

psalm's Heroes of the Storm Library *FENIX patch

Hello striving player! I'm psalm, the current Melee/Ranged Assassin player for Tempo Storm. If you're just starting out or trying to master your damage dealers, you're in the right place. I'm starting to publish more educational content, so I made this document for all of my content. Hope it helps!

Connect with me and my team below:

twitch.tv/psalmhots

twitter.com/psalmhots

[Youtube Channel](#)

[HGC Standings](#)

[Master League Player Profile](#)

[Tempo Storm Profile](#)

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Everything You Need To Know (“EYNTK”) Hero Guides

This series consists of the most in-depth and comprehensive guides available. These guides encapsulate hundreds of hours of experience at the highest levels of competitive heroes play. They cover drafting (strengths/weaknesses/synergies/map-specific/match-ups), talent build variations, gameplay (macro/micro), and hero tips. ****Some guides might be outdated as they were written some time ago, so get updated talent builds in the talents section.**

[Zeratul Guide](#) (outdated)

[Greymane Guide](#)

[Genji Guide](#)

[Malthael Guide](#) (kinda outdated?)

[Kerrigan Guide](#)

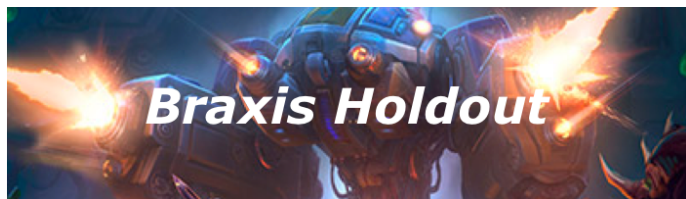
Tier Lists (Overall & Map Specific)

The tier list is a way for me to express how strong I believe each hero is in levels. This may very well not be in line with hotlogs win-rates, as those win-rates are skewed with many variables and factors¹ [See footnote for explanation]. Also, solo queue tier lists may be different from competitive tier lists. Be sure to **compare map specific tier lists** to the **overall tier list** for a general idea of the strength of various heroes.

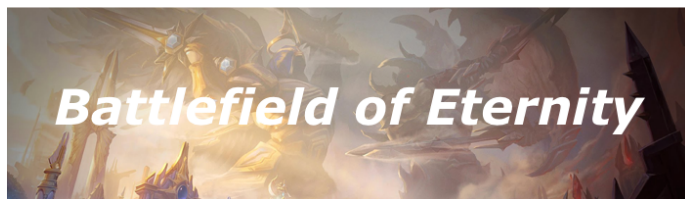
Overall Hero League [Tier List](#) (**FENIX PATCH**)

****JUST BECAUSE A HERO IS S TIER IN THEIR CLASS/ROLE FOR THE MAP, DOES NOT NECESSARILY MEAN THEY ARE S TIER OVERALL ON THE MAP****

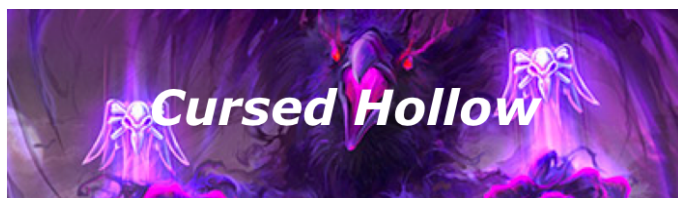
¹ For example, when filtering in Master/Diamond Hero League, The Butcher has an absurdly high ~58.5% win-rate, even though all pros consider him really bad. Looking further, the popularity of The Butcher is only 5%, which is extremely low. A couple possible factors that can explain The Butcher's high win-rate is that the only people that pick The Butcher are special one trick ponies that are really really really good with The Butcher and The Butcher only, possibly in specific scenarios where The Butcher is most optimal (maybe against triple backline comps). In addition, a large proportion of the playerbase does not upload replays to HotsLogs. These all skew the data.



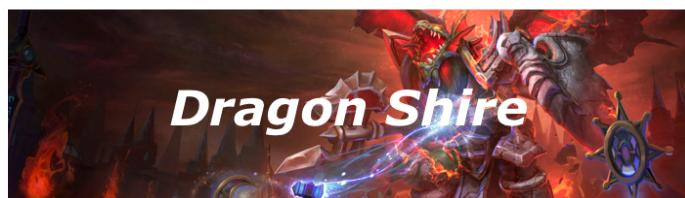
[Braxis Holdout Tier List](#)



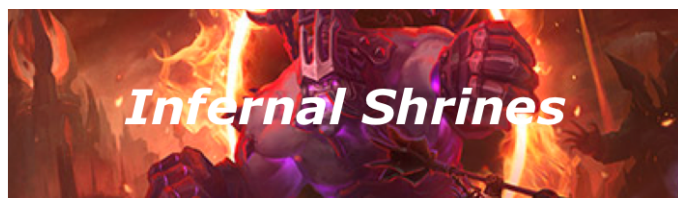
[Battlefield of Eternity Tier List](#)



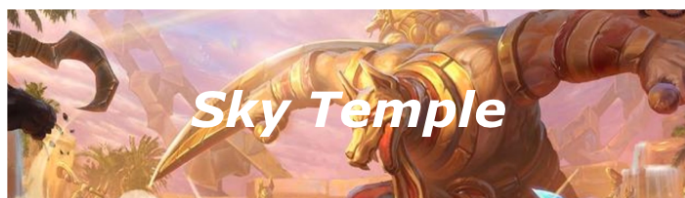
[Cursed Hollow Tier List](#)



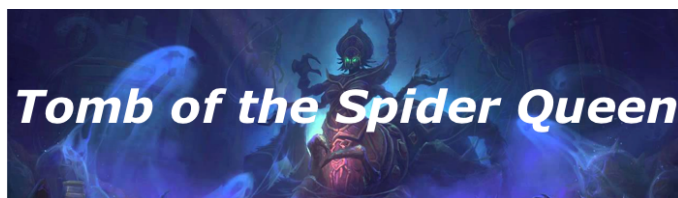
[Dragon Shire Tier List](#)



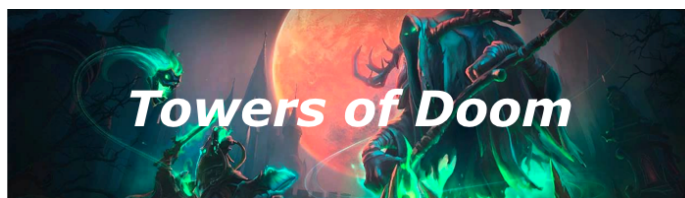
[Infernal Shrines Tier List](#)



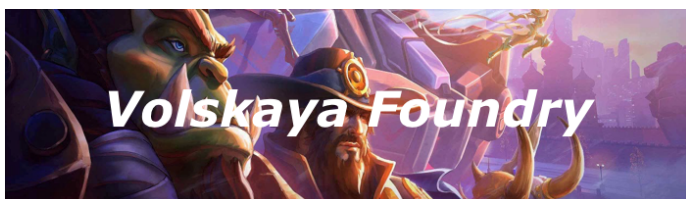
[Sky Temple Tier List](#)



[Tomb of the Spider Queen Tier List](#)



[Towers of Doom Tier List](#)



[Volskaya Foundry Tier List](#)

Talent Builds

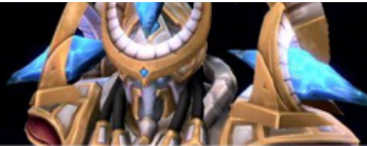
These builds are for the heroes that I specialize in or am very confident in my play. My favorites, though they may not necessarily be the “standard” talent build that a majority of players go, are in my opinion the strongest.

Alarak



[Standard](#)

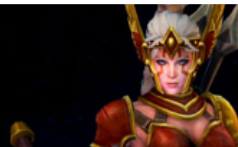
Artanis



[Standard](#) - Take Reactive Parry if needed to win solo lane on Braxis/Dragon Shire

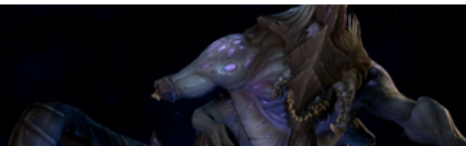
[Damage](#)

Cassia



[Standard](#)

Dehaka



[Standard](#)

Falstad



[Spell-based](#) - If against solo tank or if team has no mage.

[Auto-attack](#) - If against double tank or if team has a mage.

Fenix



no T/S link yet

Standard - 1) Mobile Offense 4) Emergency Protocol 7) Divert Power: Weapons 10) Planet Cracker 13) Auxiliary Shields 16) Photonic Weaponry (Offensive Cadence vs Garrosh) 20) Singularity Charge

Against a lot of kill threat (Genji, Tracer...) - 1) Advanced Targetting a 4) Emergency Protocol 7) Combat Advantage 10) Situational 13) Auxiliary Shields 16) Photonic Weaponry 20) Secondary Fire

Genji



[Standard](#) - Take Flow Like Water & Steady Blade if choke-heavy map & enemy team clumps a lot.

[Burst](#) - Take X-Strike against Dragonblade counters (Diablo, Twilight Dream, Uther...)

Greymane



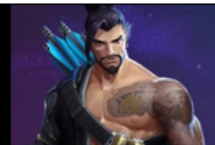
[Quicksilver Bullets](#) (Standard) - For kiting and outranging

[Cocktail Poke](#) - If stacking will be fast (best on Shrines, Tomb), against low sustain healer

[Wizened Duelist](#) - If enemy has little kill pressure/your team has two or more supports/shields.

Go Cursed Bullet against tankier compositions.

Hanzo



[Standard](#) - Take Explosive Arrows at 4 on Infernal Shrines/Tomb

Illidan



[Immolation](#) - Against mostly backline/jungling map

[Battered Assault](#) - Against multiple melee/for brawling

Junkrat



[Standard](#)

Kael'thas



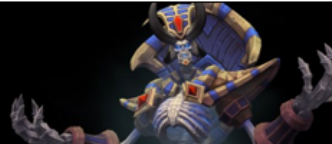
[Standard](#)

Kerrigan



[Standard](#)

Kel'Thuzad



[Standard](#) - Take Shifting Malice if enemy is dive-heavy

Leoric



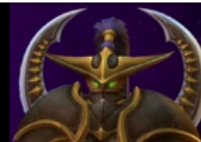
[Standard](#)

Li-Ming



[Standard](#) - Take Power Hungry if you don't need Force Armor

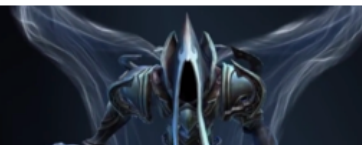
Maiev



[Standard](#) - Take if enemy team will clump and you'll be able to AA a lot in fights

[Scaling](#) - Take if you can get good stacks

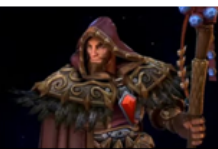
Malthael



[Standard](#) - Defensive tier 13 is situational

[Against heavy sustain](#) - Defensive tier 13 is situational

Medivh



[Standard](#) - Take Leyline with combo setup (Apoc, Ring of Frost) or against Sanctification. Stable Portal at 16 is also strong.

Ragnaros



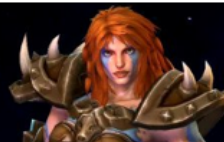
[Standard](#) - Resilient Flame at 13 against heavy CC

Samuro



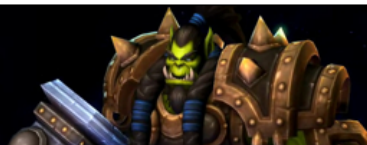
[Standard](#)

Sonya



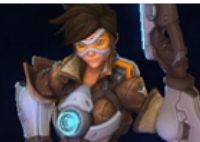
[Standard](#) - Take Ignore Pain/Nerves of Steel against heavy burst

Thrall



[Standard](#) - Take Spirit Shield if against heavy spell damage

Tracer



[Standard](#) - Take Sleight of Hand if Locked & Loaded is too hard

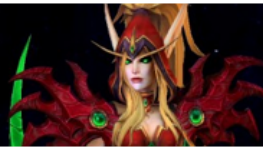
Tychus



[In the Rhythm](#) - Against multiple tanks if able to stack well, strong support on your team

[The Bigger They Are](#) - Against solo tank

Valeera



[Standard](#)

Valla



[Multishot](#) - On Tomb, Dragon, Braxis, Shrines, Sky

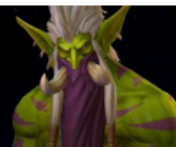
[Hungering Arrow](#) - On Towers, Cursed, BoE, Warhead, Hanamura

Xul



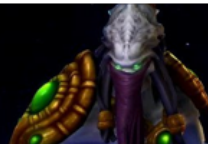
[Standard](#) - Take Shade if against a lot of auto-attackers

Zul'jin



[Standard](#)

Zeratul



[Standard](#)

[Late game/Single target burst](#)

Youtube How-to's

[How to Zeratul Rewind Combo](#) (outdated but similar concept)

[Jaina 6k+ Damage Ring of Frost Combo](#)

Articles

Here are just some random write-ups that I have that are now irrelevant. Just if you're randomly curious to see my previews and thoughts on certain events.

Eastern Clash [Preview](#)

Western Clash [Preview](#)