it, but usually you want to push mid wave with your mid laner).

What to do after?

1. Invade left back camps → gank solo/mid
2. Go your own back camps → Mid wave/right back camps → Speed (Back T2 boots, pots/wards).
3. If you didn't do blue before backing, you should consider helping your solo laner (see if you can help him on cooldown respawn, which is after your speed). You can also decide to rotate to the right side of jungle, get back camps, and look for a gank in right lane/mid lane.
4. **Usually I don't do oracles before 5 minutes-ish (they are way too strong).**

When to back?

You can back when you can get a power spike or are low on either mana/health (under 50%). Sentries for objectives - good to back after invades because your jungle route will be shorter and more safe from base rather than running through their jungle again.

Actives - Which do I use?

As a jungler it is pretty simple to choose actives, usually you have three major choices: **Beads, Blink, or Aegis**.

Most situations I would recommend to start **beads**, because it's safe and you can play around farming a lot until level 12 where you can get **blink** to make your engages easier. **If you value blink a lot, it is still a fine starter active.** **Aegis** can be picked up, especially if you feel like you are getting focused/bad positioning and if you feel like you would be baiting out ultimates/engagements. If you are looking to make a lot of plays early **blink** is the choice. However, if you are against **hard CC gods**, you should not pick up **blink**.

Where to ward as a jungler?

The blue color will show **Normal Wards** and the red color will show **Sentry Wards**. You can sentry where the **Normal Wards** is placed in the guide, to deward (removing enemy wards with a **Sentry Ward**). But it's just a guideline to where people usually ward. Again, this is **only a guideline** of positions where you could ward.

Where to ward early



Warding around middle of the map is usually where you want to focus on early game. Of course when gold fury is alive, it's important to get ward control around that. If you are ahead, you should NEVER lose the ward control (this is your team's job as well).

Spot 1 is a very contestable ward and can be good to sentry (not necessary to sentry, but if you want

to invade their Speed it is a really good idea to keep their vision shutdown in the right side).

Spot 2 is good if you want control on red buff and fighting around left mid camps.

Spot 3 gives you vision on lane, gives a lot of information on the jungler and mid laner.

Spot 4 and 5 are defensive wards. Can be useful if they are looking to invade your speed buff and red buff.

Spot 6 is for gold fury, which is probably the most important for you to keep up (usually after 10 min).

Where to ward while trying to force/do Gold Fury?



First ward to talk about is the Sentry Ward on Gold Fury. It is really important that they don't have vision on it, which you can prevent with a Sentry Ward. Also try to have Oracles control, if you're looking to force Gold Fury.

The green circle covers flanks from duo lane and the jungler. It is very good for the jungler to flank from behind the Gold Fury. So try to get that ward control if possible.

The orange circle is also a defensive ward that will spot the solo laner/jungler if rotating from solo.

The purple circle is important because fights are usually forced there. Having sentry control on

right top mids is just nice when you are fighting around gold fury. The ward behind the top of Gold Fury is where the mid laner and hunter usually would position themselves especially if they don't have ward control around mid.

Where to ward while trying to force/do Fire Giant/Pyromancer?



Remember that this season they have changed Portal Demon to Pyromancer.

The green circle is the most important are to ward, especially if you're trying to bait Fire Giant/Pyromancer or commit to it.

The pink circle is a good area to ward if they have an assassin or warrior that would flank from behind or right lane.

The orange circle is a good area to ward if you know the enemies are going to come from mid or back camps. It will provide you vision if they flank from mid lane as well.

The 2 deep wards at their back camp and blue are really good if you are looking to

chase enemies down after Fire/Pyro. Also provides good vision if they are trying to contest.

If early in the game, make sure there still is atleast a normal ward on gold fury - especially because if you see enemies on gold fury you can contest with pyro (but it is not really worth trading pyro for gold early game).

Where to ward when pushing/defending Phoenix?

It is very important to have ward control on the enemies when you are about to push a phoenix. You will know where your opponents are and can react faster to their engagement.

Orange circle is for when you are pushing right.

Purple circle is for when you are pushing mid.

Blue circle is for when you are pushing left.



It's hard to get ward control between their phoenixes. But if possible you should definitely try. It's easier for you to get a pick with blink when the mage/assassins is looking to poke from the side.

Same ward spots goes for when you defend. You just want de ward (with sentry wards) between phoenixes and on lane so you can get good vision on enemies while removing

their vision on you.

Which boots to get?

A lot of people ask why do you never go Talaria/Travelers - a simple answer is **the power spike**. You get 7% more movement speed, but you lose out on 30 physical or 20 magical power. For example, going normal boots, when the opponent has T2 boots, you are at a huge advantage. **But** if you went Talaria you would literally have no advantage in trading with him + weaker ganks. A lot of junglers also go other movement speed items such as **Stone Cutting Sword/Hastened Katana/Heartseeker** - movement speed has DR (diminishing returns) so the more movement speed you get, the less each percentage give.

If you **insist** to go Talarias, then I can understand it on Bakasura and Mercury maybe. But I would not go it.

Auto Attack Cancel (AA cancel)

What is AA cancel and how to use it?

1. It is a manipulation of your Auto Attack Chain.
 2. Animation cancelling is inputting an alternate command such as an ability. It is simply overwriting an animation that is in progress (such as your auto attacks).
 3. You use it to get the maximum damage output possible.
 4. You want to use your auto attack, as soon as you see your damage, you use a spell to cancel the animation, and do a auto attack after the spell. I'll explain specifically under each god how to do it and with which spells!
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God Builds - Alphabetical Order

Builds are just a guideline of what you can build, it is really depended on your opponent and being ahead or behind, but I'll try and cover everything as good as possible.

I tried to cover all assassins even though i don't play all of them. But hopefully you will find the information valuable and an idea of what you should build.

Need to work on:

Erlang



When to pick Erlang and how do I rate it in jungle?

Erlang is a strong god right now, with good survivability while also having consistent damage and insane burst. He is a top jungler right now.

What to build?

Starter build + relic:

Assassin's blessing Katana + 2 HP pots. **Usually start blink.**

What you should look for first back:

Next thing you want to buy is boots, usually get the back for T2 boots + 1-2 pots (1000 gold).

Relics:

- **First relic:** Blink
- **Second relic:** Beads

What a normal build would look like:

Warrior Tabi, Stone Cutting Sword, Atalanta's Bow, Hide Of The Urchin, The Executioner & Qin's Sais.

Full damage build:

Warrior Tabi, Stone Cutting Sword, Atalanta's Bow, The Crusher, The Executioner & Qin's Sais.

A build focused on being more tanky:

Warrior Tabi, Stone Cutting Sword, Hide Of The Urchin/Magi's Cloak, Mantle of Discord, The Executioner. Could sell Stone Cutting for Qin's Sais late game, especially against tankier match ups.

1. If in need of Winged Blade, you should go that 3rd item after Stone Cutting Sword and then decide if you want more tankiness or damage after that.
2. If really in need of anti heal, I would in almost every situation go Toxic Blade over Brawlers beatstick.

What abilities to level?

First five spells to level:

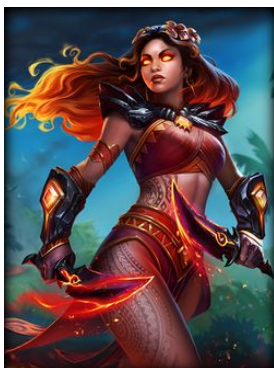
1. Level your 1 (Because of cooldown, and can be used on all camps)
2. Level your 3
3. Level your 1
4. Level your 2
5. Level your 4

Order to max your abilities: **3-1-2-4**

Tips & tricks:

1. You can cancel your dash right after using it, knock up into a lot of AA damage.
2. Your 1 doesn't reset your AA chain.
3. Your 3 mink dash gives fatalis effect.

Pele (newest god)



When to pick Pele and how do I rate it in jungle?

I would pick Pele into gods with low mobility, as she doesn't have too much gap close, but is really fast and has big burst. Her survivability is really strong as well because of her passive + Soul Eater (which you usually build for mid/early game). I

would not pick her, if you have too much healing on your team. She is also a top pick right now.

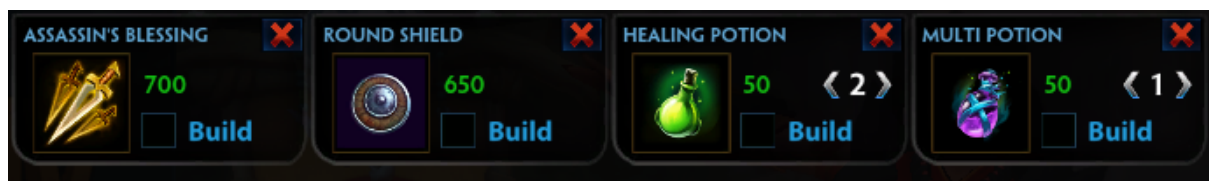
What to build?

Starter build + relic:

1. Assassin's blessing Mace + 2 HP pots. **Usually start blink.**



2. Assassin's blessing Round Shield + 2 HP pots + 1 Multi Pot. **Usually start blink.**



What you should look for first back:

Next thing you want to buy is boots, usually get the back for T2 boots + 1-2 pots (1000 gold).

Relics:

- **First relic:** Blink
- **Second relic:** Beads

What a normal build would look like:

Warrior Tabi, Jotunn's Wrath, Soul Eater, Magi's Cloak/Hide of Urchin, Mantle of Discord, Titan's bane

Full damage build:

A build focused on being more tanky:

What abilities to level?

First five spells to level:

6. Level your 3 (Because of cooldown, and can be used on all camps)
7. Level your 1
8. Level your 1
9. Level your 2

10. Level your 4
Order to max your abilities: **1-2-4-3**

Tips & tricks:

1. You can right click your mouse while having your 3 activated to cancel it.
2. Late game if you ult or blink in, it might NOT be the best decision to use your 2, because its quite easy to get out of, and it has a small animation before used, and if you look to burst somebody it can prevent you from doing so.

Athena



When to pick Athena and how do I rate it in jungle?

You would look to pick Athena if you need frontline and setup for your team while also having a lot of global pressure. It might not be the best god to carry with, but it can be fun and very useful in some team setups.

What to build?

Starter build + relic:

1. Assassin's blessing Mace + 2 HP pots. **Usually start blink.**
2. Assassin's blessing Round Shield + 2 HP pots + 1 Multi Pot. **Usually start blink.**

What you should look for first back:

Next thing you want to buy is boots, usually get the back for T2 boots + 1-2 pots (1000 gold).

Relics:

- **First relic:** Blink
- **Second relic:** Beads

What you should have for late game:

-

What a normal build would look like:

Full damage build:

A build focused on being more tanky:

What abilities to level?

First five spells to level:

11. Level your 3
12. Level your 1
13. Level your 3
14. Level your 1
15. Level your 4

Order to max your abilities: **1-2-3-4**

It's a bit different what I level with athena, but get 3 levels in your 3, so you have atleast decent clear with that, after that you can level your 1 a bit, and then after lvl 8 i start to max taunt (but i don't usually level taunt before lvl 6, for max clear).

Tips & tricks:

1. Global ultimate, always look at your minimap and look to get good backs with it if possible.
2. IF possible remember to use your spells between auto attacks for full efficiency for your passive. **Can't do it in every situation of course.**
3. Late game you when sieging, you can sometimes bait beads by just dashing in aggressively and just running out, without using you taunt.
4. Your shield wall does more damage in the last tick, so you dont always have to hit first tick, but second tick is more important and you can play around that with your taunt.

Osiris



When to pick Osiris and how do I rate it in jungle?

Osiris is pretty strong boxing and has decent jungle clear. I don't think it's that strong, but can be fun.

What to build?

Starter build + relic:

1. Assassin's blessing Katana + 2 HP pots. **Usually start blink.**
2. Assassin's blessing Round Shield + 2 HP pots + 1 Multi Pot. **Usually start blink.**

What you should look for first back:

Next thing you want to buy is boots, usually get the back for T2 boots + 1-2 pots (1000 gold).

Relics:

- **First relic:** Blink
- **Second relic:** Beads

What you should have for late game:

-

What a normal build would look like:

Full damage build:

A build focused on being more tanky:

What abilities to level?

First five spells to level:

16. Level your 2
17. Level your 1

18. Level your 2

19. Level your 1

20. Level your 4

Order to max your abilities: **1-2-3-4**

I'm taking my 3 in level 6, I think it's important to have most damage to poke and clear jungle faster.

Tips & tricks:

1. Wait for your 3 to procc if you are taking a 1v1, using your ultimate (for a secured hit).
2. You fatalis effect with your passive, try to play around that if possible.
3. You can run through player made objects with your passive.

Vamana



When to pick Vamana and how do I rate it in jungle?

I would never play this big baby.

What to build?

Starter build + relic:

1. Assassin's blessing Katana + 2 HP pots. **Usually start blink.**

What you should look for first back:

Next thing you want to buy is boots, usually get the back for T2 boots + 1-2 pots (1000 gold).

Relics:

- **First relic:** Blink
- **Second relic:** Thorns

What you should have for late game:

-

What a normal build would look like:

Full damage build:

A build focused on being more tanky:

What abilities to level?

First five spells to level:

21. Level your 2

22. Level your 3

23. Level your 1

24. Level your 2

25. Level your 4

Order to max your abilities: **2-3-4-1**

Tips & tricks:

1. Good tip is right when you hit your 1, cancel it with right click and start auto attacking.

When to pick

Change builds

Achilles



When to pick Achilles and how do I rate it in jungle?

Achilles is busted right now, especially early and mid. He works good in the jungle.

What to build?

Starter build + relic:

Assassin's blessing. Mace + 2 HP pots and 1 Mana pot. Usually start blink.

What you should look for first back:

Next thing you want to buy is boots, usually get the back for T2 boots + 1-2 pots (1000 gold).

Relics:

- **First relic:** Blink
- **Second relic:** Beads/Thorns

What you should have for late game:

-

This is a bruiser build focusing on CDR:



Full damage build:



What abilities to level?

First five spells to level:

- 26. Level your 1
- 27. Level your 3
- 28. Level your 1
- 29. Level your 2
- 30. Level your 4

Order to max your abilities: **1-3-2-4**

Tips & tricks:

- 4. Remember to switch your stance from tanky to damage in the base (by doing left click in fountain)
- 5. Dash (AA cancel (don't use the dash attack, press 3 again to use it then AA cancel again and use the dash attack). To get the maximum damage.
- 6. Don't need to use ult as execute, it's fine to use it to get closer if you know you can get the kill regardless. Also it's good for escaping.

Ao Kuang



When to pick Ao Kuang?

Ao Kuang is **magical** and can therefore be picked in a few comps. His single target has very strong damage and he has big 1 shot potential. He is a big fear factor in unorganized groups, if he can find the 1 vs 1, he is deadly. He is really strong from ahead - gets countered by grouping, CC and anti heal.

What to build?

Starter:

Assassin's blessing. Tiny trinket + 2 HP pots and 2 Mana pots. Usually start **beads**.

Next thing you want to buy is boots, usually get the back for T2 boots + 1-2 pots (1000 gold).

Relics:

- **First relic:** Beads
- **Second relic:** Blink

This is what a normal build would look like:



What abilities to level?

First five spells to level:

31. Level your 3 (Clear)
32. Level your 2 (Good clear speed and nice single target dmg)

33. Level your 1 ((dis)engage)

34. Level your 3

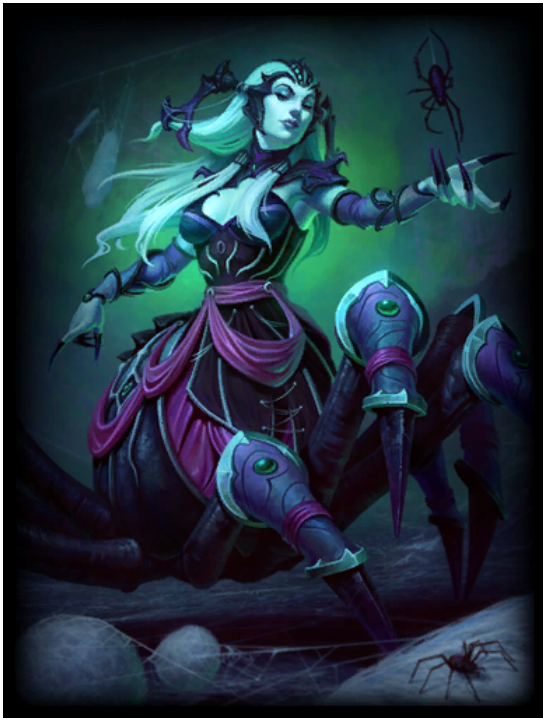
35. Level your 4

Order to max your abilities: **3-2-1-4**

Tips & tricks:

7. Try to engage with blink or sneak up without stealth (save stealth to disengage).

Arachne



When to pick Arachne:

Arachne is very strong single target damage and is a really good chaser. She doesn't contribute with anything in teamfights and I don't really see her viable in competitive. But if you want to play her ranked/casuals you can stomp due to your strong single target dmg.

What to build?

Starter:

Assassin's blessing + T1 mace + 2 HP pots + 1 Multi pot. Usually start **beads**.

Next thing you want to buy is boots,

usually get the back for T2 boots + 1-2 pots (1000 gold).

Relics:

- **First relic:** Beads
- **Second relic:** Blink

What you should have for late game:

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Normal build:



- Can skip Hastened Katana (especially if behind) and get Heartseeker/Magi's Cloak (to survive).
- Can go Titans Bane over Qins/Ody. If really far ahead and lack of enemy anti heal, you can get Bloodforge as well as 5th or 6th item.

What abilities to level?

First five spells to level:

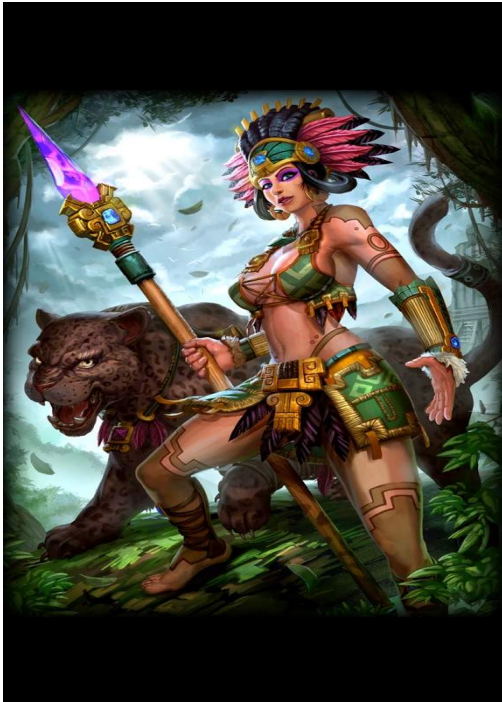
1. Level your 3 (3 spiders can be put)
2. Level your 1 (Good sustain and damage)
3. Level your 2 (Stun + AS)
4. Level your 1 (Better sustain and damage)
5. Level your 4 (Pretty good for (dis)engage)

Order to max your abilities: **1-3-2-4**

Tips & tricks:

- You can use your 1 and 2 in your ultimate. And make it ready for landing.
- You can put 3 webs, but have more spiders alive, especially important when you start Speed with 1 net and 2 at back camps, use the spell again to spawn more spiders.

Awilix



When to pick Awilix:

She is very strong single target. She works really well against gods with jumps/leaps. She is really bad into Geb. Usually only works as a counter pick.

What to build?

Starter:

Assassin's blessing + T1 mace + 2 HP pots + 1 Multi pot. Usually start **beads**.

Next thing you want to buy is boots, usually get the back for T2 boots + 1-2 pots (1000 gold).

Relics:

- **First relic:** Beads
- **Second relic:** Blink

What you should have for late game:

- Just a lot of power.

Normal Build:

WARRIOR TABI  1600 ☐ Build	THE CRUSHER  2300 ☐ Build	TRANSCENDENCE  2600 ☐ Build	MAGI'S CLOAK  2050 ☐ Build
DAMAGE			
MASAMUNE  2500 ☐ Build	TITAN'S BANE  2300 ☐ Build	PURIFICATION BEADS  0 ☐ Build	BLINK RUNE  0 ☐ Build

- Look to get Brawlers instead of Masamune (can build brawlers as 1st if you really need it).
- Magi's or Mantle of Discord is always good.

- If you're not against a tanky lineup, you can get Hydra's Lament or Jotunns (more CDR for ultimates).
- Late game Crusher is not the best item, and be traded out for Hydras Lament or Titans/Bloodforge.

What abilities to level?

First five spells to level:

1. Level your 2 (Max dmg)
2. Level your 3 (Knock up)
3. Level your 2 (CAN LEVEL 1 as well, but this is best for jungle clear)
4. Level your 1 (CAN LEVEL 2 as well, (dis)engage).
5. Level your 4 (Ultimate.. Ba dum tsh)

Order to max your abilities: **2-3-4-1**

Tips & tricks:

- Her ultimates only works on knocked up targets. Can use ultimate to push objectives (attack speed).
- Can dismount (still loses mana).
- Feather Step can be used to dodge abilities (immune frame)
- Use your Feather Step (2) when it's AoE it's does the most dmg.

Bakasura



When to pick Bakasura:

Bakasura is very strong single target damage, has an AoE with ultimate, and can chase really well. He can out secure in jungle early, gets really strong after Hastened Katana, but takes a bit to get online. Once online he is a monster.

What to build?

Starter:

Assassin's blessing + T1 mace + 2 HP pots + 1 Multi pot. Usually start **blink**.

Next thing you want to buy is boots, usually get the back for T2 boots + 1-2 pots (1000 gold).

Relics:

- **First relic:** Blink
- **Second relic:** Beads

What you should have for late game:

- Stone cutting Sword (Removes protection, good Movement speed and nice power)
- Hastened Katana (Makes you able to chase down people really easy)

Normal Build:



Can skip Hastened Katana (especially if behind) and get Heartseeker/Magi's Cloak (to survive).

Can go Titan's Bane over Qins/Odyssey if you are far ahead and lack of enemy anti heal, you can get Bloodforge as well as 5th or 6th item.

I would NOT build Brawlers on Bakasura as it is really hard to put on more than 1 target. Toxic Blade can work if against a healer.

What abilities to level?

First five spells to level:

1. Level your 1 (best clear)
2. Level your 2 (eat and contest neutral camps)
3. Level your 3 (single target dmg)
4. Level your 3
5. Level your 4

Order to max your abilities: **3-1-2-4**

Tips & tricks:

- Try to play around your passive, especially in early game jungle.
- Eat minions with your 2 so you can spawn more minions with your ultimate (max 6).
- AA cancel with your 3 (AA - 3 - SPAM AA) - Really important early game



- Consider putting your 2 on instant cast so you can eat minions and still auto attack (in case buffs are not under 33% percent).

Bastet



When to pick Bastet:

Bastet is pretty weak early game. She is very good at split pushing, and she wants to join a fight after it started.

What to build?

Starter:

Assassin's blessing + T1 mace + 2 HP pots + 1 Mana pot. Usually start **beads**.

Next thing you want to buy is boots, usually get the back for T2 boots + 1-2 pots (1000 gold).

Relics:

- **First relic:** Beads
- **Second relic:** Aegis

What you should have for late game:

- A lot of power!

Normal Build:



This is one of the gods where I usually prefer **aegis over blink** (can still go blink though). Bastet has a easy time applying Brawlers on enemies (should always go against healy comps, skip Jotunn's Wrath for that. Can also get Magi's Blessing/Mantle of Discord for defense (I would say, skip Jotunn's Wrath/Titan's Bane).

What abilities to level?

First five spells to level:

1. Level your 2
2. Level your 1
3. Level your 2 (mana issues)
4. Level your 3
5. Level your 4

Order to max your abilities: **2-3-1-4 (level jump over Cats for more burst)**

Tips & tricks:

- Split pushing is very effective on Bastet.
- Use your kit and poke a lot. You don't need to get kills every time.

Camazotz



When to pick Camazotz?

Camazotz is strong throughout the entire game, can do big burst, and sustain easily. He is especially good against gods with low mobility and stealthy gods.

What to build?

Starter:

Assassin's blessing + T1 mace + 2 HP pots + 1 Mana pot. Usually start **beads**.

Next thing you want to buy is boots, usually get the back for T2 boots + 1-2 pots (1000 gold).

Relics:

- **First relic:** Beads
- **Second relic:** Blink

What you should have for late game:

- A lot of power!

Normal Build:



- Camazotz has a easy time applying Brawlers on enemies (should always go against healy comps, skip Heartseeker for Brawlers.
- Can skip Magi's and get Mantle of Discord (or just go full damage, if so get Titan's Bane or Jotunns).

- Late game Crusher is not the best item and you can look to switch it out with Jotunns for CDR or Titans Bane. If they have no anti healing, bloodforge can be very powerful as well.

What abilities to level?

First five spells to level:

1. Level your 1 (best clear)
2. Level your 2 (most dmg)
3. Level your 3 (Pretty good sustain and can juke spells (immunity frame in jump))
4. Level your 2 (Sustain and best single target dmg)
5. Level your 4

Order to max your abilities: **2-1-4-3**

Tips & tricks:

- If you hit a god with your 1 take the screech that returns (give you power and vision on enemy gods). Really powerful!
- Soak pools in case you need mana or health (they spawn where gods die)
- Use your 2 on buffs to secure your passive stacks.

Da Ji



When to pick Da Ji?

Pick her when you want to win. ;D

What to build?

Starter:

Assassin's blessing + T1 mace + 2 HP pots + 1 Multi pot. Usually start **beads** can go blink if low CC enemy team or you're looking to make plays.

Next thing you want to buy is boots, usually get the back for T2 boots + 1-2 pots (1000 gold).

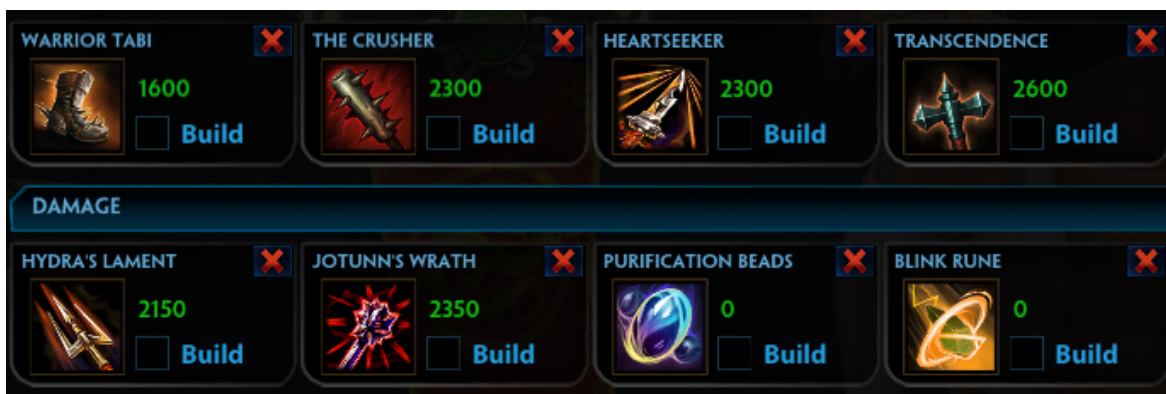
Relics:

- **First relic:** Beads
- **Second relic:** Blink

What you should have for late game:

- Heartseeker (Insane burst, good stats early game).
- Hydras Lament (insane burst, works really well with AA cancel on 1).

Normal Build:



Can switch Jotunn's/Trans for Brawlers (If you need **anti heal**). If you decide to go for Magi's then skip Jotunn's and get it as 5th item and finish build with Hydra's Lament.

Defensive Build (If you feel you're dying too often):



Can chose to go Masamune over Mantle of Discord if you want some MS and more DMG + a bit of defense.

What abilities to level?

First five spells to level:

1. Level your 2 for max clear
2. Level your 3 for (dis)engage
3. Level your 2 for max clear
4. Level your 1 for AA cancel
5. Get your ultimate

Start with your 2 - it will clear camps very smoothly, you just need to do 1 AA on small creeps, and the 2 do the rest!

Level your escape/engage in level 2.

Order to level: **2-1-4-3 (level ult over your 3)**

Tips & tricks:

- Da Ji jump can change which direction you land from, by turning the camera 90-180 degrees after you use your jump, so you can land in front or behind

them.



- Da Ji has a really strong AA cancel with her 1.



- You can cancel ultimate after you hit it 1 time to **counter** their use of beads (because they think you will use all 3 charges).



Fenrir



When to pick Fenrir?:

Early game pressure. Pretty bad in the current meta. He is good locking down a single target.

What to build?

Starter:

Assassin's blessing + T1 mace + 2 HP pots + 1 Multi pot. Usually start **beads**.

Next thing you want to buy is boots, usually back for T2 boots + 1-2 pots (1000 gold).

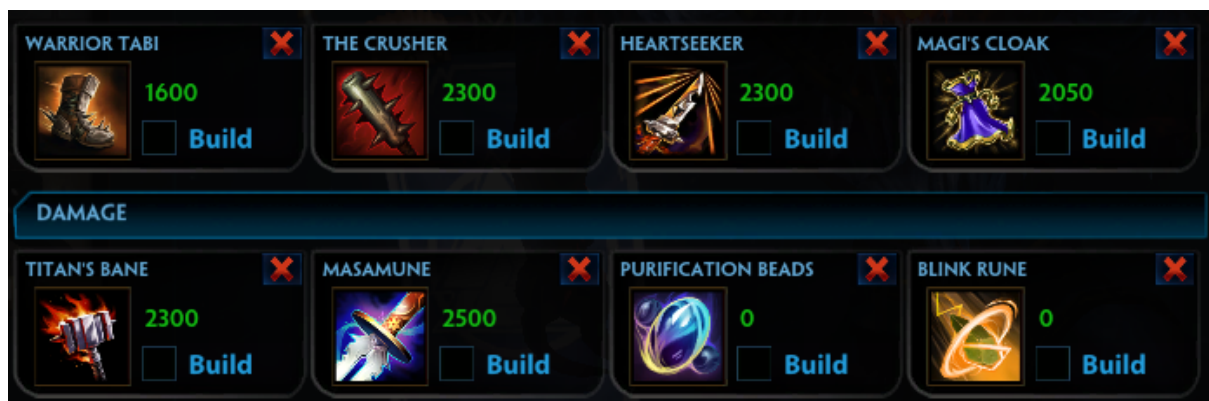
Relics:

- **First relic:** Beads
- **Second relic:** Blink/Aegis

What you should have for late game:

- A lot of power
- You value movement speed on Fenrir.

This is the damage build I would run:



- Get brawlers if needed. Can be instead of Titan's or Crusher
- IF you need Titans and Brawlers same game, SKIP Crusher then.
- If you don't need Magi's you could consider CDR (Trans or Jotunns) or Mantle of Discord as a tanky item

This is the TANKY/utility build I would run on Fenrir:



- If you value CDR on Fenrir - Get Trans/Jotunns instead of Crusher.
- Void Shield if 3+ Physical (Can get Crusher/Masamune instead).
- Ancile if +2 Magical (Especially if they have a lot of spells that's interruptible).
- Can get Mantle of Discord (especially late game) as 5th or 6th item.

What abilities to level?

First five spells to level:

1. Start with your 1 for max clear
2. Take your 3
3. Level your 1
4. Level your 3
5. Level up ultimate and look for ganks

Order to max your abilities: 1-3-2-4 (can look to max your Brutalize if you're against gods with dash instead of jumps, because you can follow them or especially if they are low mobility).

Tips & tricks:

A little about Fenrir's passive and rune management:

- Make sure you have 5 runes when you gank so your jump can stun.
- If you ult 1v2, make sure you can get the enemy in a good position (try to stand still if you want your teammate to do dmg - or get them under tower).

DON'T RUN AWAY FROM YOUR TEAMMATE.

- Play very aggressive early, as you're REALLY strong.

He bo



When to pick?

Looking for mid/late game. Is very strong, low mobility, insane burst (good if you need magical dmg)

What to build?

Starter:

Assassin's blessing - Uncommon Staff - 2 HP pots and 1 mana pot.

Next thing you want to buy is boots, usually back for T2 boots + 1-2 pots (1000 gold).

Relics:

- **First relic:** Beads/Aegis
- **Second relic:** Blink

What you should have for late game:

- A lot of power
- A lot of Health.

Normal Build:

SHOES OF THE MAGI  1600 ☐ Build	WARLOCK'S STAFF  2650 ☐ Build	BOOK OF THOTH  2650 ☐ Build	BOOK OF THE DEAD  2600 ☐ Build
DAMAGE			
SPEAR OF DESOLATION  2600 ☐ Build	OBSIDIAN SHARD  2150 ☐ Build	PURIFICATION BEADS  0 ☐ Build	BLINK RUNE  0 ☐ Build

What abilities to level?

First five spells to level:

1. Start with your 1
2. Take your 3
3. Take your 2 if you need mobility
4. Take your 1
5. Level ultimate

Order to max your abilities: **1-3-4-2**

Tips & tricks:

- You are slow immune on your carpet + you slow your enemies (Use that to kite enemies).
- You can get an auto attack off if you hit your 3 (before you use your 1 for maximum dmg).

Hun Batz



When to pick Hun Batz?:

Looking for mid and late game. He has really good engage, and if you play around his ultimate he sieges very well.

What to build?

Starter:

Assassin's blessing + T1 mace + 2 HP pots + 1 Multi pot. Usually start **beads**.

Next thing you want to buy is boots, usually back for T2 boots + 1-2 pots (1000 gold).

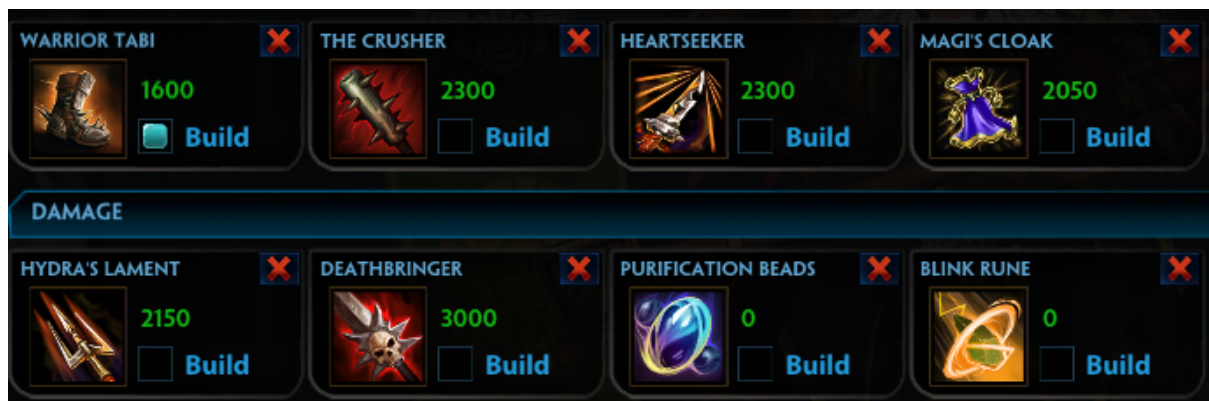
Relics:

- **First relic:** Beads/Aegis
- **Second relic:** Blink

What you should have for late game:

- Hydra's lament
- Deathbringer (Works well with passive)

Normal Build:



- You can go Transcendence instead of Heartseeker if really far ahead.
- You can switch Magi's Cloak for Brawlers/Heartseeker (if you want more damage).
- If you don't want Magi's you can go Mantle as 5th and get Hydras as 4th item.
- No defensive item just get Malice or Trans instead of Magi's (Malice as last item then).
- Look to sell Crusher late game for Titans.

What abilities to level?

First five spells to level:

1. Start with your 3 for max clear + AA cancel on buff
2. Take your 2 dmg and clear
3. Level your 1 (dis)engage
4. Level your 2
5. Level up ultimate and look for ganks

Order to max your abilities: **2-3-4-1**

Tips & tricks:

- You can use your 3 as a AA cancel.
A little GIF to demonstrate (AA - 3 - AA (be fast here) - 3 - AA



- You can jump to the first target it hits (even if it were to bounce) so you can jump on first target instead of bouncing and jumping to the last target.
- Ultimate can be used a good zone.
- Late game try to not use your 2 after your ult, use your AA cancels + Hydra's + passive effects.

Kali



When to pick Kali?:

Just late game. Wouldn't recommend to pick this god.

What to build?

Starter:

Assassin's blessing + T1 mace + 2 HP pots + 1 Multi pot. Usually start **beads**.

Next thing you want to buy is boots, usually back for T2 boots + 1-2 pots (1000 gold).

Relics:

- **First relic:** Beads
- **Second relic:** Blink

What you should have for late game:

- Hastened Katana (so you can follow enemies)
- Qins (your AA's rotation have a lot of hits)

Normal Build:



- Switch Ody bow for Titans if you need to kill tanks.
- Can go Magi's Cloak instead of Ody.
- If comfortable get Masamune instead of boots (cus of hastened and MS on 3 items).
- Sell Crusher late game (either for Titans if you value Ody bow more, or Exe)
- Mantle of Discord works on Kali as well.

- If you are against a lot of slow, you can consider getting Winged Blade after Stone Cutting (Skip Ody).

What abilities to level?

First five spells to level:

1. Start with your 2
2. Take your 1 ((dis)engage).
3. Level your 2
4. Level your 3
5. Level up ultimate

Order to max your abilities: **2-3-4-1**

Tips & tricks:

- Using your stun in the start of engagement is usually pretty good because your stun gives you power
- If you are split pushing and you know you are gonna be alone, you could consider using your stun to gain Power.
- MAKE SURE to use your ult before you die

Loki



When to pick Loki?:

Looking for mid and late game. He has good engage and can brawl most junglers.

What to build?

Starter:

Assassin's blessing + T1 mace + 2 HP pots + 1 Multi pot. Usually start **Beads**.

Next thing you want to buy is boots, usually back for T2 boots + 1-2 pots (1000 gold).

Relics:

- **First relic:** Beads
- **Second relic:** Aegis (can decide to go blink)

What you should have for late game:

- Hydras (AA cancel, works good with his abilities)
- A lot of power

Normal Build:

WARRIOR TABI   1600 ☐ Build	THE CRUSHER   2300 ☐ Build	TRANSCENDENCE   2600 ☐ Build	HEARTSEEKER   2300 ☐ Build
DAMAGE			
HYDRA'S LAMENT   2150 ☐ Build	TITAN'S BANE   2300 ☐ Build	PURIFICATION BEADS   0 ☐ Build	AEGIS AMULET   0 ☐ Build

What abilities to level?

First five spells to level:

1. Start with your 2 AoE clear
2. Take your 1 Stealth to gank/do dmg on camps
3. Level your 2 AoE clear (save mana)

4. Level your 3 (AA cancel and good dmg)

5. Level up ultimate and look for ganks

Loki is a bit special in how I want to level my spells. I max my 2 until it's in lvl 3, after that I start maxing 3. That's for max clear speed (which is what you should go for as loki)

Order to max your abilities: **(2)-3-1-4**

Tips & tricks:

- If you are in a situation where you can AA cancel you should do it. But it's ok to proc your 3 in stealth before you ult in.

Mercury



When to pick Mercury?:

Pick Mercury if you're looking for mid game control.

What to build?

Starter:

Assassin's blessing + T1 Katana + 2 HP pots. Usually start **beads**.

Next thing you want to buy is boots, usually back for T2 boots + 1-2 pots (1000 gold).

You can do a cheeky start with Heavenly Wings (as you get more power by movement speed) - look for early kills at mid camps. Also you can look to get Atlantas Bow early (skip Poisoned star

and and get Stone Cutting Sword after Atlantas Bow)

Relics:

- **First relic:** Beads
- **Second relic:** Blink

What you should have for late game:

- Crit items and Stone Cutting is pretty good

Normal Build:



- Stone Cutting is very powerful early
- Can go Deathbringer before Poisoned Star

- Can skip Wind Demon and get Titans if you feel like that's needed
- Bloodforge is WAY better than Asi because of the huge power.

What abilities to level?

First five spells to level:

1. Start with your 1 for max clear
2. Take your 3 ((dis)engage)
3. Level your 1
4. Level your 2 (slow immune and AS)
5. Level up ultimate and look for ganks

Order to max your abilities: **1-2-4-3**

Tips & tricks:

- You can use your 2 as slow immune if you're getting chased/chasing.
- You can cancel your ultimate and recharge it (sometimes you don't need it fully charged to gank a god who is close in lane. If you charge it all the way up, you'll run past them. It is good to know how much you need to charge the ultimate for how far you need to go).
- Look for lane ganks (stay behind the walls and charge it).
- If close to a wall and you hit your 3, put the enemies into the wall, this will give you an easier chance of hitting auto attacks after.

Ne Zha



When to pick Ne Zha?:

Looking for early/mid game pressure. Ne zha is hit or miss, can either be really good setup or fuck up the fights.

What to build?

Starter:

Assassin's blessing + T1 mace + 2 HP pots + 1 Multi pot. Usually start **blink**.

Next thing you want to buy is boots, usually back for T2 boots + 1-2 pots (1000 gold).

Relics:

- **First relic:** Beads
- **Second relic:** Blink

What you should have for late game:

- Mobility
- Crit (especially because of your ultimate)

Early build:



- Look to get Malice and Titans bane if you need it.
- Don't go brawlers if they don't have any healing. Can look to go Jotunns for CDR / Titans for % Penetration.
- If you want to be tanky get Mantle of Discord as 5th Item. (If you do so, maybe sell crusher for Titans or Malice).

Late game



- Get rid of Crusher and Winged blade for % Penetration and Malice.
- This is the build you want to have when you are looking to kill and do blink ult on carries etc.

If against 4 physical you can consider Void Shield or Nemean Lion.

If against 4 magical Ancile or Runic Shield can be very good (try to get it after Crusher).

What abilities to level?

First five spells to level:

1. Start with your 1 for max clear
2. Take your 3 To engage
3. Level your 1
4. Level your 2
5. Level up ultimate and look for ganks

Order to max your abilities: **1-3-4-2**

Tips & tricks:

- Remember there is crit in your passive
- Look to bait beads with your sash (without ulting).

Nemesis



When to pick Nemesis?:

When you want to run down gods like a lawnmower.

What to build?

Starter:

Assassin's blessing + T1 mace + 2 HP pots + 1 Multi pot. Usually start **beads**.

Next thing you want to buy is boots, usually back for T2 boots + 1-2 pots (1000 gold).

Relics:

- **First relic:** Beads
- **Second relic:** Blink

What you should have for late game:

- Heartseeker (big burst on ultimate) (NOT ON CRIT BUILD)
- Get a lot of pen so you shred through everything.

Normal Build:

WARRIOR TABI 	THE CRUSHER 	HEARTSEEKER 	JOTUNN'S WRATH 
 1600 ☐ Build	 2300 ☐ Build	 2300 ☐ Build	 2350 ☐ Build
DAMAGE			
MAGI'S CLOAK 	TITAN'S BANE 	PURIFICATION BEADS 	BLINK RUNE 
 2050 ☐ Build	 2300 ☐ Build	 0 ☐ Build	 0 ☐ Build

- Can decide late game to sell crusher to get Titans/Bloodforge there if you feel like you need more power.
- Can also get Mantle of Discord instead of Magi's Cloak.

Crit Build: *(Should not go this build against heavy tank comps or if you need Anti Heal(Brawlers)).*

I would change the starter here, and go Assassin's blessing + T1 Katana + 2 HP pots.



What abilities to level?

First five spells to level:

1. Start with your 2 for max clear
2. Take your 1 (dash) for (dis)engage
3. Level your 2 again for max clear
4. Level your 3
5. Level up ultimate

Order to max your abilities: **2-3-4-1**

Tips & tricks:

- Using your dash, you can AA between the dashes (so Dash - AA - Dash - AA) if in position to attack.

- You can use your shield as AA cancel so (AA - Shield - AA)



A little GIF demonstrating some AA cancels on Nemesis.

- If bursting a target, make sure to ult so they take as much damage as possible and more protection shredded!
- If you know you are about to be CC'ed you can pre beads and then use your shield (Because your shield is removed on CC)
- You can easy kill tanks as Nemesis!

Ratatoskr



When to pick Ratatoskr?:

When you want engage and strong early game.

What to build?

Starter:

Assassin's blessing + T2 Acorn + 2 hp Pots.

Usually start **beads**.

You can farm up until you can get T3 acorn without backing. Back next time for pots and for health/man.

Relics:

- **First relic:** Beads
- **Second relic:** Blink (blink is not needed,

but good for early/mid ganks). Aegis can be very good because you have your ult as engage!

What you should have for late game:

- Tankiness
- Full damage can 1 shot combo carries



- Can sell crusher late game for Mantle of Discord if you need to be more tanky.
- Heartseeker/Trans can be traded for Brawlers (If you need anti healing).
- Can skip Magi's Cloak if you don't feel like you need the tankiness. But I would at least recommend to get 1 tanky item.

- **If against 4 physical gods** - you can consider Void Shield or Nemean Lion (instead of Magi's Cloak or Heartseeker).
- **If against 4 magical gods** - you can consider Ancile or Runic Shield can be very good (try to get it after Crusher).

What abilities to level?

First five spells to level:

1. Level my 3 for best clear + AA cancel
2. Level my 1 for (dis)engage
3. Level my 2 for max damage
4. Level my 2 for max damage
5. Level ult

Order to max your abilities: **2-3-1-4**

Tips & tricks:

- Remember you can buy your acorn outside of base.
- Jump down with ult before 3rd jump by right clicking.
- Dash first before you stun, so targets are slowed.
- Use your 2 with AA cancel.

Ravana



When to pick Ravana?:

Looking for mid and late game. He has good engage and can brawl most junglers.

What to build?

Starter:

Assassin's blessing + T1 mace + 2 HP pots + 1 Multi pot. Usually start **blink**.

Next thing you want to buy is boots, usually back for T2 boots + 1-2 pots (1000 gold).

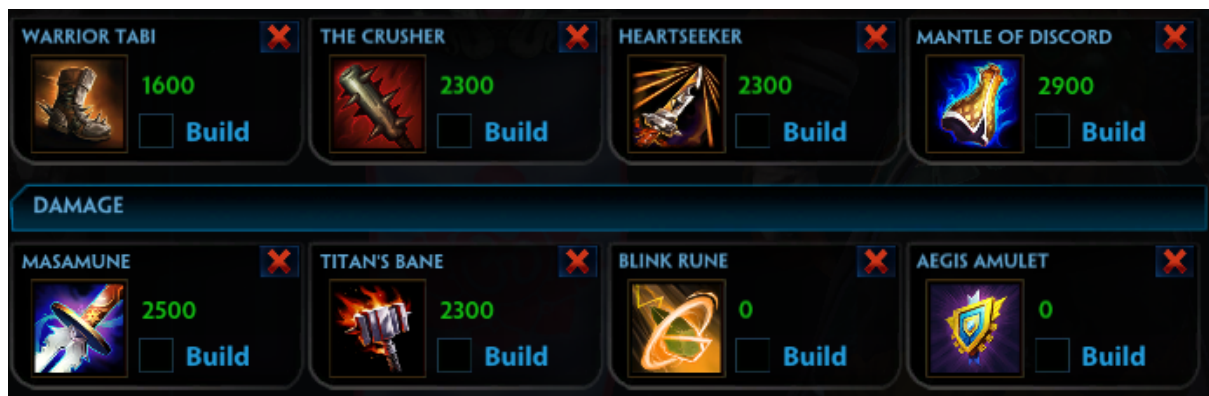
Relics:

- **First relic:** Blink
- **Second relic:** Aegis

What you should have for late game:

- A lot of power
- Tankiness (Usually Mantle of Discord and Spirit Robe)

Normal Build:



- You can go Transcendence instead of Heartseeker if really far ahead.
- Look to get Brawlers after Crusher if you need it (skip Heartseeker).
- Skip Titans Bane if not against tanky lineup. Can get Spirit Robe or Trans instead
- If you want 2 tanky items go Spirit Robe and Mantle of Discord (Semi tank Mantle of Discord and Masamune)

What abilities to level?

First five spells to level:

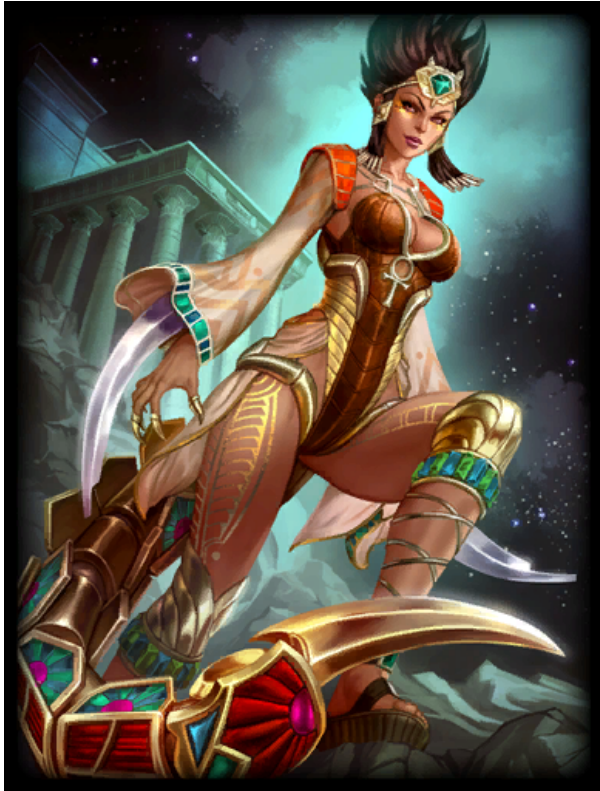
1. Start with your 1 for max clear
2. Take your 3 Root and dmg
3. Level your 2 Immunity
4. Level your 1
5. Level up ultimate and look for ganks

Order to max your abilities: **1-4-2-3**

Tips & tricks:

- Use your 2 as immunity rather than damage in most situations.
- Look to engage with ult rather than securing kills. - Blink on target - ult after him after their escape.

Serqet



When to pick Serqet?:

Looking for a jungler that is really good around the whole game, except for sieging.

What to build?

Starter:

Assassin's blessing + T1 mace + 2 HP pots + 1 Multi pot. Usually start **blink**. Next thing you want to buy is boots, usually back for T2 boots + 1-2 pots (1000 gold).

Relics:

- **First relic:** Blink
- **Second relic:** Beads

What you should have for late game:

- Try to get some CDR
- Tankiness
- Movement speed is very valueable.

Normal Build:

WARRIOR TABI  1600 ☐ Build	JOTUNN'S WRATH  2350 ☐ Build	MASAMUNE  2500 ☐ Build	THE CRUSHER  2300 ☐ Build
DAMAGE			
TITAN'S BANE  2300 ☐ Build	MANTLE OF DISCORD  2900 ☐ Build	PURIFICATION BEADS  0 ☐ Build	BLINK RUNE  0 ☐ Build

- Can get Brawlers before Masamune, but then skip Crusher.
- Can decide to go Magi's Cloak if so, get it as 3rd or 4th item.
- If you build Crusher, sell it late and try to get more tankiness or build into crit.

If you're looking to build crit (backline killer) it could look like this:



- Can get Brawlers Beatstick instead of Crusher for Anti Healing
- Sell Crusher late game for Titans

What abilities to level?

First five spells to level:

1. Start with your 1 for max clear
2. Take your 2
3. Level your 3
4. Level your 1
5. Level up ultimate and look for ganks

Order to max your abilities: **1-4-2-3**

Tips & tricks:

- This is a god where AA cancel is not needed because of your passive, you want to stack up your passive to do more percentage damage. You get stacks with your spells (1, 2 and 4). So try to use "2 - 1 - 4 - AA"
- You have a lot of mobility use it wisely.
- If in scenarios where there is more people try to hit 2 targets with your taunts instead of using both taunts on 1 target (they will stack up and attack each other + you can get a good 1 off).

Susano



When to pick Susano?

Looking for mid game, especially good into squishy line ups.

What to build?

Starter:

Assassin's blessing + T1 mace + 2 HP pots + 1 Multi pot. Usually start **beads**. Next thing you want to buy is boots, usually back for T2 boots + 1-2 pots (1000 gold).

Relics:

- **First relic:** Beads
- **Second relic:** Blink

What you should have for late game:

- A lot of power
- Hydra's Lament (if good with AA cancels)
- Titan's Bane

Normal build:



- You can go Transcendence instead of Heartseeker if you have a good lead.
- You can get Brawlers for anti-healing (instead of Trans or Heartseeker).
- Hydra's is **really** good if you know how to AA cancel - if you don't know how to AA cancel then you shouldn't buy it.
- You can get Magi's Cloak or Mantle of Discord for tankiness as 4th or 5th item.

- Bloodforge as your last item is pretty good if you are getting a lot of kills (especially against a squishy lineup).
- If you need Titan's bane (tanky lineups) get that instead of the Hydras.

What abilities to level?

First five spells to level:

1. Start with your 3 for max clear
2. Take your 1
3. Level your 2
4. Level your 1
5. Level up ultimate and look for ganks

Order to max your abilities: **1-3-4-2**

Tips & tricks:

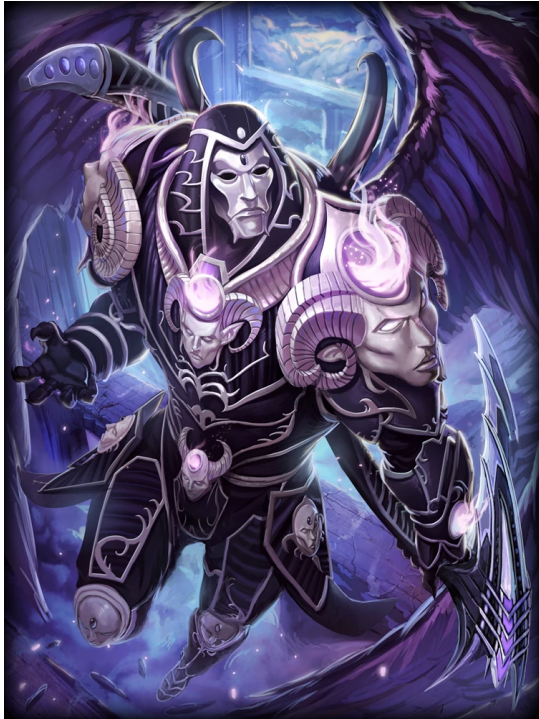
- Remember to hit a minion while jungling, so you can jump with your 3 to reduce the CD by half.
- AA cancel each time you use your 1.
- Try to "AA - 3 - AA - 3 - AA" and manipulate your Auto Attacks for maximum damage.

A little GIF to demonstrate how to get maximum damage between your spells



- You can use your ultimate instantly if you know they are gonna jump/aegis it.

Thanatos



When to pick Thanatos?:

Looking for good early game and a lot of pressure.

What to build?

Starter:

Assassin's blessing + T1 mace + 2 HP pots + 1 Multi pot. Usually start **blink**.

Next thing you want to buy is boots, usually back for T2 boots + 1-2 pots (1000 gold).

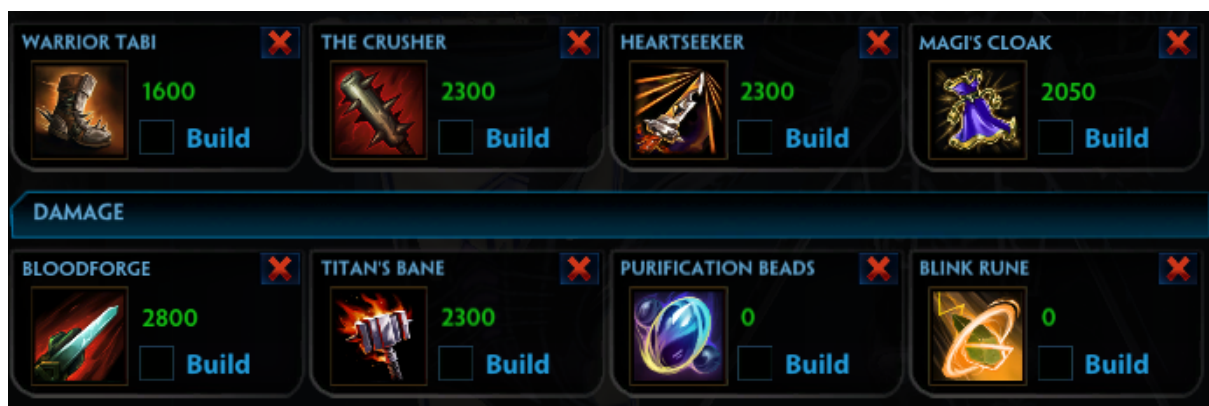
Relics:

- **First relic:** Blink
- **Second relic:** Beads

What you should have for late game:

- A lot of power and Bloodforge!
- Make sure to have Penetration in the build

Normal Build:



1. You can go Transcendence instead of Heartseeker if really far ahead (If you go Trans instead of Heartseeker, you should get Heartseeker 4th item).
2. You can decide to skip magi's cloak to get full dmg or mobility from Shield of Regrowth
3. You can get Mantle of Discord if you want to be tanky, instead of Bloodforge/Magi's cloak.

4. If you need brawlers get it before Heartseeker, and late game you can sell crusher to get Titans Bane.

What abilities to level?

First five spells to level:

1. Start with your 1 (can start 3, same clear)
2. Take your 3 (or 1, depends what you started)
3. Level your 1 (except if against a jungle with slow + mid)
4. Level your 2 (slow immune (lvl 1 if you leveled your 2))
5. Level up ultimate and look for ganks

Order to max your abilities: **1-2-4-3**

Tips & tricks:

- Maxing 2 over 3 for more movement speed and penetration.
- Engage with ult can be fine. You don't need to use it as execute only.
- They hear you use 2 in the jungle if they are nearby, so be careful using it right before you gank (can wait till he actually has vision on you).

Thor



When to pick Thor?

When your team needs setup and pressure mid game.

What to build?

Starter:

Assassin's blessing + T1 mace + 2 HP pots + 1 Multi pot. Usually start **beads**.

Next thing you want to buy is boots, usually back for T2 boots + 1-2 pots (1000 gold).

Relics:

- **First relic:** Beads
- **Second relic:** Aegis

What you should have for late game:

- CDR (try to get the 30+)
- Tankiness (Usually Mantle of Discord and Spirit Robe)

Normal Build:



- You can switch Brawlers for Heartseeker/Jotunns
- You can skip Spirit Robe and get 1 more damage item - Can also get Magi's Blessing.
- Usually Mantle of Discord is always worth it.

- Look to sell Crusher late game for Titans bane.

What abilities to level?

First five spells to level:

1. Start with your 3 for max clear
2. Take your 1 Clear and (dis)engage
3. Level your 3 for max clear
4. Level your 2 for stun / zoning
5. Level up ultimate and look for ganks

Order to max your abilities: **3-1-2-4**

Tips & tricks:

- Look to AA cancel between your spells.
- You can AA cancel between when you hit your ult and the stun.



A little gif with Thor combo (ULT - AA - HAMMER - STUN - AA - 3 - AA)

- You can use your wall to zone off.

Thank you so much for reading - I hope you have a better understanding of the jungle now - if you are looking for more information I am streaming daily on www.twitch.tv/lasbra - I'll gladly explain questions you have =)

**REMEMBER BUILDS ARE ONLY
GUIDELINES!!!!**

Social Media:

www.twitch.tv/lasbra

www.twitter.com/lasbraGG

www.instagram.com/lasbra

Snapchat: Itslasbra

Youtube: Soon to come

Most of this work is done while I have been streaming. So I would appreciate if you would leave a follow!

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