

Torvald for Dummies: A Paladins Guide for Torvald, the Runic Sage

*"I can heartily recommend this guide as a great way to
get your feet wet with Torvald!" -some guy i guess*

Torvald FOR DUMMIES®

*A Reference
for the
Rest of Us!®*

I suck at MSpaint lmfao



*Covers basic
loadouts and builds for each
playstyle, abilities, tierlists*

and more

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Part 0: The Beginning

Thanks for stopping by, hope you enjoy the guide!



Introduction

Hello everyone, welcome to my guide called Torvald for Dummies. This is a surface level guide for those that want to play Torvald and are having some issues regarding what to build, what to have in your loadout and do's and don't's of the character.

If you're an experienced Torvald player, there isn't much you can learn here. This guide is made for newer players in mind, be those to Paladins or to just Torvald as a character.

If you are interested on a different kind of Torvald guide, that talks about other parts that I won't mention here (Drafting, who to bubble, positioning, etc), check out Dinns' guide. Their guide is very well made, which I highly recommend after reading this one:

https://www.reddit.com/r/PaladinsAcademy/comments/je16va/torvald_guide/

Keep in mind this guide was made in the 11th of October, 2022. Paladins is a game that tends to mix things up a fair bit, requiring some catch-up to those that wish to come back to it. As such, some stuff on this guide might be different from what you see in the game at the time you are reading this. I apologize if some stuff shown here is horribly outdated.

With all that out of the way, I hope that you learn a bit from this guide and mostly of all, I hope you enjoy the read!

Torvald's lore

“As the ranking scholar and preeminent authority on runic lore at the Deepwerks facility, Torvald is one of the architects of the wave of crystal-powered technology sweeping across the Realm.

Though he would much rather have his nose buried in a dusty old history tome or reach into a swirling vortex of magical energy using his enhanced stone gauntlet, he understands that the Magistrate is the driving force behind all his research and has joined their effort to put down the Resistance. Once the war is over, he can once more get back to work.”

- Torvald's official bio, taken from paladins.fandom.com.



Part 1: Torvald's role

This part is to show Torvald's unique role and playstyle in Paladins, and some simple do's and dont's of the character. Nothing too fancy.

If you're not interested in this part, use the Index to navigate through this guide.



Torvald's role in Paladins

Torvald is quite simply a mixture of an off-support and an off-tank. These are the 2 playstyles someone chooses whenever they're playing Torvald. If you're focusing to be an off-support, you focus on shielding and supporting your allies in fights by nullifying the enemy's flanker. You usually stand alongside the damage dealer or healer, acting as a B-tech support.

If you lean more towards the off-tank role with Torvald, your job is to help your allies with whatever offensive tasks they have, and trying to deny escapes to whoever you or your ally is fighting.

With this role, you can also 1v1 flanks fairly often with the help of your HP bar and your Nullify ability, making Torvald very good against those pesky Maeve and Evie one-tricks, for example.



Torvald is NOT a main tank

Something that Torvald is not, however, is a Main Tank. A lot of Paladins newbies tend to do this and it's awful. His kit simply isn't made for contesting the point, and due to the lack of DR cards or anything to make him stall for time on the point, he just gets shredded on it.

For those that have no clue what a Main/Point Tank is, and the difference between a Main tank and an Off-Tank, here's an image that was made to clarify this (Credit goes to Dinns, the image creator).

Main Tank	Off Tank
	
<p>Contests the objective while the enemies are also trying to contest it. After the mid is won, push up and let support on cart.</p>	<p>Contest one of the side lanes. Can contest point when the main tank isn't able to, but otherwise, don't stack both tanks on point.</p>
<p>Soaks damage for extended periods of time.</p>	<p>Soaks damage for limited periods of time.</p>
<p>Focuses on out-playing the enemy main tank</p>	<p>Protects backline against enemy flank</p>
<p>Creates space for the team overall by drawing attention and forcing the enemies to divert their resources into them.</p>	<p>Creates space for nearby team mates by imposing a threat (i.e. burst damage or heavy CC) to deter enemies.</p>
<p>Enables the team to stabilize by stalling enough time to allow the team to regroup.</p>	<p>Enables the team to control important areas of the map and can help the DPS make aggressive plays.</p>
<p>Responsible for initiating team fights and makes the important decision on whether a team fight is winnable enough to keep contesting vs. knowing when it's time to pull back and hard-reset.</p>	<p>Responsible for inserting themselves at the right place at the right time. Decides when its time to protect their own backline and when it's time to push into the enemy's backline.</p>

Part 2: Torvald's base stats and abilities

This part is to show the reader what kind of weapon, abilities and the HP bar that Torvald has.

If you're not interested in this part, use the Index to navigate through this guide.



Torvald's HP bar



Torvald has a very unique HP bar, which looks like this picture when it's full.

He has a base HP of 3000, and has 2000 Shield points that can be restored with the ability Recharge.

Although this HP bar is very unique and 2000hp can be restored with the click of a button, this also comes with some unique downsides.

Wrecker actually affects this shield and can make the 2000 shield disappear in an instant. However to counterbalance this, Paladins made it so this shield bar can be beefier with the help of Guardian (We'll get to this later on in the Items part of the guide).

Torvald's weapon



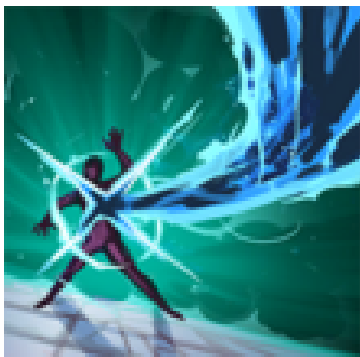
Torvald's primary fire is his gauntlet, which fires energy blasts. It's fully automatic and fires every 0.25s (4 blasts per second). It has an ammo count of 15 and does 200 damage per shot (3000 damage in total).

There are some other stuff you might want to keep in mind, which are:

- 1- This weapon has damage fallout. This weapon is fully effective up to 75 units, but depending on the distance, it has a damage fallout that is up to 66%. This means that Torvald is a lot more effective in close range duels with this weapon, instead of long damage poking.
- 2- The weapon has reduced accuracy whenever you're airborne, so try to aim accordingly.

This weapon is actually pretty nifty. The damage it does, mixed with Torvald's kit can 1v1 most flankers and can cause quite a hassle to other Champions. Mixed with some cards that can be used to maximize Torvald's damage and CC output and you've got quite a killer in your hands (Literally, because it's a gauntlet).

Nullify



Torvald focuses his gauntlet, silencing his target for 2 seconds and deals 800 damage during that time.

It requires the target to be in line of sight in order to silence them.

Keep in mind of the following:

- 1- This ability gets countered HARD by Resilience and crowd control reduction.
- 2- Has a range of 60 units. You can move whilst using Nullify but you have a 30% movement speed reduction.

Torvald's bread and butter ability. As an off-tank, one of your jobs is to try and nullify (heh) whoever you're facing in the off lanes. This ability is great for that, since Paladins is so ability dependent and a lot of champions depend on those abilities as a source of mobility, damage, etc.

Nullify basically locks someone in place for 2 seconds, making them unable to do anything but fire their weapon. It can also cancel other abilities that are channeling (Example: Raum's Juggernaut), so keep that into consideration whilst playing Torvald.

Love this ability.

Protection



Torvald provides a shield onto an ally that is in sight. Just point at them and activate Q.

This shield soaks up to 650 damage and it lasts for 4 seconds or until it's destroyed.

Keep in mind for the following:

- 1- You can shield an ally that is up to 175 units.
- 2- This ability is affected by Wrecker.
- 3- This ability can be buffed with Guardian.

Not much to say about this ability, really. It gives a shield.

This is the spell that makes Torvald into that weird edge that only he shares in Paladins, where he is both an off-support and off-tank.

This spell is much more interesting with loadout cards regarding the shield, which we will get to later on.

Recharge



Regenerates 2000 of your Shield over a duration of 1 second. Whilst channeling, you can only use Protection. This spell can also be canceled early by reactivating this ability.

Thanks to this ability, Torvald always has 4000 Shield whenever he spawns (2000 Shield + 2000 Shield recovery on activation).

As previously said, this ability's shield can be buffed up with the usage of Guardian. Like Protection, there's not really much to talk about with this spell. It gives you your shield juice back.

With that being said, you can use this ability very well as a baiting tool for your enemy, believing they're just chasing a low HP Torvald just to beef up again and beat whoever it is in that duel. It's always fun when it happens, and makes Torvald even more charming than he already is.

Places to use your Hyper Beam

As said on the previous page, there are many places where you can use your ult to throw someone off the map or into an instant kill zone.

Big thank you to Dinns for providing some of the places that i'm about to cover here and I remind you to watch their guide on Torvald (Provided it on page 3).

- 1- Fish Market- The best Torvald map for this. Just use it whenever they're on the side of the coast.
- 2- Splitstone Quarry- In the dark room that is next to the lava pit, just use it aiming at the point to put whoever's in it to the spinner, killing them instantly.
- 3- Frog Isle- Whenever they face the side of the sky. There are barely any walls in that area, leading to at least 1 easy frag.
- 4- Jaguar Falls- Ult from the dark room to lead anyone that is into the point to an easy death, by flying them through the sun room.
- 5- Serpent Beach- On one of the flanks or onto the enemy spawn whenever your team is trying to push the payload.

These are the most notable maps to use your ult on, but keep in mind of the other usages your ult has, or just other spaces on maps I didn't mention on this list.

Part 3: Torvald's talents

This part is meant as a showcase to Torvald's talents, alongside with an analysis of each talent and which one to pick, depending on the playstyle you choose to have.

If you're not interested in this part, use the Index to navigate through this guide.



Torvald's talents (Part 1)



Thanks, Grandpa (Default Talent):

Increase Protection's Shield Health by 300 and reduces its cooldown by 1 second.

This is your go-to-talent if you wish to play Off-Support Torvald. This gives your allies a 950 Shield which is no laughing matter. Alongside your loadout that revolves around this shield and talent, this makes Torvald a pretty neat Off-Support.



Direct Current (Unlocks at level 2):

Double the range at which you can use Nullify.

This is your go-to-talent if you wish to play Off-Tank Torvald. 60×2 is 120 units, which is a great range threshold. It basically makes Nullify a mid-range stun, which is awesome, and it helps a lot with those enemies that you don't want to run away, or those flanks that heavily rely on mobility in order to outplay and kill you.

Torvald's talents (Part 2)



Field Study (Unlocks at level 8):
Increase the damage done by allies by 10% while they are Shielded by Protection.



This talent is complete trash.

At first glance, this talent seems great for Off-Support Torvald. But then you read it properly.

10% extra damage isn't even that much. But the biggest issue with it is the duration of it. You either shielded an ally that didn't need it in order for him/her to get +10% damage for 4 seconds, or you shielded an ally that is in the middle of a battle, and he/she gets 10% extra damage. BUT if you do that, the shield soaks some damage and it's usually gone in less than 4 seconds or simply gone in less than 1 shot, so they can't take advantage of the extra damage! This talent is sheer bait. Never use it.

Part 4: Torvald's loadouts

This part is to show Torvald loadouts for each playstyle, and an overall ranking and explanation of every loadout card that Torvald has, with the usage of a tierlist.

If you're not interested in this part, use the Index to navigate through this guide.



Loadout card list



Protection loadout cards:

Hearthwarder: Generate (75/150/225/300/375) Shield after using Protection.

Lifegiver: Heal the target of your Protection for (75/150/225/300/375).

Timeshaper: Generate (2/4/6/8/10) Ammo for the target of your Protection.

Winddancer: Increases the Movement Speed of your Protection target by (10/20/30/40/50)% for 2s.

Recharge loadout cards:

Conduction: Reduce the cooldown of Recharge by (0.4/0.8/1.2/1.6/2)s.

Eldritch Speed: Increase your Movement Speed by (10/20/30/40/50)% during Recharge and for 3s after it ends.

Induction: Generate (2/4/6/8/10) Ammo after activating Recharge (5 second cooldown).

Vital Grasp: Heal for (75/150/225/300/375) after activating Recharge

Nullify loadout cards:

Arcane Etching: Gain a (100/200/300/400/500) Health Shield after activating Nullify.

Infusion: Heal for (50/100/150/200/250) after activating Nullify.

Rune Torrent: Regenerate (2/4/6/8/10) Ammo every 1s while using Nullify.

Scribe's Wit: Reduce the Cooldown of Nullify by (1/2/3/4/5)s.

Ammo/Weapon loadout cards:

Glyph of Freedom: Reduce your active Cooldowns by (8/16/24/32/40)% after getting an Elimination.

Glyph of Health: Increase your maximum Health by (150/300/450/600/750).

Glyph of Siphoning: Gain a (100/200/300/400/500) Shield after getting an Elimination.

Glyph of the Fist: Increase your maximum Ammo by (1/2/3/4/5).

Explaining positions (Pt 1)

Hearthwarder (F): It's bad putting points into it and it's awful as a filler card. 375 Shield is nothing, and it gets wiped after 1 auto, but the worst part is that it's whenever you use Protection, which usually means you're already safe or when they're not focusing you. Never run it.

Lifegiver (B): Although I'm not the biggest fan of this card, all Off-Support Torvalds run it at 4/5. The heal is good, especially if you heal a damage/flank champion. Although a lot of cards outclass this one, it's the second best card of Off-Support Torvald. Run it at 4 at least, never run it as a filler card.

Timeshaper (D): Low ammo flanks might like it. Noone else does, because the ammo you get from it is negligible if you're not a part of the group I mentioned. This card is bad, but if you really want to use it, run this card at 2 point maximum. If you run more than that, you're trolling.

Winddancer (S): Now we're talking. This is easily the best card for Off-Support Torvald, and it's even good as a 1-2 pointer for Off-Tank Torvald. The movement speed it provides is excellent, and everyone will love this movement speed, especially if you put points into it. Run it at 4/5 in Off-Support, 2 pointer at maximum for Off-Tank.

Explaining positions (Pt 2)

Conduction (D): Unnecessary. I'm not putting it at F because it's not a joke, like most F tier cards. It's just forgettable and you'll probably wish you put points on other better cards than this one. Never run it, use Glyph of Health instead.

Eldritch Speed (S): Another awesome speed card. If you don't buy Nimble, this is your only source of extra mobility. 4s mobility speed with 50% movement speed at most is insane. It's also useful at just a 2 pointer for example. Very good for sticking onto those flanks or anyone in that regard. You can run this card from 2 to up to 5 points, depending on whatever you feel is best.

Induction (F): This card sounds decent at first, until you realize 3 factors. The first one is that this card gets very outshined by other ammo cards, the second one is that it only gives you ammo after Recharge, making it very situational. The third and most important one is that the full Recharge time is 1 second, and it only takes 1,5s to reload! Would you rather get 2 ammo in the span of 1 second without doing anything except refilling your Shield or get full ammo in 1.5s? This card is an absolute joke. Never run it.

Vital Grasp (F): Awful. The heal you get is minimal at whatever points you put it, you heal yourself on Recharge and not Protection, and you just want to end the game you're on so you can spend your valuable loadout points into something else. Never run it.

Explaining positions (Pt 3)

Arcane Etching (C): This card isn't the worst, because it works with Nullify, the shield is alright at a lot of points, and it can help you 1v1 most flanks (Tanks 1 more auto). The 2 issues with this card is that there's a tanking card that is a lot better, and Wrecker takes a dump on this card. Although it can be decent, and it's better than 50% of his cards, never run this card.

Infusion (F): There isn't much to say, outside of this card feeling like a joke. You have 3000HP at least. A 50 to 250 heal with Nullify is pitiful. Never run this card.

Rune Torrent (A): Torvald's best filler card. If Nullify is fully used, it gives you 4 ammo, which is more than enough to finish whatever flank you're focusing on. This card gets affected by Resilience though, be careful. I run this card at every loadout as a filler 1 pointer. That's what I recommend as well, don't bother putting more points into it.

Scribe's Wit (S): Yeah, this card is pretty good at any number you put it in. I like running it at 5 when I'm playing Off-Tank because I like having Nullify up as quickly as possible. With more Nullify, more opportunities to cause havoc arrive, and that's when Torvald shines. Run it at whatever points you feel like, but I recommend it at 5 at Off-Tank and as a 1 point filler on Off-Support.

Explaining positions (Pt 4)

Glyph of Freedom (A): Like all cooldown reduction cards upon an elimination, this card is very good for snowballing and spamming your abilities. I actually like using separate snowball loadouts, that have this card at 4 points at least. If you just want a little mixture, run this card at 2/3 points and spend your loadout point elsewhere.

Glyph of Health (S): Torvald has a base HP of 3000 without his Shield, but with this card at 5, you have 3750, which is huge considering you have 2 hp bars. A base body of 5750 1v1s any kind of flank or damage. Keep in mind you can also buy Veteran + Haven alongside this, making you unkillable. Although it doesn't look too flashy, this card puts all the other tanky Torvald cards to shame. When it comes to points, this card is the opposite of Winddancer. Run this at 5 in every single Off-Tank variant, and as a 1-2 pointer on Off-Support Torvald.

Glyph of Siphoning (F): Gets outshined by Glyph of Health, gets outshined as a snowball card by Glyph of Freedom, and gets destroyed by Wrecker. Never run this card.

Glyph of the Fist (B): I put this card at B tier because it's only useful as a filler card, and I think Rune Torrent does its job better. However, if you prefer this card, by all means run it. This is a very good card as well. Run it as a 1-2 pointer filler card.

Torvald Loadouts

(1.1- Off-Support)

I have made 3 Torvald Off-Support loadouts, each one with different variations. Keep in mind these loadouts are not set in stone, so run these at whatever points you feel are best.

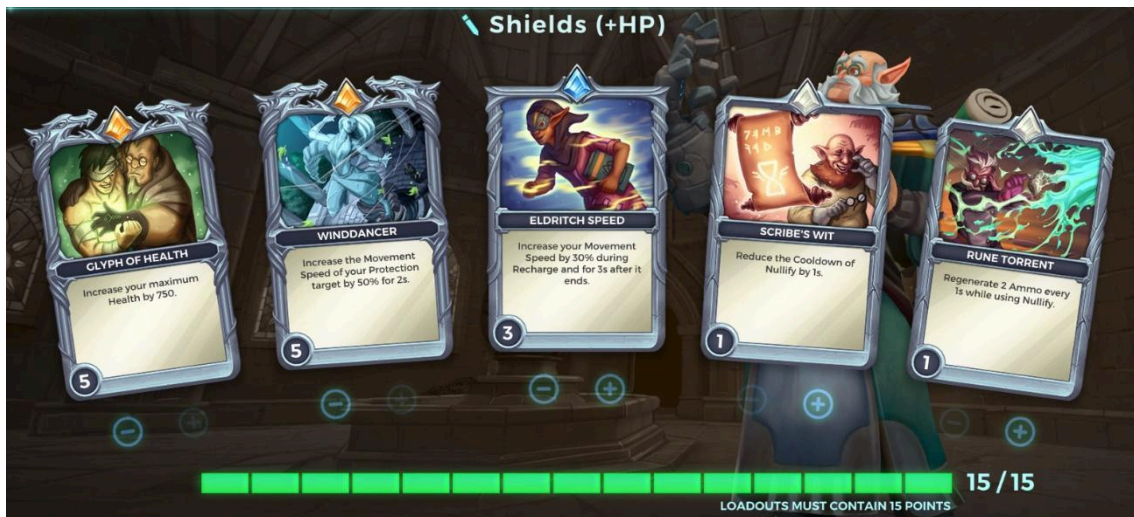


^ This is a default Off-Support loadout, with Lifegiver and Winddancer at 5 for maximum support with your shield, Eldritch Speed at 3 for extra mobility and HP and Rune Torrent as filler cards.

The numbers of each card can be swapped around if you really want to (Example: -2 points of Lifegiver to go to Glyph of Health, -1 point of Winddancer and Lifegiver to have Eldritch Speed at 5, etc).

Torvald Loadouts

(1.2- Off-Support)



^ This loadout is when you don't think Lifegiver will be useful and you want extra tankiness instead. Scribe's Wit replaces Glyph of Health as the new filler card.

I wouldn't recommend tweaking around this loadout all too much, because you might transform this loadout from Off-Support to Off-Tank Torvald. You can also give 2 points of Glyph of Health and put it into Eldritch Speed for a memey yet still good speedy loadout. Torvald, the Zoomiest Sage.

Torvald Loadouts

(1.3- Off-Support)



^ This loadout is one of the loadouts when I said I like using elimination cooldown cards in separate loadouts, for when I believe the game will snowball in our favour. This is a cookie-cutter Off-Support Torvald loadout with Glyph of Freedom slapped onto it. If Lifegiver isn't your thing, replace it with Glyph of Health.

Overall, this loadout is great for shield-spamming if you can get your teammates to kill enemies, if not, Glyph of Freedom is kinda of a useless slot. These kind of builds tend to pay off more than not though, so keep that in mind.

Torvald Loadouts

(2.1- Off-Tank)

I have made 2 Torvald Off-Tank loadouts, each one with different variations. Keep in mind these loadouts are not set in stone, so run these at whatever points you feel are best.



^ This is the definition of a max aggression Torvald, that might suit your style more than the Off-Support variant I showed some pages ago. Nullify CD and HP at 5 for tankiness and help in those off-lane duels and Eldritch Speed as a mobility card, since that's not one of Torvald's strong suits. Winddancer can be replaced with whatever you feel is best, although I believe this card is the best suited for this slot. As always, Rune Torrent is there for ammo regen and filler.

Torvald Loadouts

(2.2- Off-Tank)



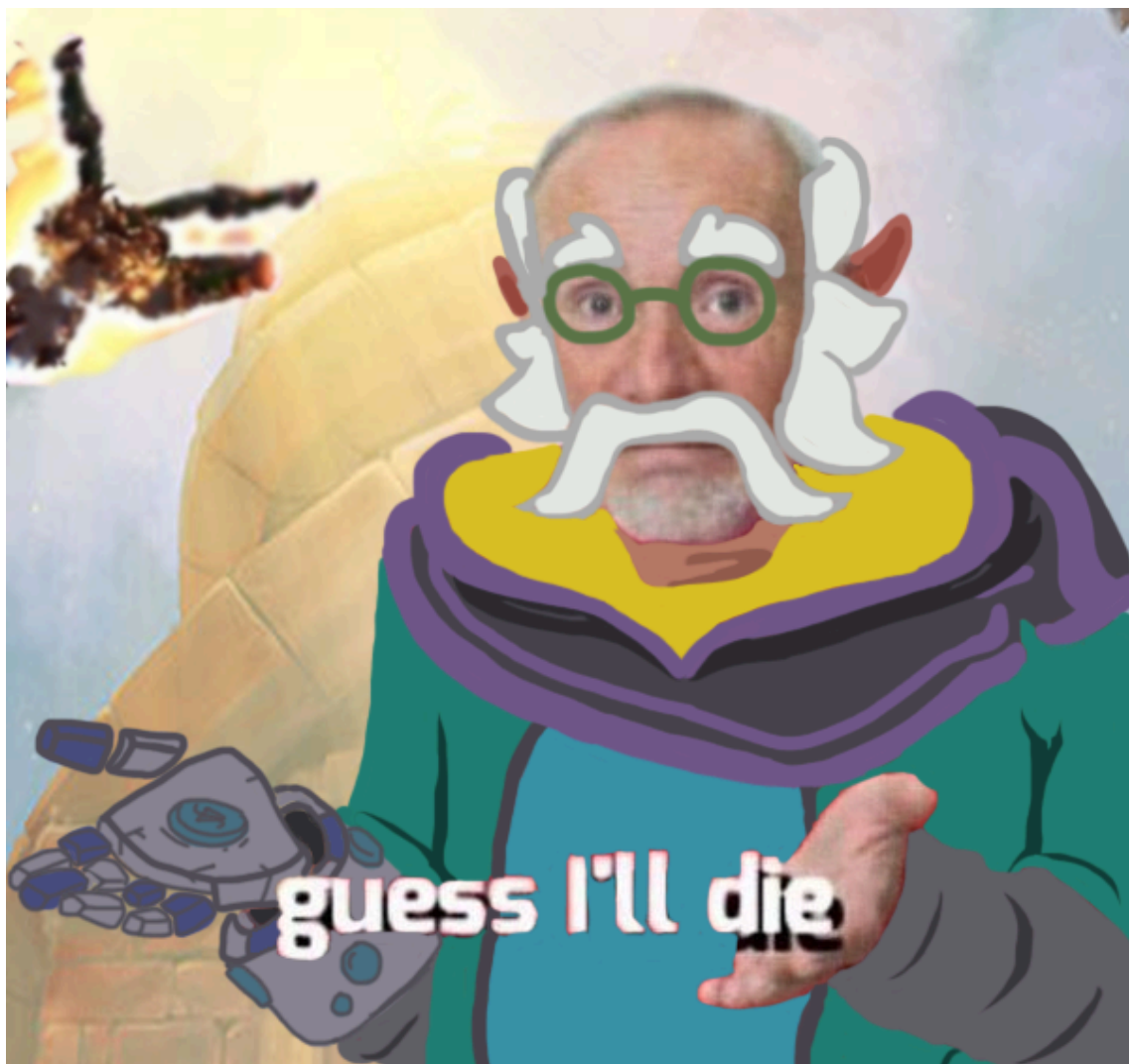
^ Like the 3rd loadout on my Off-Support Torvald, this one uses Glyph of Freedom as a snowball mechanism. After that, Scribe's Wit at 3 for more Nullifies, and Eldritch Speed at 2 for extra mobility. Rune Torrent at 1.

If you're not comfortable with Glyph of Freedom at 4, you can take away 2 points from it to go to Scribe's Wit, making this loadout very consistent and a very good alternative to my default Off-Tank Torvald loadout.

Part 5: Items for Torvald

This part is to show the best items that you can buy on Torvald, with the help of a tierlist. There are also some in-depth explanations on why some of these items are good or not.

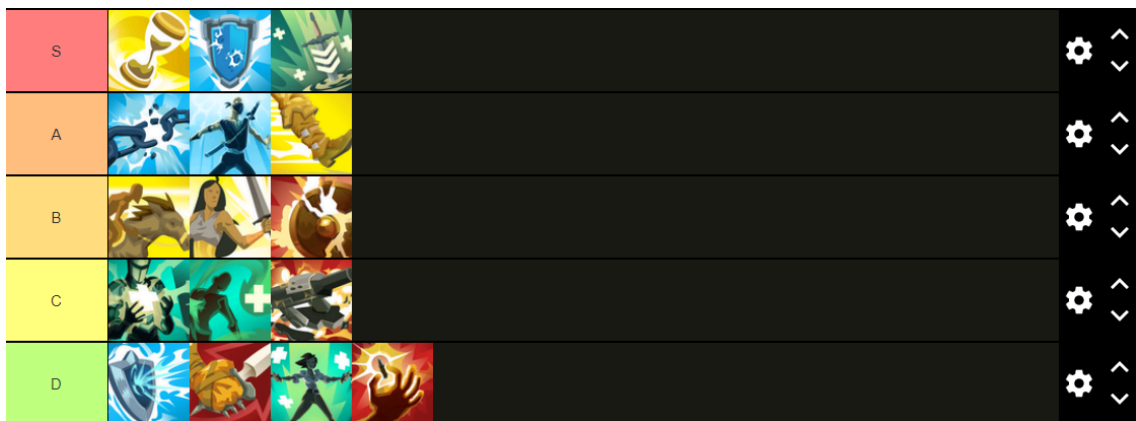
If you're not interested in this part, use the Index to navigate through this guide.



Items for Torvald tierlist

I'm presenting another tierlist in this guide, but instead of loadout cards, it's about the items that Torvald can buy on the store. This is something I've seen a lot of newer Torvald players fumble on, and it's something I very much wanted to rectify.

Like the previous tierlist, I'll show the list and afterwards I'll show you my explanation for each item being in said tier.



S Tier: Staples for Torvald, mandatory to buy them if no situational items are necessary.

A Tier: Very good items on Torvald or mandatory situational items.

B Tier: Situational items that are not as urgent to get, but are great if the gamestate requires you to get these.

C Tier: Items that aren't as bad as D tier, but you'll never buy these items, due to the items above being straight up better.

D Tier: Garbage items that are useless item slots on Torvald.

Explaining positions (Pt 1)

Illuminate (A): Very good against Champions that have any kind of stealth (Skye, Sha Lin, Seris, Strix, etc). Mandatory purchase if the enemy team has more than 1 champion with invisibility. Still a great purchase if they only have 1 champion with invisibility.

Resilience (A): Very good against Champions with CC (Atlas, Seris, Inara, etc), and a mandatory buy if they have more than 1 Champion with any kind of CC. Also a good purchase if they only have 1 source of CC.

Guardian (D): I have some pages dedicated to this item. Long story short, it kinda blows, don't buy it.

Haven (S): Alongside your extra HP with Glyph of Health, this makes you quite a troublesome off-tank. Even without your extra HP, it's DR is very noticeable whilst fighting a lot of Champions. An awesome default purchase, which should be what you gravitate towards after getting some Chronos under your belt.

Nimble (A): Outside of Eldritch Speed, this is your only source of movement speed, but since that card exists, Nimble doesn't sit in S tier, in my opinion. However, it's still an amazing default buy, with its dirt cheap cost, mixed in with the fact that you never want to activate Recharge just for the extra speed that Eldritch Speed gives you. It's very close to a S tier item.

Explaining Positions (Pt 2)

Master Riding (B): Good in large maps (Ice Mines is a great example), where this is a must-buy. Other applications aren't as urgent, and the items in the same tier or above this one are better buys.

Morale Boost (B): Fishnit did a very good video explaining when you want to buy Morale Boost, and this video also suits Torvald quite well, so give it a watch: <https://www.youtube.com/watch?v=L-4gz8X2tpA>.

Basically you buy Morale Boost when: You want to spam your ult; If there's a big fight and you don't have ult, but want it for that fight; To first buy Morale Boost to win the first fight with your ult (Not as applicable as the first 2).

Chronos (S): Mandatory purchase, no matter the game you're on. It's up to you if you want to buy this item first every game, but since Torvald has some hefty cooldowns, this item helps him maintain his usefulness throughout every stage of the game, be it with more shields or nullifies.

Kill to Heal (D): Trash. Never buy this. Not only are you heavily relying on snowballs to get your healing, but spending 1200 credits to get 900 heals on a 3000HP body isn't great. You just want Haven 2 with those credits.

Life Rip (C): Better than Kill to Heal, but you still shouldn't buy this, since it makes no impact. You're not dealing that much damage with your gauntlet, so there isn't as much life steal as you hope.

Explaining Positions (Pt 3)

Rejuvenate (C): Although it's an harmless item, and it gives you increased healing, you definitely want to buy something better with the limited item slots you have in this game. Don't buy this.

Veteran (S): Spoiler Alert- This is Guardian, but better. You always buy this instead of Guardian, especially if you want to play Torvald as an Off-Tank.

Bulldozer (C): Way too situational, and unlike Illuminate and Resilience, it's not worth an item slot to take care of the stuff that this item counters, like Ying's illusions or Barik's turrets. You can get it, but it's underwhelming.

Deft Hands (D): No point in getting this item. Torvald isn't a champion that really needs reduced reload time, and you should use the credits you have to buy much more useful items for Torvald, like Chronos and Haven.

Lethality (D): No... Just no. You have your extra mobility with Eldritch Speed and you can also get Nimble for cheap, so this item never gets considered. Don't buy it.

Wrecker (C): Not as useful as a situational item, but this is still pretty alright. I wouldn't get it as a first buy or anything, but when they have 2+ shields, this item comes in pretty handy. It does its job well.

Why is Guardian so bad (Pt 1)

In theory, Guardian looks great on Torvald. It boosts your Shield bar and your Protection, so why is it bad?

Because this item is B-A-I-T. The boost it provides is very underwhelming (8/16/24% shield effectiveness), it's way too expensive to be worth the purchase (300/600/900 credits), and finally, it gets outshun by Veteran, imo.

Because of this and the reasons that are below, I never recommend buying Guardian, be it with Off-Support or Off-Tank Torvald.

Let's look at a picture here. This is a picture of a Torvald with Guardian and Veteran at 3, with no points into Glyph of Health.



The 5975HP is his HP + Shield, so you have 2480 Shield and 3495HP. The first problem here is that Veteran gives more bang for your buck when it comes to your HP (See page 9 for comparison (With items v No items)).

The second one is that Veteran works alongside Glyph of Health, so you get even more HP from buying Veteran.

Why is Guardian so bad (Pt 2)

“But what about the extra shielding you give out with Protection?”

If you're running Thanks, Grandpa, the shield you give soaks up 950 damage. With Guardian at 3, your Protection soaks up 1178 damage. That means you spent 1800 credits to give your allies a shield with 228 more HP. It simply isn't worth it.

“Even if the extra Shield is negligible, why is Veteran better than Guardian, when Guardian boosts not only your Protection, but your Shield?”

Because Wrecker exists. Most players tend to buy Wrecker when they're facing a Torvald, simply to shred his HP bar quicker. Wrecker 1/2 completely destroys Guardian 3, and makes those 1800 credits better spent somewhere else.

“Yeah but why is the extra HP so important?”

Same reason why we run Glyph of Health at 5. That card + Veteran + Haven makes Torvald quite a hassle to deal with, and facilitates your 1v1s and space making. Not only that, but extra HP doesn't get countered by Wrecker and it stays on you all the time, unlike Guardian's shield buff.

Part 6: The Finale

Thanks for reading everyone! Have a nice day! <3



Conclusion



If you've read this far, I'd like to thank you for reading this guide. I didn't really expect to type as much as I did, so I'm sorry for that, hopefully it wasn't 5000+ words of sheer fluff.

Either way, I hope you've learnt a thing or two about this Champion and how to use him more effectively, since that was, y'know, the whole point of the guide. If not, I guess I goofed up.

I don't really have anything to plug here, except my Twitch channel: [twitch.tv/daarst_](https://www.twitch.tv/daarst_), where you can help me on the road to Twitch Affiliate. I might stream Paladins in there from time to time as well, so feel free to stop by and say hello!

I'd also like to thank u/M3RC3N4Ri0 for helping me correct some stuff on this guide and add some new information that wasn't present before.

See you in the Realm, everyone!

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