

THIS VERSION IS BUGGED. GO
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—Edits—

—~~Base kit breakdown rewritten~~

—~~Talents section rewritten~~

—~~Tricks section added~~

—~~Map tier list added~~

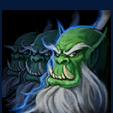
—~~Map description added~~

- Actually i just ended up rewriting the entire fucking thing, cuz i'm apparently crazy

This is the start of the encyclopedia, because at this point, it's an encyclopedia

- Even though guides are often times good tools for learning heroes, sometimes actual discussion and personal coaching can go much farther, this is why I created [The Wind Striders](#) - a Discord group where highly experienced Samuro mains teach the hero, if you're looking to learn Samuro then this Discord is by far your best tool to use. I am also easily approachable on Reddit - pm me at u/blackstar_9
- As of Edit #4 this Discord grew to the point where It's mostly just a HotS community with a special emphasis on Samuro, so if you're passionate about the game itself, definitely do come check us out!

Anyways, onto the basic kit breakdown:



Mirror Image [Q]

- Samuro creates 2 copies of himself that, to practical effect, have 50% of his current health (in reality they have his same HP, but when they take damage, they deal it to themselves, effectively doubling the damage they take without letting enemies notice through things like damage numbers or target info panel).
- This is Samuro's bread and butter ability, and it is largely what makes him such a pain to fight against, and such a joy to play.
- **Mirror Image** has three distinct beneficial effects, apart from being a mobility tool:
 - Disjoint - things like Tower Shots won't follow through to Samuro after **Mirror Image** is cast, meaning that the shot will land in mid air before the fort retargets Samuro
 - Self cleanse - this will remove debuffs like poison, delayed abilities, things like Temporal Loop will also be removed.
 - Invulnerability frame - (i-frame for short), If you're a master of timing, you can use **Q** to dodge almost anything through this frame, things like Last Rites (which won't be cleansed, but the damage itself can still be dodged), or a Globe of Annihilation, Kael'thas's entire base kit alongside Pyroblast can also be dodged by Samuro and his clones.
- **Q** will also spawn the real Samuro in the direction of where his cursor is, effectively becoming a mini-blink than can be used to get through thin walls (like fort/keep doors).

It should be noted that while **Q** won't always get Samuro through walls, this is not the case for his images, which will get through much thicker walls ([Explanation](#) - [More graphical example](#)). You can use this trick to fort dive and get kills, among other creative uses (although Fort Gate is thin enough for Samuro himself to get through)



Critical Strike [W]

This ability has two components: A passive and an active one:

1. The passive component makes it so that every 3rd hit, your next auto attack becomes a **Critical Strike** (in other words, every 4th hit), dealing 50% extra damage (and Samuro's blade ignites, which is; like, really cool), this **Critical Strike** lasts until you next basic attack, however, be mindful that anything that makes you miss a basic attack will also make you miss the damage from **Critical Strike**.
Images also have access to **Critical Strike** but not all of its associated talents (the talents that do benefit clones are **Way of the Blade**, **Burning Blade** and only partially **Crushing Blows** through active W usage - the talents that do not benefit clones are **Phantom Pain** and **Merciless Strikes**)
 2. The active component makes it so you can activate the ability to force your next basic attack to be a **Critical Strike** within the next 8 seconds (meaning that if you do not basic attack within that time frame, the ability will be wasted as the **Critical Strike** will go away), this will also work on images the same way it does on Samuro.
One really important detail to remember is that activating **W** will overwrite your current **Crit counter** (located above the resource bar and besides the talent selection panel), meaning that an incorrect activation of this ability will result in wasted damage, despite its seemingly simple nature, this ability requires quite a bit of thought and instinct to achieve its correct usage.
- This ability should only be activated when Samuro is hitting his **passive W**, that will make use of the Basic Attack reset component of this ability and allow you to gain DPS by hitting faster. This is Samuro's only way of dealing burst damage, so mastery of this is absolutely required to achieve good Samuro play.
It should also be noted that the **double crit** damage will be large enough for any common player to be able to realize who the real one is, so you should be aware to only use the **active W** when either in execute range, when following up or when one's presence has already been revealed



Wind Walk [E]

- This is your main mobility tool, it puts you into stealth (meaning you cannot be seen on the minimap, and you cannot be the victim of targeted abilities or basic attacks), allows you to move at 25% increased speed (5% shy of mount speed) and lets you pass through any unit (allied or enemy, barring Nazeebo's Zombie Wall as it is considered terrain by the game). **Wind Walk** is Samuro's primary way of engaging a target enemy hero. It's also excellent for roaming on the map
- A point to consider about **Wind Walk** is that it's a safer and faster way to rotate than mounting, but it does have a duration limit while also being your primary way to engage, it's also a really useful tool to nope out of early game sololane ganks

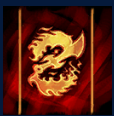


Image Transmission [D]

This ability also has two components: a passive one in the form of **Advancing Strikes** and an active one in the form of **Image Transmission**

- Passive - **Advancing Strikes**
 - This causes any auto attack Samuro or his clones land on an enemy hero to grant the attacker 25% increased movement speed for 2 seconds, the chase this ability gives a pretty solid amount of chase provided you know how to stutter-chase (cancelling the attack animation early to start chasing sooner). It should be kept in mind that any if mobility skill is used or CC lands on you - you're out of passive chase juice.
- Active - **Image Transmission**
 - Now this ability will allow Samuro to **swap** locations with one of his clones, this is the ability that enables Samuro to become such a pain to deal with, as you can never be too sure about which one is the real one, making him nearly unstoppable in certain scenarios.
 - It will also grant you the same effects that **Q** has (self cleanse, invulnerability frame, disjoint). There is no range limit to this ability, and **swapping** with a

clone will refresh their HP bar and set it to the same amount Samuro has at the moment (therefore hiding Samuro's positioning again).

- This ability can also be used as a basic escape mechanism: when someone is chasing you, you hit them and run, the two seconds will create quite a bit of distance and can end up saving you

Talent Analysis

Level 1



Way of Illusion

*Every time an Image **Critically Strikes** an enemy hero, Samuro gains 0.25 attack damage, upon gaining 10, the quest is completed and rewards another 20 basic attack damage, for a total of 30. This damage does not affect clones*

This talent is very similar to convection in that it's close to worthless until completed, it also only outdoes **Way of the Blade**'s damage in **Double Crits** (though only by a small amount) so when picking this talent the optimal use it has is for either **Harsh Winds** or **Merciless Strikes**, as **Press the Attack** benefits more from **Way of the Blade** and **Phantom Pain**

Now, this talent has several tricks to hasten its completion.

1. When Samuro spawns his clones, there is a very short time frame Samuro has where whatever attack commands he issues, his images will obey, chase and attack, this becomes very useful as Samuro can force his images to attack a certain enemy hero and ignore minions, Pressing **Q** with the cursor hovering an enemy hero will have the same effect.
2. Another trick to hasten completion of this quest is to preload a **Critical Strike** on a minion wave, then go send images to attack the tank, make them use their **Critical**

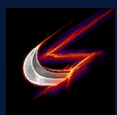
Strike, then press **W** to end up with a total of 4 guaranteed stacks. (You can also preload a **Crit** at the beginning of the game, use **Mirror Image** before it expires so your clones retain the crit, then you can **double crit** with clones right out of the gate if timed correctly)

3. You can also abuse point 1 to send images to catch rotations and get a nice amount of stacks (A-move only)

You should look to complete this quest around lvl 7 or as late as level 16, if you haven't completed it by level 10 then you definitely screwed up several times or the enemy team is being very adamant in denying you stacks and as such is wasting valuable time they could have been investing in doing something else of more value. (if you can't confidently determine that you'll be able to finish the quest quickly then don't take this talent)

Be mindful however that some heroes (Zul'jin comes to mind, but he isn't the only one) will try to farm you and your images for their quests, you should on average try to avoid feeding stacks to enemy heroes (If these heroes are present in the enemy team in general just pick **Way of the Blade** and soak safely). This talent constitutes a ~25% damage increase early game and a ~13% damage increase on late game, since the upgrade is static and doesn't scale.

This is also the best talent if you plan on a very PvE centric game since, differently from **Way of the Blade**, the talent's damage is fully applied to Samuro's attacks, regardless of who they hit



Way of the Blade

Critical Strikes will now happen every 3rd hit, instead of every 4th, Samuro's Critical Strikes will reduce the physical armor of enemy Heroes by 10 for 2s. Clones will benefit from this talent but they cannot reduce an enemy hero's armor or refresh the armor debuff duration

This is the overall best level 1 talent with pretty much no competition whatsoever, it gives utility (the *only* talent in Samuro's *entire* tree that gives actual utility to his team), it's not a

quest and it works well with all of his level 16 tier, which is the tier his entire tree is centered around. There is no situation where picking this talent is a bad idea, while the great majority of times it ends up as the best choice regardless. This talent constitutes a solid 10% burst increase and a ~16% DPS increase (the **Critical Strike** every 3rd hit is a ~6% DPS increase that doesn't factor into burst for obvious reasons)

Also, this talent is a self reveal for Samuro in a way, seeing as only the real one can apply the armor reduction, effectively making it so there's a very clear visual that distinguishes Samuro from his clones. Although it won't really ever make a difference, it still should be noted



Way of the Wind

For 3 seconds after entering or exiting Wind Walk, Samuro gains 40% movement speed, Critical Strikes reduce the cooldown of Wind Walk by 1.5s

I adore this talent, it's his only fun level 1 talent and it really enables a fun roam/harass playstyle, the problem? It doesn't directly increase your damage output like the other level 1's do, which results in not being able to kill anything.

However, this talent does increase your DPS should the target be moving, as the increased movement speed means you will reach your target sooner

The problem with this talent is that it's a loss/loss talent, if you're ever in a situation where you're in need of this talent (AKA its niche), you're already screwed because you *already* need the raw damage from any of the other two level 1's to actually have kill pressure, so you either have the damage to kill but get kited, or you don't get kited but you don't have the damage anyways.

The band-aid fix for this is to build up for **Harsh Winds**. Though you will still be left needing chase until you get to **Shukuchi** at level 13.

There are however some *extraordinarily* niche situations where **Way of the Wind** is genuinely a good choice, such as facing a good Zagara on Braxis Holdout, but the thing is

that once you're good enough to recognize those situations, you're way past the point of needing a guide

Level 4



Mirage (Q)

*When Samuro uses **Mirror Image**, he and his images gain 2 charges of 40 spell armor*

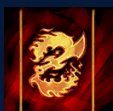
Very rarely will you not take **Mirage**, as it patches up Samuro's biggest weakness: Burst damage, the charges of this talent last forever, so it is a good idea to pop images before a big fight, just to have another 2 charges readily available, which will allow you to mitigate a large amount of incoming burst.



One With The Wind (E)

*While Samuro is in **Wind Walk**, he gains 30 armor, this armor persists 3 seconds after breaking **Wind Walk***

This talent should be avoided. The problem with this talent is that **Mirage** generally just outshines it without needing you to actually waste **Wind Walk**, If **Way of the Wind** actually were viable, this talent would be pretty fine because the CDR **Way of the Wind** brings would fix the uptime issue. **Wind Walk** is already an overloaded ability by having many uses, putting defense on it isn't as efficient as having it on Mirror Image which has less multiple uses



Deflection (D)

*While **Advancing Strikes** is active (the passive movement speed that lasts 2 seconds) Samuro and his images gain 30 physical armor*

Deflection is the single strongest level 4 talent **when in its niche**, due to how unconditional it is. This talent should be picked when the enemy team features at least 2 strong physical damage dealers and no real burst magic damage (Example, if the enemy team features Illidan, Raynor and Jaina, the correct pick would be **Mirage** due to Jaina being able to blow you up)

Level 7



Burning Blade (W)

Critical Strikes deals 50% more damage as spell damage in a small AoE around the target

I love this talent, it makes Samuro's damage output extremely reliable apart from giving him a very nice source of manaless waveclear (because the damage becomes hybrid in the same hit, it means the damage goes through physical armor sources like Block while also not being completely mitigated by Spell armor, which as I just stated, makes damage output extremely reliable).

The problem however and the reason it is not viable is because of **Way of the Blade's** 10% damage boost not benefitting **Burning Blade's** spell damage component, which makes for a pretty crippling asynergy.

Another point of comparison is that **Burning Blade's** damage is usually the same as **Phantom Pain's** damage when only one clone is alive

This talent's only viability is through **Way of Illusion** but as we already established this talent only beats **Way of the Blade** in burst, which means you will only be picking **Way of Illusion** to couple it with **Phantom Pain** on the road to either **Harsh Winds** or **Merciless Strikes** to maximize your burst potential.

Sure, you can still run **Way of Illusion** + **Burning Blade** + **Press the Attack**, but it gets so incredibly outdone by **Way of the Blade** + **Phantom Pain** + **Press the Attack** in pretty much any situation (regardless of the number of active clones) that it's just not a legitimate option.

Although one could still argue that **Burning Blade** provides superior macro, but the reality is this: **Burning Blade** only beats **Phantom Pain** in the clearing of a normal wave by ~3s or a stacked wave by ~10s (the only *big* difference), ~5s/7s in mercenary capturing (depending on number of active mercenaries) while **Phantom Pain** massively wins in: siege damage, boss race, core DPS, PvE objective killing, and all around PvP (AKA the factors that most influence the outcome of a match) while not falling behind **Burning Blade** by a lot.

The conclusion is that on the current state of Samuro, level 7 is a dead tier.



Phantom Pain (W)

Samuro's Critical Strikes deal 45% more damage for each image currently active

As of right now this is the only choice at level 7, due to providing a quite frankly stupid amount of damage, even though it is in my opinion a badly designed talent (the talent encourages and rewards misusing Samuro's only real defense tool for the sake of damage, although this flaw can thankfully be overcome to some extent through skill).

Not much else to be said, the talent is just very superior in the situations that most influence the outcome of a game (PvE objective races, Boss DPS, Sieging and Core DPS) while not



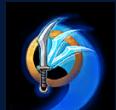
Crushing Blows (W)

This talent is the definition of useless, it leaves you so far behind in damage that it's never worth.

Believe me, we have tried really hard to make this meme of a talent work, but said scenario does not exist

I see you few out there still doubting it, and no it's not worth the cooldown reduction with **Way of the Wind** nor the extra bugged **crits** with **Merciless Strikes**, but on the other hand it is really good at tricking the enemy team into thinking you're a Mirror Image since you deal damage like one.

Level 10



Bladestorm [R1]

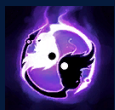
Samuro starts quickly spinning and tickling the enemy team for negligible damage while putting a very big sign over him: "Here I am! you are free to kill me now!"

Perhaps my biggest gripe with this game is how **Bladestorm** went from being the stuff of Sorceresses' nightmares in Warcraft 3 to being the joke it is on HotS. This ultimate has these drawbacks:

1. Puts a big sign over your head, signaling the enemy team to kill you
2. Deals pretty much no damage for having a **110 second cooldown**
3. It means you did not take **Illusion Master**, which is suicidal in on itself

I honestly don't know what Blizzard can do about this ultimate, since buffs of any type will make it destroy lower ranks (where people run from it, instead of killing Samuro), but in its current state it is completely unusable at any decent match. if you pick this Heroic (doubt i can even call it that), just don't, go play Sonya, you'll realize she's much better at spin2win than Samuro will ever be (in this state).

4 seconds of Unstoppable is not a good trade off either since swapping removes you from the bad area immediately and 110s is a bigger number then 10s. (bigger number is bad)



Illusion Master [R2]

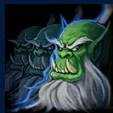
*Illusions can be controlled individually and they do double damage, also reduces **Image Transmission's** CD to 10s, down from 25*

There are not enough bytes in this or any universe to list all of the possible things one can do with **Illusion Master**, the limit is the imagination.

This ultimate will pump your macro potential to godhood (it is, in essence, an infinite range global with instant cast and an invulnerability frame that only has a cooldown of **10 seconds**), effectively being able to soak a lane, be in a teamfight, and be dancing at the same time (if you don't BM with illusions you are not a true Samuro main).

It gives Samuro everything he could possibly want: more damage (it enables him to actually teamfight), more (better) mobility, the most broken global in the game, you win any sololane... it really just completes your kit in a very beautiful way.

Level 13



Mirrored Steel (Q)

Basic Attacks from Samuro reduce the cooldown of *Mirror Image* by 1 second

This is without a doubt the most powerful level 13 talent, it makes Samuro extremely resilient in fights that lasts 10s or more and has pretty sick synergy with **Mirage** and **Press the Attack** while also mitigating a lot of the weaknesses of **Phantom Pain** - essentially turning Samuro into an extremely high output assassin.

The big drawback it has however is that it won't really come into effect during the oftentimes crucial first few seconds of a fight, but if you make it out of that, this talent really does carry its weight. It should also be noted that **Mirrored Steel** forces you into **Press the Attack** at level 16, as **Shukuchi** would have been far better for any of the other two options



Kawarimi (E)

Wind Walk will create an image at Samuro's location that will continue whatever he was doing

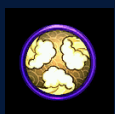
This may be the one single talent with possibly the highest skillcap in the entire game, and it saddens me a bit how clunky to use it is

The way it works is not by creating a third image but by already replacing an existing one. It will alternate between replacing 2 and 3, which in the thick of combat can quite easily get you killed.

Still, the amount of mind fuckery this talent can unleash is nothing short of legendary, although the real utility it has is in PvE by allowing you to fully solo forts and to double soak without wasting **Q** and the new image can be a clutch to block dangerous skillshot or soak CC effects.

Overall this talent is just a small buff shy from being a unique and viable option that opens up interesting playstyles.

If you choose this talent, avoid picking **Harsh Winds** as you will want to be saving **Wind Walk** to juke and mindgame, not to enable your damage (plus the fact that **Harsh Winds** is heavily reliant on **Shukuchi** to work)



Shukuchi

Wind Walk teleports Samuro a short distance in the direction he's currently facing

The one amazing thing about this talent is that it manages to perfectly enable any and all talents at level 16, it also disjoints projectiles

The main use of this talent however is not escaping, picking this talent and then saving **Wind Walk** for an escape is quite frankly a waste.

The ideal use of this talent is for an in-combat instant follow up with **double crit** ready or to chase a target, it also gives you some really nice juking

Needless to say, if you face fights that last ~5s, this talent will perform magnificently, but due to the large cooldown on **Wind Walk** you really only get to use it once per fight, make it count!

Level 16



Merciless Strikes

Basic attacks against slowed, rooted or stunned targets always critically strike

This talent is currently quite possibly bugged: the “problem” is that when it triggers, Samuro’s basic attacks are treated as passive **Critical Strikes**.

This would normally be fine, the problem lies that his **Active W** is a separate behavior than a passive **Critical Strike**. So when it’s used it will apply the **Critical Strike** modifier twice.

Then when paired with **Phantom Pain**’s 90% **Critical Strike** modifier increase, your **Critical Strike** modifier totals up to 280%. This results in a hit Samuro mains nicknamed a **Mega Critical** that deals 986.6 damage with **Way of Illusion** and 861.2 damage with **Way of the Blade** at level 16 in one hit (1,405.1 / 1,553.1 **double crit** total)

This “bug” (as of the time of writing we have no official confirmation of whether this is a bug or not but the way it interacts and the lack of disclosure in the talent description certainly makes it feel like bug) is making Merciless Strikes frighteningly strong to the point where it’s the meta talent regardless of how much CC your team has, all it depends on is your level of fight perception (there’s always going to be CC flying around)



Harsh Winds

Attacking a hero during **Wind Walk causes them to take 30% increased damage from Samuro for 3 seconds**

This talent has for the longest time been considered the “main” level 16 talent, even if it’s totally not as awesome as **Press the Attack**, it’s still a very solid talent for short term fights

Now one thing I want to address about **Harsh Winds** because literally everyone and their mother keeps rambling about it: no, the “one-shot combo” of **Q+E+Crit+W** is *not* a thing you should generally use (*it doesn’t even one-shot*) *This used to be a viable combo before but after damage nerfs it isn’t anymore, so stop doing it.*

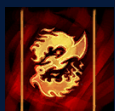
Why? these are the reasons:

1. It leaves you isolated, far from your team and images (forcing a **swap**)
2. The damage doesn’t one-shot anyone
3. It wastes your entire kit, which is worth *far more* than 1.6k damage, regardless of how impossible to counterplay it is

With that out of the way, there are two main uses of **Harsh Winds**:

1. **Q** and fight normally while saving **E** for whenever you need the burst, this is for me the main way to use **Harsh Winds**, you wait for the moment you need the burst and seize it
2. **E** into a direct **Q** surround - this is a good way to follow up on an engage since it creates a lot of confusion for ~1.5s while it really takes to blow up a target, the drawback this has however is that it leaves very clear which target you’re going for. (keep in mind you have to trigger **Harsh Winds** before using **Mirror Image** or you’ll lose your stealth and potential trigger)

Both work and have their uses, however the one golden rule to always remember when playing **Harsh Winds** is to save **W** for when you’re using **E**, otherwise you’re straight up losing damage and for the most part wasting your one damage window



Press the Attack

*Every time Samuro basic attacks a hero while **Advancing Strikes** is active, he and his images gain 10% attack speed, up to 40%, stacks reset when **Advancing Strikes** ends*

What this talent is, in essence, is a passive 40% boost to your overall damage output, the nice really good thing about this talent is that it has no clear damage window, which makes it considerably harder for the enemy team to detect which one is which

If you manage to make it into a fight that lasts more than ~5s, you'll find yourself suddenly melting through targets extremely quickly

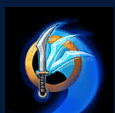
Press the Attack also improves your chase by quite a bit, since you now attack faster, your attack animation stops sooner meaning you start moving sooner, it may not seem like much but it quickly adds up to your average damage output

This is also the only level 16 talent that can situationally be used for PvE purposes, since the attack speed lasts 2s regardless of what you're currently attacking, which can be a clutch in things like core races

Also, thanks to the three-way synergy of **Mirage** + **Mirrored Steel** + **Press the Attack**, you become an extremely high output assassin that can also take in a surprising amount of punishment, this playstyle is also Samuro's highest skill cap, as your damage is no longer limited by anything other than your own skill to stay in combat, once you reach this point, with **Mirrored Steel** in your arsenal, images become "beetles" that you should try to throw in front of any potential skillshot since the next batch will be coming off shortly.

This talent plays really well into melee centric comps, but it works fine in any scenario as long as you're able to get good value out of it

Level 20



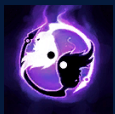
Dance of Death

Now, your **Mirror Images** will join you on the tickling fun! but at only 25% effectiveness :(

While this sounds nice on paper, it's actually the single worst talent in Samuro's entire tree, because not only does it try to upgrade pretty much the single worst ultimate in the game, but also the upgrade itself is terrible because of one single flaw: it depends on whatever the image AI decides it wants to hit, did it just decide to derp off to a lane? well sucks to be you, 50% of this talent has just become completely useless (there are of course more situations like these)

And don't even get me started on the 110s CD, not only is it bad, but you only get to use it once since at this point the game is mostly decided

If for some reason you misclicked Bladestorm at level 10, just go and pick Blademaster's Pursuit or Wind Strider, both talents are infinitely better than this



Three Blade Style

Images stop dealing damage to themselves, effectively gaining 50% additional HP, also, their duration is doubled

This is the only real talent in Samuro's tree that actually has the power level of what a Storm talent should have, this talent does a few things for you:

1. Upgrades you from a semi-global to a full blown global, you're now the most powerful global hero in the game by quite a decent margin
2. Literally *doubles* Image health, meaning:
 - a. This is another extremely powerful Macro update that lets you solo keeps, bosses (efficiently) and backdoor the core
 - b. It's also an incredible PvP upgrade, because now not only is it virtually impossible to tell Samuro apart from his images outside of reveals and

damage, but these same images also tank literally double the damage, meaning they require double the commitment to eliminate

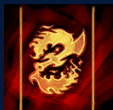
The conclusion to draw here is that there is never any sort of reason to not pick this talent, it literally gives you everything, it patches up your weaknesses while also boosting your strengths



Wind Strider

Wind Walk's cooldown is reduced by 6 seconds

An extremely generic culmination of the never-was-a-thing **Wind Walk** build, this talent is boring and with a power level that is honestly below what a Storm talent should be, even in its best case scenario (meaning if you pick every single **Wind Walk** talent at 1, 4, 13 and 16, this talent is still not as powerful as **Three Blade Style** or other level 20 talents of other heroes)



Blademaster's Pursuit

Advancing Strikes grants an additional 15% movement speed and its duration is increased by 2 seconds

This talent is meant to be the culmination of **Press the Attack** centered builds, the problem with it is that it just doesn't do enough to compete with Three Blade Style, this talent honestly feels more like a level 1 in the wrong tier than a full Storm talent.

Which is really sad, because this talent is incredibly fun to play

TALENT BUILDS

There are three main build paths on Samuro, they all work on SL at any level, details about their playstyles are given in the Level 16 section



Merciless Strikes Build

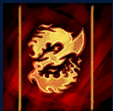
This is the main meta build for Samuro due to the quite frankly stupid amount of damage that **Merciless Strikes** can unleash, requires good teamfight awareness to execute the full potential of it.

Way of the Blade/Way of Illusion - Mirage/Deflection - Phantom Pain - Illusion Master - Shukuchi - Merciless Strikes - Three Blade Style



- Harsh Winds Build

- This is a sister build to Merciless Strikes, which functions the same but exchanges damage for more reliable damage (given its independence from CC)
- **Way of the Blade/Way of Illusion - Mirage/Deflection - Phantom Pain - Illusion Master - Shukuchi - Harsh Winds - Three Blade Style**



- Press the Attack Build

- Samuro's hardest build, as it's the one that most relies on pure player skill rather than a damage window, with this build every second is your damage window, which really means you have to maximize as much as you possibly can to attain good results. In other words, you need to generate your own damage windows through careful trickery and CD management
- **Way of the Blade - Mirage/Deflection - Phantom Pain - Illusion Master - Mirrored Steel - Press the Attack - Three Blade Style**

I keep the builds updated with the help of Elitesparkle [here](#)

TRICKS

The colored trick names are actually links to a bigger version of the GIFs below. Should also be noted that Nick's on-release hotkey is C (a lot of these use on-release).

- Pre-10 Hearth Trick (Shift+D)



Basic sustain trick that will give you the burst heal from the Hall of Storms, then leave you back at the selected image's position. Clones will despawn after this trick is complete.

- Pre-10 Mouse-click Move



Lets you move clones to any selected target as long as you keep vision of it, otherwise they derp back to lane

- Pre-10 A-Moving Clones



Utilizes the Attack-Move command to send clones wherever. This also works if you invert the commands (Q + spam A)

- Pre-10 A-Moving Clones (Stuck)



If you move clones into any terrain that they can't reach, they'll get stuck trying to reach said point, you can abuse this to stick them in rotation spots or to give yourself vision while doing otherwise risky things

- Pre-10 Hearth Trick with A-Moving Stuck Clones



A combination between three previous tricks to achieve a safe Pre-10 Hearth trick, very useful for laning

- Pre-10 Hearth Trick Instamount



There's a short time span after the Pre-10 Hearth Trick where the buff from the Hall of Storms remains, allowing Samuro to instantly mount

- Post-10 Hearth Trick



By far Samuro's most well known trick, it'll always leave you at full HP, and it won't despawn clones like its pre-10 counterpart

- Post-10 Instamounting



An “Addon” to the Post-10 Hearth Trick, when the real Samuro is in the Hall of Storms, all his images can instantly mount, and mounting has no cooldown. This only works while Samuro is in the Hall of Storms

- Post-10 Pre-10 Hearth Tric (You have to use D not R)



Pretty self explanatory, you do the Pre-10 trick after level 10, using the **R (Illusion Master)** key will not work

- Post-10 Fake Channel



Clones falsely channeling an objective, as explained several times before, this is extremely useful in maps where you can channel anything to trick your opponents and make them waste abilities and time interrupting you. It also has actual, real value in [Alterac Pass](#) where clones will actually stop the enemy objective progress while they're channeling (but won't complete it, like in the above example)

- On Release E-Swap



On-release triggers both abilities in the same game cycle starting with the on-release ability, this lets you effortlessly swap and enter **Wind Walk** instantly.

- On Release Q-Swap with Kawarimi (Works with Mirrored Steel and Three Blade Style too)



This trick needs 3 matching conditions for it to be doable:

1. At least one clone needs to be active
2. **Mirror Image** needs to be available
3. **Image Transmission** needs to be available

If the three conditions meet, you can hover a clone with your mouse and quickly press **Q** + **D** within the same frame (or use on-release, like in these GIFs) to spawn your clones *and* **swap** with the currently selected clone before it finishes despawning

Either **Kawarimi**, **Mirrored Steel** or **Three Blade Style** (or any combination of them) are needed to be able to pull this trick off

- **Kawarimi tricks**

These following tricks are specific to the level 13 talent **Kawarimi**

- Kawarimi Flick Command



The clone **Kawarimi** creates will continue attacking whoever Samuro was attacking, or moving in whatever direction Samuro was moving, or channeling whatever he was channeling... etcetera

- Kawarimi Pre-10 Hearth Trick



You can execute the Pre-10 Hearth Trick on a **Kawarimi** clone without needing to use **Q**, same for the Post-10 Hearth Trick

- Kawarimi queue commands



The **Kawarimi** clone will also follow queued commands of any kind

- On Release E-Swap with Kawarimi



The same **Wind Walk swap** from earlier but also featuring **Kawarimi**

- Kawarimi Swap example 1



An example of using a bush and **Kawarimi** to confuse opponents

- Kawarimi Swap example 2



More examples of **Kawarimi** tricks, swapping with a clone then replacing it with the **Kawarimi** clone while fleeing in **Wind Walk**

- Kawarmi queued hearth into on-release Q-swap



A more complex usage of **Kawarimi**'s capabilities - what happens here is:

1. Queues with shift a move command, then **E**, then **B**.
2. When the **Kawarimi** clone starts hearthing, cancel the hearth with the real Samuro
3. Queue the clone to walk out of spawn after hearthing (when we see the clone walking with the glowing hearthstone ring, it's a VFX bug, the clone restarts the channel when Samuro stops moving, even if the ring disappears)
4. The On-Release **Q-swap**

It's a good showcase of the capabilities of **Kawarimi**, a talent just a small buff shy of being a viable choice, albeit a hard one

A massive thank you to Nick for recording and compiling all of these GIFs and allowing me to make use of them

MAP TIER LIST AND ANALYSIS

(in no particular order)

S - Amazing

- Sky Temple
- Blackheart's Bay
- Warhead Junction
- Towers of Doom

A - Good

- Cursed Hollow
- Braxis Holdout
- Dragon Shire
- Haunted Mines
- Alterac Pass
- Garden of Terror

B - Average

- Infernal Shrines
- Battlefield of Eternity

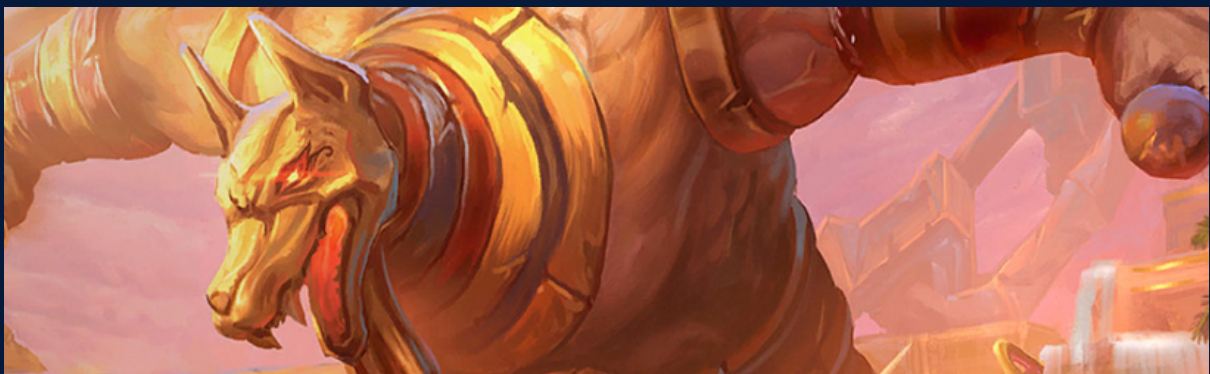
C - Mediocre

- Hanamura Temple
- Tomb of the Spider Queen
- Volskaya Foundry

D - Bad

- Samuro doesn't have maps where he's inherently bad, as what he brings to a team is always universally useful, regardless of map

SKY TEMPLE



One of Samuro's best maps, he's one of the best temple solo heroes because he's not only a beastly trader but he's also the safest one, meaning he can afford to stay on the temple until the very last moment even when the enemy team comes while still being completely safe, **Sky Temple** also overall favors macro a lot with how the mercenary camps can be timed during phases, Samuro has the unique advantage of being able to freely push with these camps during objective phases while also keeping a constant presence on either temple.

Make sure that for the first temple phase, you either get the bruiser camp pushing and in time, or go bottom lane to gather experience, Samuro without level 10 is very easy to push out of the temple.

In essence, what you want to do in this map is grab whatever structural lead you can attain, and then just trade temples and avoid direct confrontations, Samuro is at his core a macro snowball hero (picks up a lead and furthers it more and more), so this map is extremely well suited to his capabilities

BLACKHEART'S BAY



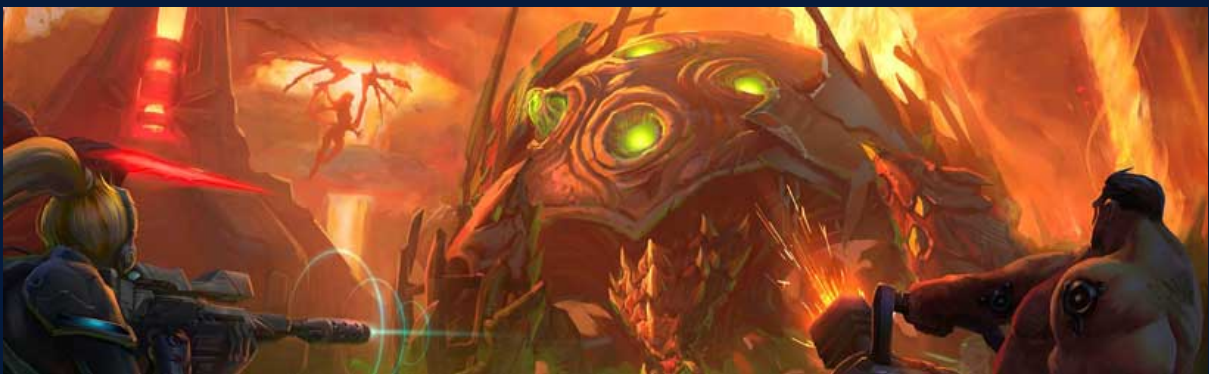
Yeah i know, this map is pretty terrible and it's not even in the ranked rotation (nor has it ever been, thankfully). Still, this is a full PvE map, and PvE is the category Samuro is best-in-game at.

How this map plays for Samuro is fairly simplistic, you just tell your team to soak while you take every single mercenary camp on CD. You should hopefully have a double soak hero top/mid and the 3 man in bot, if someone moves to invade you you can trade, if they come in more than 1 your 3 man just invades bottom camp and pushes it out, all while you're never at any risk whatsoever.

Get filled up with coins, scout Blackheart with images, if no one there swap, pop images, one to safety, one aggressively scouts, you turn in, swap to safety, same for treasure chests.

If you have a decent team this map is pretty much an autowin for Samuro

WARHEAD JUNCTION



It's like every map that's considered trash by the community is a map Samuro is exceptional in. Warhead isn't very different from Blackheart's, you just abuse the absolutely titanic size of the map to do whatever the hell you please with your instant rotations while enemy takes 100 years to get from wherever they are to you.

This map also heavily favors skirmish fights due to both its size and how the objective behaves (multiple spawn locations), and Samuro loves small fights

TOWERS OF DOOM



Samuro is overall just amazing in this map, he has one of the best early games for what the map requires, and scales amazingly into the late game, being able to solo any tower once he reaches level 20, plus having altar mind games in the same fashion as **Cursed Hollow**.

One thing to note is that even though offlaners usually go to mid on the 1:00 mark to be ready to defend a sapper camp invade, Samuro is still too bad at fights to be able to do this, so instead you hard push and get wall

When the first altar phase spawns, you should Attack-move your clones to the enemy top altar to delay their offlaner from capturing (when countdown is at ~6s), and possibly even swap to clone if you find they're alone and can take the trade

CURSED HOLLOW



This map is overall very favorable to Samuro, as not only is it a big map with a pretty decent amount of mercenary camps, but it also involves fights over a channelable objective, which you can use your Illusions to fake the channel, therefore forcing the enemy team to waste time interrupting them.

The downside is that you're pretty much forced into skipping the first tribute because Samuro needs to get level 7 before he can teamfight, but after that he becomes really good and only gets better.

One little trick you can do to maximize the early game impact on Cursed Hollow is to, as soon as the tribute mark in the minimap appears, start clearing the camp that'll push the lane closest to it, then clear the other one. This will make it so you're done with both camps around 10s before the first tribute spawns, and you can then push with said camp to get experience and get to level 7 faster

BRAXIS HOLDOUT



This is a point control map, point control maps are overall extremely favorable to Samuro because they force 1v1 fights to happen, and Samuro is one of the best 1v1 heroes in the game. How this map plays is overall simple, but there's overall two ways this map is played:

- The “meta” way to play the map is to pick double solo laners while striving to constantly out rotate opponents in order to force uneven fights which you can get advantages off. Samuro is amazing at this playstyle not only because of his short CD global but also because he's extremely adept at skirmishing and snowballing advantages of whatever nature
- The “normal” way this map is played however, and the way pretty much everyone in SL plays this map is to draft one sololane each while a 4 man sits in bot. Samuro is also quite good (not as good though, but still good) at this since as i previously stated, his 1v1 capabilities are among the best in the game, while he's also able to force uneven fights post 10 with Illusion Master

DRAGON SHIRE

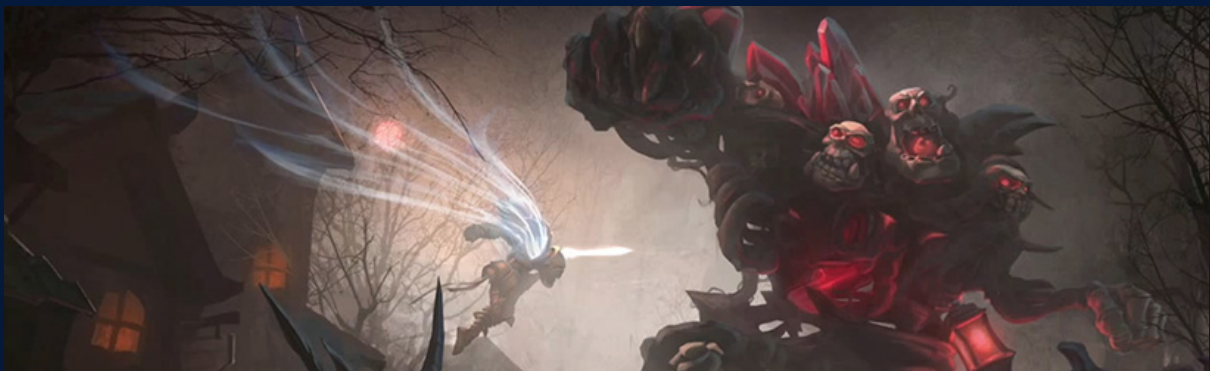


This map is very similar to **Braxis Holdout**, but Samuro is even better off here because not only of your ability to win top lane against pretty much anyone, but also because you're the single safest hero to snipe the fountain with.

What you do is get into the enemy top bush ASAP, attack+move clones to your gate, then **Wind Walk** to the fountain and start hitting it, your attack range lets you be safe from both towers and fort, so just whack it until it dies then **swap** to your safely positioned clones.

Still, bear in mind that even though you may be the single best hero to win top lane with, you still depend on your team doing well on bottom lane, or you will never win this map unless you seriously stomp top

HAUNTED MINES



"Blackstorm; what the hell is this map doing here?! it's not even in the game!" I hear you ask. I just put it here so I can rant about how hilariously broken Samuro is in that map, he's not only the single fastest mercenary camp taker due to instant rotations, but is also able to keep a stable presence in the Mines while clearing said camps or pushing, something no other hero can do.

If this map were to ever come back, Samuro would be insane in it (though still quite dependent on a competent allied team, which is why this map isn't tier S)

ALTERAC PASS

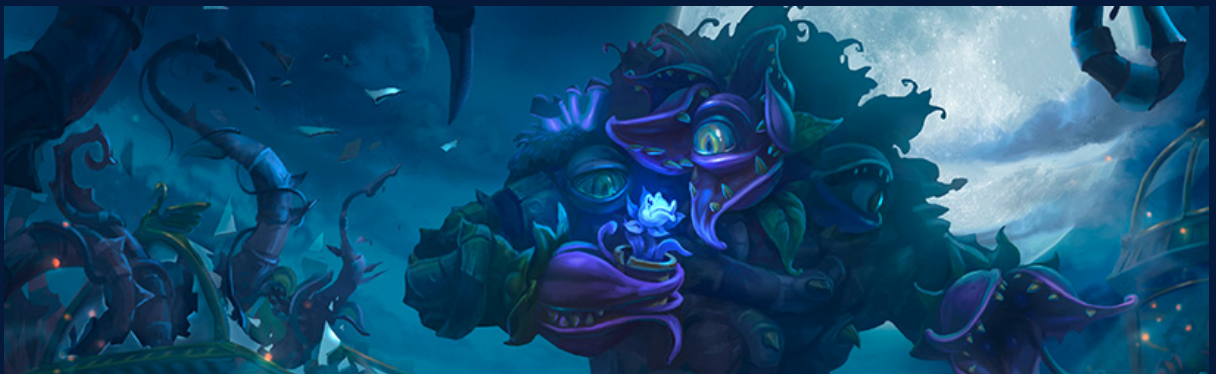


The one thing Samuro has going for him in this map, is that his clones both let him solocap the objective without needing to kill the guards, *and* let him keep it capped. Clones can also stop enemy objective progress while they channel, though they cannot complete the channel (still very valuable), also the double boss can let him end game, since this is the only core he cannot backdoor at level 20

One thing you should practice doing is to use your clones to separate the **Cavalry** from its wave, so it arrives isolated at your fortifications and is therefore easily taken down.

Mud pits will also proc **Merciless Strikes** due to applying a slow, so keep that in mind

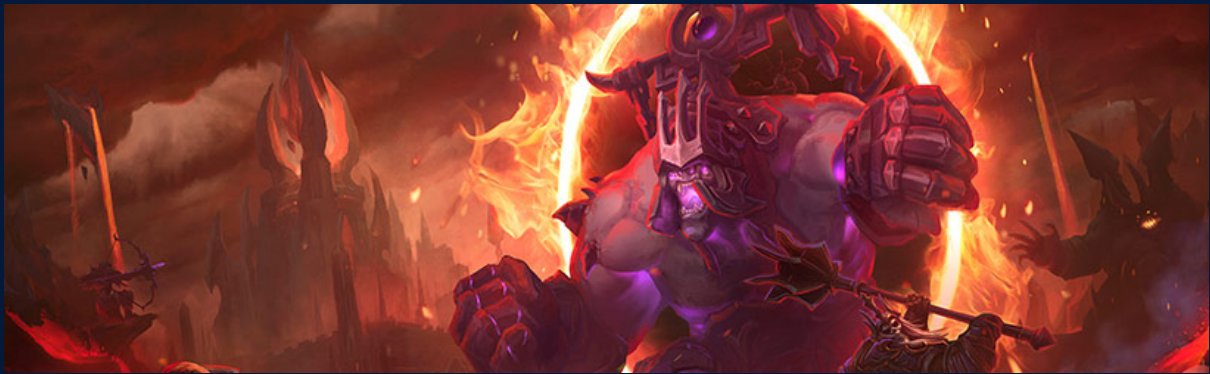
GARDEN OF TERROR



This is a really good map for Samuro, not only because there's a channel objective where you can mind game with clones (and also solocap regardless of the little terrors) but there's also so many mercenary camps that you can continuously capture and push with.

Like on **Alterac Pass**, try to isolate enemy **Garden Terrors** from their wave with your clones, while then immediately killing the pots

INFERNAL SHRINES



The problem with Infernal Shrines is that Samuro doesn't contribute much of anything to this map's objective: his clear is low, and he cannot really zone teams or provide any substantial advantage while also not being helpful at all in clearing the enemy Punisher (he can bait the jump with a clone however), he is however a good hero for double soaking during objective while also keeping a clone closeby should a hard engage break. He's also exceptional at capturing both mercenary camps in this map

- BATTLEFIELD OF ETERNITY

Samuro has the unique advantage of being able to attack the immortal while also defending with his team, not only that but his DPS on the Immortal is quite high

The problem is that while his wave manipulation capabilities are incredible, his raw waveclear is nonexistent, teams that capture the Shaman camp and time it correctly will force a 4 man rotation to deal with it, given Samuro himself will take pretty much the entire objective duration to clear it.

The map is small and doesn't really allow Samuro to freely split push away at structures. However one of the things he is able to do is to capture either Impaler camp while the immortal phase is on and having a presence in his team at the same time (the duration of clones is just enough to allow this).

- HANAMURA TEMPLE

While this is seemingly a good map for Samuro due to the open fighting spaces and the Samurai camp, which he's exponentially fast at soloing, problem is that competent teams will invade and disrupt him, and Samuro cannot really contest mercenaries he's capturing, he almost always has to retreat from them.

This map has also quite the snowball potential, and Samuro is a really terrible hero to have when fighting from behind, due to his inability to make teamfight plays that swing the game

- TOMB OF THE SPIDER QUEEN

Samuro has key strengths and key weaknesses in this map:

- On one side, he's one of the best offlaners to fully control bottom lane, while he's there enemy offlaner can neither turn in nor do the siege camp
- On the other side, his waveclear is still nonexistent, and mid-top rotations largely dictate the pace of the game, and that's a place where Samuro doesn't have an effect until later in the game

He's quite comp dependent on this map since late game he becomes quite monstrous due to his global picking up power. Like in **Alterac Pass** or **Garden of Terror**, separating the objective from the wave through clones is a good idea

VOLSKAYA FOUNDRY



This map is not only quite snowbally, but also very teamfight heavy, which are things Samuro doesn't really like in maps. He's also quite worthless at defending the **Protector** should the pilots be competent.

DRAFTING

Drafting Samuro isn't anything complicated as it isn't comp dependent but rather skill dependent. The less skilled you are with him, the later in the draft you should lock him.

Still, Samuro needs two roles in a team to be effective in fights:

- A Tank
- A Ranged Marksman (Raynor, Valla, Sylvanas, Fenix... etcetera)

Lacking any of these two roles will make your life significantly harder in a teamfight

If you also aren't quite skilled at him, I wouldn't recommend picking him in his tier **B** and **C** maps

Synergies, anti-synergies and counters:

- Heroes that synergize with Samuro are those that either buff him without revealing him to the enemy, enable Merciless Strikes, or can engage and control fights well
 - Special mention: Abathur

- Abathur not only provides Samuro with the single most reliable Merciless Strikes proc (the Envenomed Spikes talent) but also shores up most of his weaknesses almost perfectly.

A hatted Samuro is an extremely dangerous fighter and will basically win any skirmish, demolish any offlane, and just overall be pretty impossible to deal with. Not only that but Samuro and Abathur can get an entire fort by themselves at any stage of the game by using Abathur's clone on Samuro and sieging while images tank it.

It's overall an extremely toxic and effective combo and one of the few things i'd legitimately call Cheese in this game.

I also absolutely abhor it since it sucks out all the fun from a game and just turns it into a boring stomp

- Ranged Assassins with good macro input - Heroes like Falstad/Sylvanas/Greymane give Samuro a good aid in his macro duties. They can even turn a lost fight into a macro advantage thanks to Samuro's help. Good macro decision making goes a long way here

- Melee Assassins with engage - What these heroes do is open up the enemy team for Samuro to be able to step up and start dealing his damage. They also usually increase the overall HP and tankiness of a team, which sometimes is a weakness due to lacking a bruiser

- Many of these heroes (Maiev being an example) have the same impact in Macro as the aforementioned Ranged Assassins.

- Samuro is also often times a very anti-synergistic hero, due to his clones sometimes wasting abilities meant for an ally, such as Li Li's Healing Brew and Jug of 1,000 Cups, Rehgar's Chain Heal and Ancestral Healing, and Alexstrasza's Life-Binder, among others.

- But how to counter him though? Well the most relevant option is to draft a composition that excels at fighting early game. Samuro as a hero is absolutely useless in any sort of big fight until he gets level 7. So compositions that can pick

EARLY GAME:

- LANE MATCHUPS

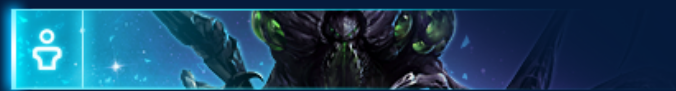
One very clear rule when laning on Samuro - *always* freeze the lane

What is freezing? freezing consists of not hitting a wave and letting your minions slowly kill it, what this normally achieves is keeping the wave frozen in one spot over a long period of time.

This tactic can be manipulated in one's favor to get the place the minion wave is frozen at to be exactly outside of your tower range, which in essence gives you a very large amount of space to maneuver in lane and push your opponent out of the range where they can soak, effectively making it so you're safer and getting exp while they're overextended and not getting much exp.

With all that said, let's move onto the matchups:

Abathur



You can't really deny him soak very efficiently, but he also struggles with clearing waves and can't really bully you out, so just shove the lane at him really hard. Maybe even cap a mercenary and force a rotation

You should clear and push him mostly when there are no objectives currently ongoing, getting the front wall is really effective since it will deny his body soaking, and as soon as you get a big wave you can get fort down easily.

Alarak

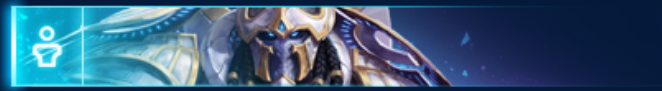


His combo is a very big threat to you throughout the whole game, luckily **Q** lets you dodge it, you should always be able to win point vs him so long as he doesn't combo you. You can easily zone him out once you freeze thanks to him not really being able to melee vs you.

Being ultra aggressive can sometimes yield good results because passive play risks him constantly poking you. If you press forward against him do it from **Wind Walk** lest he dismounts you with his E

If you get pulled by his W you have a small window where you can press Q or D to dodge it, so mostly try hitting him while you kite sideways so he doesn't manage to hit q without pull, so that if he pulls you you can dodge his Q and stomp him.

Artanis



Laning vs Artanis is all about damaging him when his shield is in downtime, and going extremely aggressive until it refreshes, then backing off with **Wind Walk**. Avoid standing in the middle of your wave or you will give him full value Q, if he takes Block at level 1, wait until clones expend the charges before you use **W** or he will most likely tank through you and win the trade.

Since artanis has almost no Area damage, it's really important for you to not kite your hero before 10, so he has a hard time finding the real one.

Arthas



His attack speed slow may be scary, but he's not. Trade into him until his attack speed slow fully stacks, then **D+E** out, if he roots you here you're in for a bad time. His level 7 sustain (should he choose it) is countered by **Phantom Pain**'s damage boost, so you're always favored in trades

He'll mostly win long trades in the early game, so it's better to just land some damage and then retreat a bit to repeat later.

Azmodan



Freeze and right Click him - wait until he lasers to press **Q** and disjoint it, if he casts Globe of Annihilation in your face use **Q** to i-frame it and then disjoint the laser with **D**. Almost all of his spells will push the wave, so let him do that and then freely bully him out. Very easy lane, but an annoying one

Blaze



Raiding 101: DO. NOT. STAND. IN. THE. FIRE!

Back off when he uses his trait, do not stand in his fires, and always bodyblock his E exit, he loses trades into you unless he manages to freeze, in which case he can really zone you out quite well, so don't let him do that

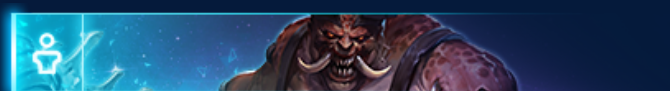
Before 7 he can just tank all your damage, clear the wave and get out, so it's better to freeze the lane in order to not let him roam freely. (After exp changes he can't clear the wave ranged with WQ or he'll lose the whole experience)

Brightwing



Freeze, zone her out, beware of Polymorph and do not let her kite you around, remember her sustain is passive and manaless, but slow. Strain her mana pool as best you can, so when she globals she has fewer options to fight with

Butcher



Trick here is to repeatedly trade into him while manipulating his brand target, if he brands you, just **Wind Walk** away from him and disengage, if he brands any of your clones, move away and swap with said clone, effectively creating distance between butcher and the clone and denying him sustain.

If he brands a minion just keep hitting him since he's not damaging you.

Keep in mind **Q**, **E** and **D** will cancel his charge

Cassia



You really don't give a damn about her armor, she has no sustain, so you can abuse that.

If she throws her blind out you can either **Wind Walk** and generally be safe from her, or you can **Q** dodge and damage her a bunch.

Chen



One of the easiest lanes so long as you save **Mirror Image** for after he soaks you in brew. Almost all of his damage is gated behind it, so if you cleanse it you're effectively denying him.

If he manages to soak you and you can't respond with **Q** or **D**, you're pretty much dead. Really, just AFK hit him and **Q** when he W's and you're good to go

Deathwing



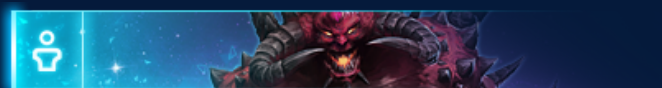
Simply freeze the wave and harass him, beware his Q damage, he's relatively easy to bodyblock too so you can try to abuse that if he overextends

Dehaka



Do not engage him when his Dark Swarm is up, wait for him to clear wave before you do. Dodge his tongue too while you're at it. If you fail to meet any of the above, he will win trades against you. You have a super easy time zoning him out, so always freeze

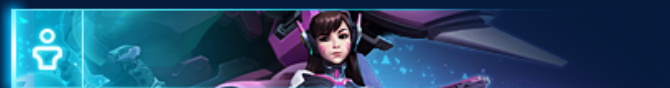
Diablo



Just freeze and zone him out, avoid walls as he can set ganks up quite nicely, you can zone him quite well from wave since he doesn't really win trades against you

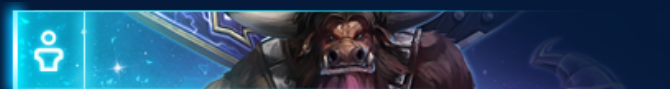
Same thing as dehaka, as soon as you have a big wave you should get a tower for free due to his no waveclear

D.Va



Just freeze, hit her, zone her off, she can't win an even trade against you even if her life depended on it, but you also can't really kill her, so just focus on zoning her off the experience

E.T.C.



He's really tanky and can effortlessly peel you off him whenever he wants to. However, you do win point versus him (his dueling is actually really decent, don't underestimate it). Overall just freeze and deny him EXP, then contest him on the point

Falstad



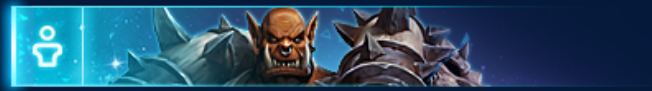
He's a relatively easy lane for you given your double crits mess him up pretty bad. Make sure to dodge his Q and to disjoint his W with **Q** or **D** since otherwise he wrecks you

Fenix



You won't actually win a trade versus Fenix until level 7, but you can zone him off experience. Freeze the lane as far into your towers as possible, use **Wind Walk** to engage on him, **make sure you deny his slow, or he borderline kills you** (**Q** cleanses the slow) Same applies for a point map, just do not let him poke you

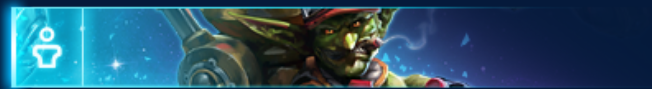
Garrosh



His waveclear is so monumentally bad you might as well just shove the lane at his gate. He can for sure try to throw you into his fort but you have so many ways to escape it that you can afford to risk it (if a gank is coming though you're pretty much dead, so you may as well just freeze and zone him out). You can also just freeze at your towers and deny him experience.

Any of those works

Gazlowe



His turrets are annoying as they won't lose the target when you **Q**. However, he doesn't really have a way to sustain himself while you do. Simply freeze, and bully him out of soak range, remember any damage you do to him will stick for a long time

Genji



He's pretty annoying to fight but he can't really trade into you unless he manages to soak up your **double crit** on his deflect.

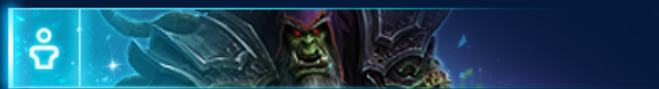
Just freeze and go after him, since he can't really afford to trade into you, but don't juggle your HP bar too much, as don't forget Genji is a clean up hero, he won't have much trouble at all finishing you off

Greymane



Double Crit him while in human form, run away from doggie. He can out trade you heavily if he's in wolf and you don't have **Deflection**. You have the tools to outplay him, use them, freeze wave and bully him out but watch out for his Q poke

Gul'dan



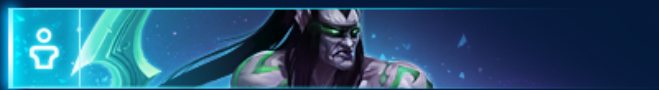
Freeze wave, zone him out, bully him lots. **D** or **Q** will disjoint his life drain.

Hanzo



Hanzo is stupidly annoying to face because of how hard it is to actually approach him, if you manage that he falls down very quickly. Otherwise freeze wave and zone him out as best you can

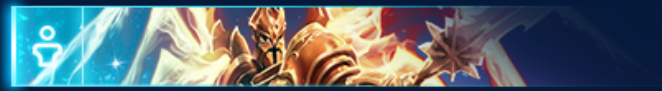
Illidan



Since Illidan has in-combat sustain and you don't, you do not want to take short trades, because then you allow Illidan to disengage and heal up on wave and progressively beat you. What you want to be doing is being extremely aggressive on Illidan and trading nonstop. Your out of combat sustain heals you up far more quickly than Illidan's sustain. Remember to retreat immediately if you land **double crit** in his Evasion, as this will allow him to win the trade. You should always **Wind Walk** when he pops Evasion.

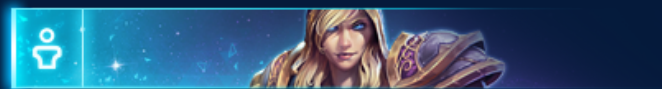
Do not use **Mirror Image** at all if he went Battered Assault, **Deflection** is incredibly useful here

Imperius



He's not really hard. Avoid his Q which isn't hard to dodge, hit him until he pops his sustain then use **Wind Walk**, then **Q** into him and hit him. Past 7 you can just cut through his sustain anyways. As long as you avoid his Q, you are fine. **Deflection** is very useful in this matchup

Jaina



Freeze wave, avoid Blizzard, and you're set to go

Johanna



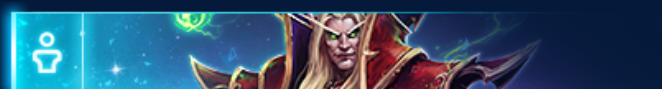
Freeze wave and soak it in peace, it'll take you 10 years to bully her out because she just has so much health. You win point versus her though so there's that

Junkrat



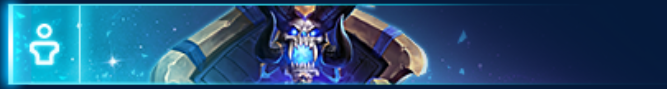
If there was ever a single word that described "annoyance", it's Junkrat. You can thankfully just freeze and zone him out of soak range, but don't get many ideas about damaging him because he'll be standing in his mine 24/7, be careful with bushes too since he likes to stick his traps in there

- Kael'thas



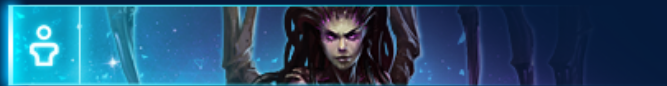
Predict and dodge his stun, then he's helpless. (You can disjoint living bomb with either **Q** or **D**)

- **Kel'thuzad**



You can disjoint his chain with **Q** or **D**, dodge Frost Nova, and just bully him out

- **Kerrigan**



Don't fight her in the wave or her splashing AA's will give her too much shielding. you win point trades as long as you dodge her stun

- **Kharazim**



He's never a threat to you. Just bully him out and make sure you kill his Earth Ally

- **Leoric**



He cannot sustain versus you since both **Q** and **D** cleanse his hand. Hit him enough and you'll send him straight back into his tomb

- **Li Li**



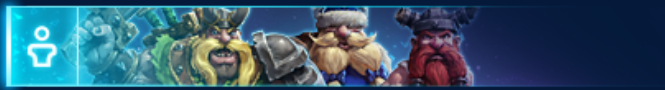
She's annoying but she can't beat you. Make sure you use Q only after she uses her Blind. She has no waveclear at all, so shove the lane into her and get the wall

- Li-Ming



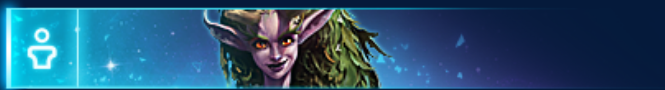
Good ones are really tricky to face and will likely try to use the fog of war to surprise nuke you, so always keep that in mind. Generally just maneuver her spells around your wave, then freeze and zone her out.

- The Lost Vikings



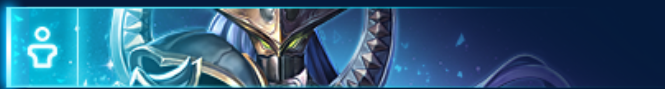
They can cheese point with invisible Erik, but Samuro can hard shove the lane and pretty much get the entire fort. Otherwise just freeze the lane and deny them experience

- Lunara



Her kiting capabilities are obnoxious, but her health pool is tiny, make sure you kill the Wisp and just zone her out of soak range

- Maiev



Abuse her lack of sustain, don't pop clones while fighting her or the resets will let her out trade you, be careful of her Tether + Blink combo, that can do a number on you over time

- Mal'Ganis



He has crazy durability but you can still DPS through it. Avoid his stun as best you can. You can also push mercs out and shove his lane in, as he has virtually no clear

- Malthael



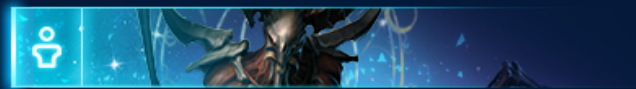
You can honestly just not pop clones and right click him to win, do not fight him inside wave. He will try to kite you so you need to stutter chase him to keep damaging him, he's tricky for sure

- Medivh



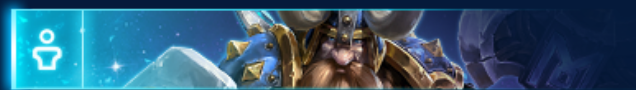
Freeze and zone him out, if he's laning vs you it means he wants to stack, so deny him that and enjoy knowing his 4 man doesn't have the Medivh they drafted a comp for

- Mephisto



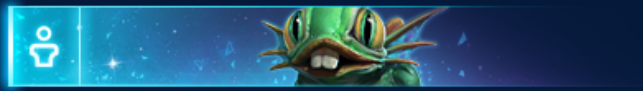
His spells are quite easy to dodge, damage him when he teleports aggressively. He really is a terrible laner, you shouldn't have any problems against him

- Muradin



He'll try to work you out over time, then jump to escape and regenerate health, the thing is this, you also have out of combat sustain, but unlike him you're not limited by mana. Dodge his stun, hit him until he presses W then **Q**

- Murky



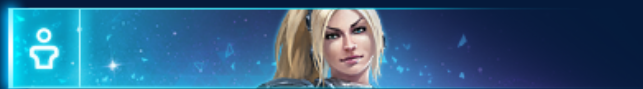
KILL. THE. PUFFERFISH. that's it, that's the entirety of Murky sololane, do not bother double critting him or anything, just save it for his Pufferfish, freeze lane and zone him out.

- Nazeebo



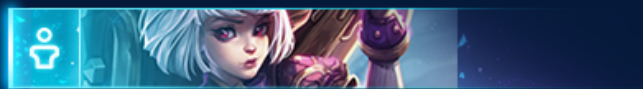
Freeze lane, zone him out, harass him repeatedly, you're one of the heroes that does not let him stack much, so use that. Remember **Q** or **D** will cleanse frog poison, and spiders lose aggro when you **Wind Walk**

- Nova



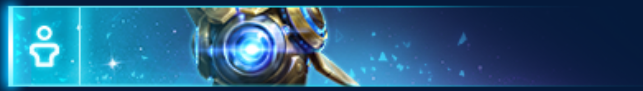
She can be annoying due to you not being able to hit stealthed targets at all (seriously Blizzard, this lack of interaction is just dumb). Freeze wave, soak safely or take a mercenary camp and abuse her inexistent waveclear as you cannot zone her out due to not being able to hit her

- Orphea



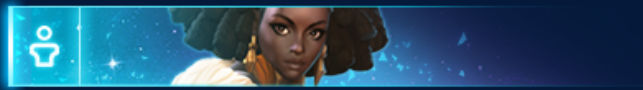
Dodge her Q, dodge her W and dodge her E. If you don't she'll either kite you around endlessly, heavily damage you, or just walk away from you. Freezing works well into zoning her out, still, be careful with her abilities

- Probius



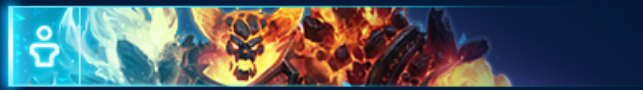
This is mostly about freezing and zoning him out of soak range, he's made of paper so a **double crit** will be quite nasty for him

- Qhira



Right click her, wait until she uses either Q or E to pop clones, and when she uses the other one, **swap**. The longer you can deny her Blood Rage, the better. Always freeze lane to give yourself space

- Ragnaros



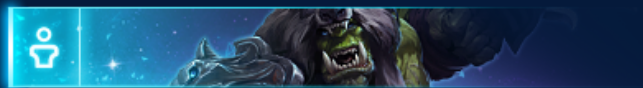
Freeze and deny him experience since he cannot afford to fight you in melee, bodyblocking him works quite well. **Avoid his Living Meteor**. That spell is a serious threat since it shreds **Mirage** charges which are what give you the edge over him. Never fight him inside wave or he can kite you around and damage you with his splash damage

- Raynor



If you dodge his Q you can melee him and win a trade, otherwise just freeze and zone him out

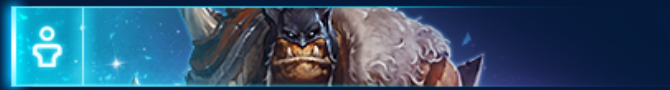
- Rehgar



Be careful of him trying to poke you down with lightning shield on totem/minions, it can do a

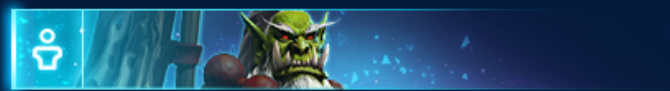
surprising amount of damage, also don't let him Z to you or you will take a considerable chunk of damage, freeze and bully him out

Rexxar



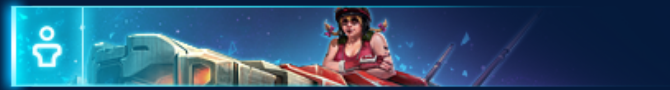
You win point maps vs Rexxar, but on a normal lane you don't have much ground to get to Rexxar himself due to towers. A good idea overall is to just focus Misha herself to strain Rexxar's mana. Heavily skill dependent

- Samuro



But how to fight one you ask? Samuro needs room for his bullying capabilities to do anything, the more you can deny said space, the less effective he becomes at bullying. Freezing waves at your towers also cripples his ability to double soak greatly

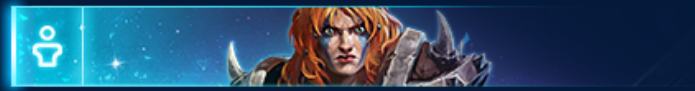
- Sgt. Hammer



A-move images to her, if she uses the knockback, perfect! **swap**, **Wind Walk** to her and enjoy winning the trade. If she doesn't use the knockback just **swap** to one of the images and do free damage till she knocks you back. If she cheeses you with stealth just A move images to a wall near her and push the wave, whenever she reveals herself to hit you, **swap** and respond in kind.

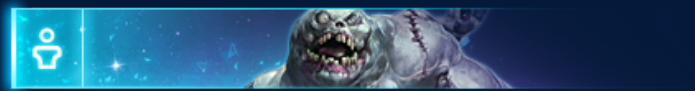
Or just commission a gank and enjoy watching her die to bodyblocks

- Sonya



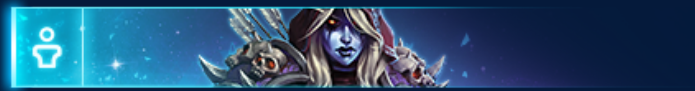
Do not trade into her when her Spin is up, wait until she uses it first. If you're already fighting her and she spins, run away. The most important part about fighting Sonya is to not take damage from her Spin. **Dodge her spear** and abuse your attack range to kite her around. You generally need to wait for 7 to win this lane properly

- Stitches



Freeze, deny, hit him a lot and strain his mana pool. Don't underestimate his damage as it is surprisingly high.

- Sylvanas



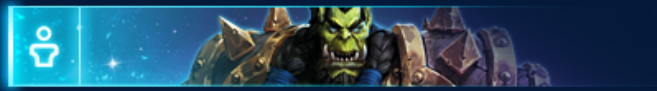
If she's solo laning versus you there's a high chance she wants to stack her level 1 quest on you. Bully her as normal but as soon as she throws her Dagger out, either **swap** or **Q**

- Tassadar



Freeze, zone him off. He's a really annoying laner to face but that's about it. Try to save **double crit** for when you can actually damage him, and don't waste it in his shield

- Thrall



He can't poke you because you're in **Wind Walk** and he can't win a short term trade with you, and loses a long term one even harder, he has a lot of sustain but it doesn't matter a lot because you won't be taking much damage in the first place, not to mention you can also sustain

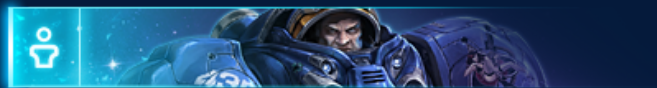
Who was Green Jesus again? the handsome Blademaster with a white beard? Yeah, that's what i thought

- Tracer



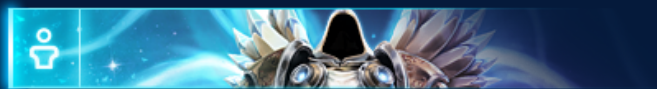
Double crit will work her out, don't let her run circles around you, You should be either in **Wind Walk** or behind your towers. Her mobility lets her easily kite and outplay your limited tools, so do not underestimate her

- Tychus



Double crit him then run like a little girl because his minigun will shred you, work around that cooldown (don't trade when the minigun is red hot, trade when it's not), try to dodge the grenade, at level 7 you show him what a true orc can do and now he has to run like a little girl or die, i guess you could say that an orc's gotta do what an orc's gotta do

- Tyrael



Right click him, freeze, win. Not much else going on in this lane

- Tyrande



Whenever she puts Hunter's Mark on you you **Wind Walk** away or **Q**, after that just right click her and avoid the stun, freeze and give yourself room to strain her mana pool

- Uther



He'll try to poke you out, just let wave freeze at your side while you do your best to zone him out

- Valeera



You can't hit her and she obliterates you the moment you're out of **Wind Walk**, freeze and soak safely, you will need to do clone attack move shenanigans if you want to have a chance at contesting her. Tough lane, but doable

- Valla



Freeze lane, and zone her out. She can rather effectively avoid your damage and can dish a lot in return, so prioritize flanking her from bushes and manipulate vision

Varian



- **Taunt:** he honestly can't do anything to you, right click him to win



- **Colossus Smash:** when **WHAAAAH**'s you, wait until he lands then press **Q**, it will cleanse the armor debuff, if you press **Q** before that however he will land wherever the real Samuro is, given that case **Wind Walk** out or die.



- **Twinblades:** at level 7 you outrade him (lol), Play a bit more passive if you have **Mirage**, if you have **Deflection** you can yolo him. You're overall a better bully and will have better control over the lane. Not to mention he loses hard if you decide to force him into double soaking

Xul



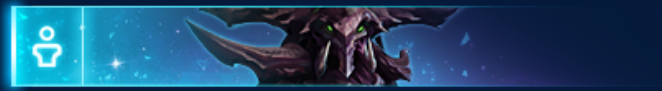
Wait until he either uses Root or stacks his attack speed slow to use Q. If he pops his armor, disengage. Really good idea to freeze

Yrel



Her jump is her best tool to damage you, as is her W to disengage from you. Do your best do damage her while avoiding both these spells

Zagara



Her kiting is extremely annoying, as is her Hydralisk, which preserves it's targeting through your **Q** and **swaps** (while leaves either **Wind Walk** or killing it as your only options of nullifying it's threat on you). Freeze and zone her out, **double crit** will do a good number on her.

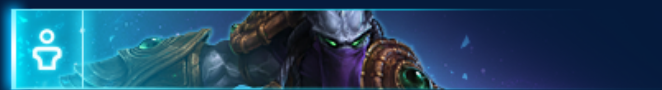
If you find yourself stuck laning vs her you may consider going **Way of the Wind**, which pretty much secures you the lane regardless of her skill, otherwise Zagara can theoretically always stay out of your **Q** range and then kite you to death, but it's honestly extremely rare to find them and she has no way to actually pressure you if you play defensively

Zarya



Similarly to Artanis, just damage her outside of her shields. Do not trade into her if she has high energy as she melts you then

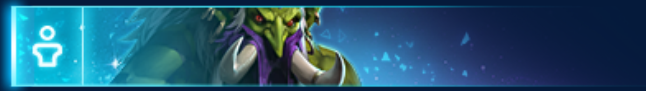
Zeratul



Freeze and soak safely, since he's basically always stealthed, you can't really zone or bully him out. You win points due to him not being able to contest you at all (since your **Q** disjoints his W, which nullifies his main source of damage).

Generally just don't push into him, he can very safely blink around you to kite you and manipulate images, don't underestimate him

Zul'jin



If he's here, he wants to stack, he'll try to bully you, the problem is you're better at bullying him out, but doing so means he'll stack. It may be overall best to just freeze and soak safely, that will massively hurt his late game due to lack of stacks

Wow, that's pretty much the entire relevant cast of heroes you could ever possibly find on the solo lane

MID GAME You're mostly going to be double soaking and bullying whoever you can. Time the mercenary camps, keep an image with team. Remember that level 16 is where you get your teamfight power spike, you're not a very good team fighter before then, so prioritize making your way to 16 before other things. Always prioritize creating spread fights that turn into skirmishes over clumped up fights, the former takes full advantage of your extremely powerful duelist kit, the latter leaves you helpless in the middle of an AoE fiesta

LATE GAME

This is where you get your two largest power spikes since **Illusion Master**, Now that you can effectively gank and kill heroes, you can afford to be a bit more aggressive and try to harass their rotations more (this is most effective with a **Harsh Winds** build, but generally works with any build)

When you get 20 you can start aggressively going for the keeps and threaten to end the game to force people to have to respond to you (and therefore get an edge in fights). Samuro with an open core is an extreme threat since he is the only hero in the game with the ability to safely backdoor the core, this creates a tactic where during the level 20 objective Samuro will instead make his way to the enemy core and start harassing it with a clone, if the enemy hears back to respond, Samuro can then **swap** to the objective and basically win a phase or the entire objective. If the enemy does not respond Samuro can then simply keep downing the core and win the game by himself, he effectively becomes a walking objective able to end the game by itself under the right conditions

Streams:

- Derenash may sometimes play Samuro, or you may get to see me in his stream playing a bit of Samuro: <https://www.twitch.tv/derenash>
- Munky is overall the most well known Samuro main, plays him really good - <https://www.twitch.tv/munkys>
- I will occasionally and irregularly stream some Samuro games (you can ask me to stream in Wind Striders): https://www.twitch.tv/blackstorm_9/

Well, this is the end of the guide, for now, I'll probably update it as time goes on (update #4, done :D) and my opinions on certain things change or when Samuro hopefully gets reworked.

Anyways feel free to disagree with anything I've written, civilized discussion is always a good thing.

Changelog:

- Edit #1: Reworded and redid most of the guide
- Edit #2: Enjoy the dark background
- Edit #3: Updated Builds and Talents sections
- Edit #4: Rewrote the entire guide, visually updated it, added new sections... yeah it's effectively a new guide now

CREDITS

Special thanks to:

- Derenash: This good boi is the goodest of them all, really mechanical Samuro player

- **JKnightmare:** Amazing Samuro main and one of the very few people to know pretty much everything about him
- jdelrio: One of my long time apprentices
- Munky: by far the most well known Samuro main out there, and one of the best Harsh Winds users out there, definitely check out his stream
- Nick: Talented Samuro player displaying one of the more unique playstyles out there, also the creator of the insanely helpful tricks that i borrow for my tricks section
- VoidInsanity: One of the most knowledgeable players on Samuro, who personally taught me and a lot of other people many of the inner mechanics of Illusion Master
- The Wind Striders Discord group - <https://discord.gg/yPRYAed> - They not only gave me amazing ideas for improving the quality of this guide, but also helped me to do it
- And thanks to all the above for helping me make this guide the best it can be

BONUS SECTION

If i were to rework Samuro.... [how would i do it?](#)