

I know the majority of you will want to skip this section, but before I do anything, I would like you all to take some time to look at the people who have helped with the writing of this. Without them, this wouldn't be possible.

PLEASE NOTE THAT THIS IS STILL A HEAVY WORK IN PROGRESS. THINGS WILL BE INCONSISTENT AND ARE SUBJECT TO CHANGE.

My name is Okami, and I have been playing Smite for three years as of writing this, and have played in Solo Lane for 2 and a half years. I was a coach for Bulldog eSports for the Smite PS4 League where we almost got to Worlds. I am very close to professional players, constantly studying the game, and have reached Masters rank multiple times.

My main goal for this is for people to be able to learn; Newer players, and experienced players. As easy as it could be to make these as fast as I can and release all of the Gods already, I would not be satisfied with that in any way.

There is very little easily accessible information regarding Solo lane, unless you know exactly where to look. The majority is either outdated, or generally unhelpful/false information. I want all of you to be able to read this and learn something informative.

I want to have every Solo Laner in the game completed for this. There may be some exceptions to this, but my current goal is 40 different Gods. However, this number will be increased in the future due to both meta changes, and of course additional God releases.

This is a huge project that will take months to fully release. Even with all of the people that are helping with aspects, I am still one person working on all of it. I originally wanted to have this finished by the end of last year, but that was an unrealistic goal. I can assure you all that this will be finished sometime this year, but I currently have no timeframe. Thank you all for your patience.

The following have helped with general guidance on Gods. They have helped raise the quality of information drastically, and I cannot thank them enough for the assistance.

God Assistance:

AlphaJackal (Artio) <https://twitter.com/AlphaJackal>

Deathwalker (General) <https://twitter.com/Dthwlkr>

Duck3y (General) <https://twitter.com/SomeoneTookDuc>

HyperCarryOdin (God Matchups) <https://twitter.com/TheBestJarryd>

KaLaS (Jormungandr) <https://twitter.com/lfKaLaS>

LithiumBatteries (King Arthur)

I would also like to thank the following for helping with proofreading. My writing can sadly be off at times, and these people have helped to make sure that that writing doesn't make it to all of you!

Proofreading:

Deathwalker <https://twitter.com/Dthwlkr>

Flareb00t <https://twitter.com/Flareb00t>

HyperCarryOdin <https://twitter.com/TheBestJarryd>

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Art:

Wolfdawg Art <https://twitter.com/WolfdawgArt>

PLANS:

**Main Focus: Add Gods over editing older ones.
Soon to add;**

Glossary

More in-depth introduction

General design overhaul

Artio: General overview. Currently unhappy with her section. Multiple changes needed - entire rewrite likely.

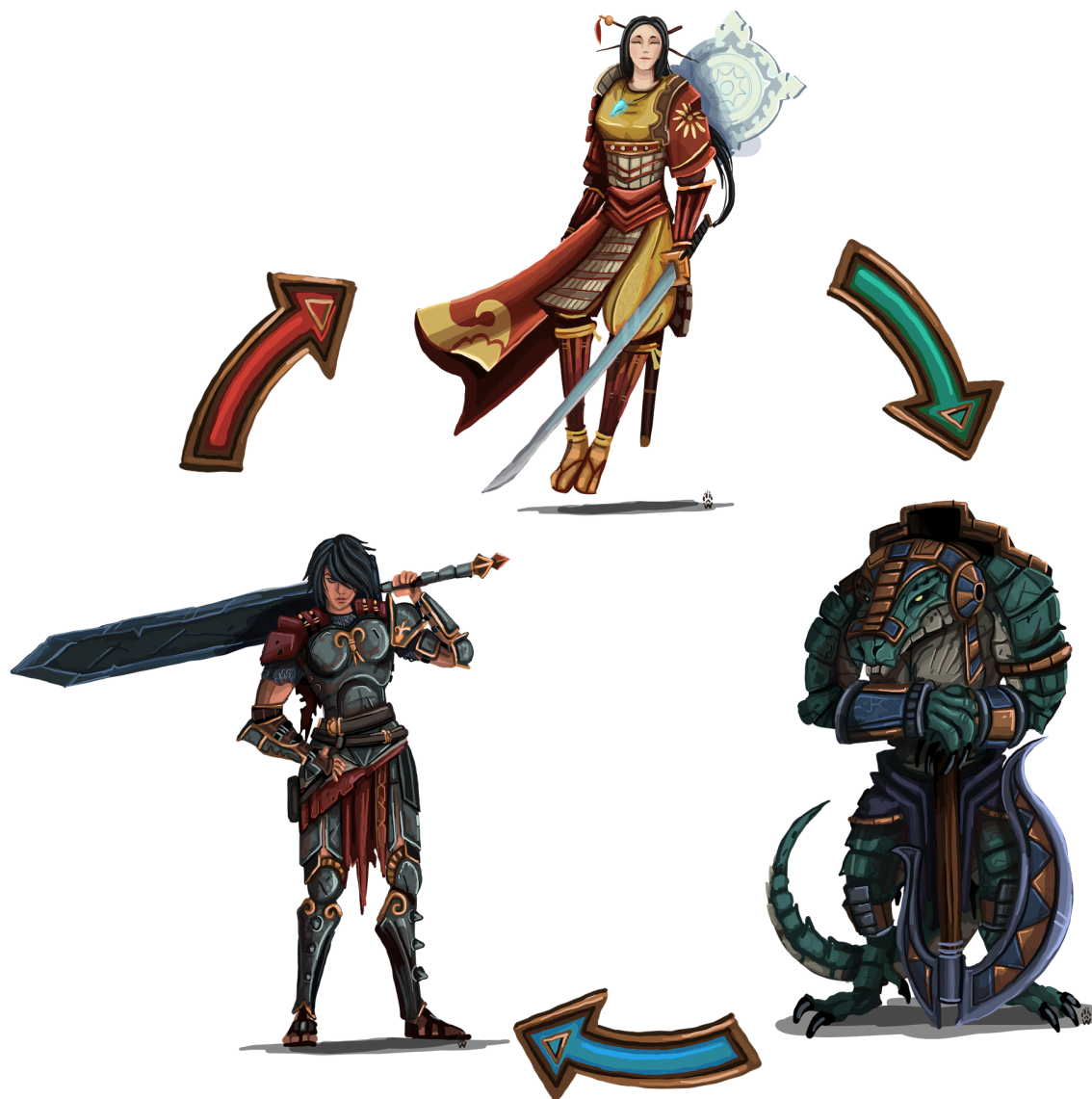
Erlang Shen: Complete re-work.

Next releases (in no order);

**Amaterasu,
Cu Chulainn**

Completed: 8/40

Solo Lane Matchup Chart



Solo Lane Gods are divided into three main Groups; **Bully (Red)**, **Clear (Green)**, and **Stall (Blue)**. **Bullies** beat **Clearers**, **Clearers** beat **Stallers**, and **Stallers** beat **Bullies**. This is the Rock-Paper-Scissors that is Solo Lane. However there are exceptions to this, and general rule will be overwritten by a specific rule. For example;

Cerberus is a **Stall** God that struggles against **Bully** Gods. Even though the general rule stats that **Cerberus** should be the favourable option in this matchup, as **Stall** beats **Bully**, in this specific matchup, **Bellona** wins, because **Cerberus** cannot handle Gods rushing him down.

Bully Gods are typically identified by their aggression. They will often bypass clearing the wave in order to fight the enemy God. They try to get themselves ahead of their foe as much as possible through putting the enemy god behind by killing them, or poking them out. This can lead to multiple invasions, and full on attempts to gain pressure. **Bully** Gods will typically be focused on the early game, and geared towards fighting a singular target.

Examples of **Bully** Gods; **Achilles, Bellona, and King Arthur.**

Clear Gods usually have large amounts of mobility. Their goal is to try to clear the wave as fast as possible in order to rotate for farm in other parts of the map, trying to get as high in level as possible, and impact a fight that way. These Gods are very difficult to contain. **Clear** Gods are typically focused on Mid to Late game, and will have teamfight initiation, or multi-target damaging abilities.

Examples of **Clear** Gods; **Amaterasu, Athena, Sun Wukong.**

Stall Gods will sit back and take the game slowly, usually waiting for the minion waves to kill each other early on until they come online. These Gods will punish any who attempt to approach them, and will typically be playing for later stages of the game. The main goal of a **Stall** God is to stay even with the enemy, and keep them from getting ahead. These Gods are very difficult to kill. **Stall** Gods are typically Mid to Late game focused, and will have large amounts of Crowd Control or supportive effects.

Examples of **Stall** Gods; **Geb, Sobek, Terra.**



Achilles

Strengths:

- Amazing Pressure
 - High Sustain
 - Self Buffs
 - Low Cooldowns
 - Farthest Reaching Warrior
- Basic Attack Range in the Game
- Only Warrior With an Execute

Weaknesses:

- Poor Teamfights
- Poor Range
- Easy to block Execute
- Slow Clear
- Weak Levels 1 - 5

Overview

Achilles is a Warrior with a large focus on pressure. He wants to push his foes into a corner whilst keeping the advantage, which is backed up by his multitude of self-buffs and self-sustain. His onslaught of abilities will keep his foes under pressure due to the low cooldowns, and during his downtime can trade safely due to his extended Basic Attack range. His passive allows him to adapt to an offensive or defensive situation if needed, with his Second Ability; Radiant Glory enhancing his passive bonuses further. His kit is very simple, but extremely effective.

Laning Objective

As a bully, Achilles wants to get pressure. He has a bit of trouble doing it until his first item, but the moment that comes online, he is a force to be reckoned with. Constant poke from his first and third abilities make it difficult to be near him. Mix that in with the buffs and healing from his second, and it is going to be incredibly difficult to outrade him. Not only that, but the extra range on his Basic Attacks will allow him to get a few extra hits on his foes, while they cannot do the same. Achilles gets a lot out of just hitting his foe, trying to get them low enough to make them uncomfortable which allows for invasions or rotations.

Around level 8 Achilles can Solo enemy Mages, allowing mid rotations to be especially threatening and rewarding if a kill or pressure is obtained. Make sure you always hit the enemy God with the first hit of Combat Dodge, but hitting the second strike on the wave is also good. You always want to make sure you activate Radiant Glory before using anything; Achilles will not clear the full wave without this active as well.

Abilities

Passive Gift of the Gods: Achilles has a passive that you choose between two 'stances'; Armour, and Shirtless - which you can switch between whilst in the fountain. With Armour, Achilles will gain Health and Protections. While Shirtless, Achilles will gain Physical Power and Movement Speed. Typically early game, Achilles will want to play Shirtless; the power buff is enough to assist in both clear and poke, which allows Achilles to farm faster, and hit harder. As the game progressed, benefits of protections will be much more apparent, making donning the armour a much more preferred option.

Shield of Achilles: Achilles rears his shield behind him before crashing it in front of him, smashing his shield into whatever stands before him, whilst also releasing a cone of damage outward from the shield. Any God hit by the shield will take a large amount of damage and be stunned. Anybody hit by the rest of the spray will take 85% or regular damage. The cone damage also goes through walls. This ability will only stun on Shield hit. This ability is very useful for initiation. The stun can lead to strong follow up damage, but it also sets up for his own kit, confirming hits from Combat Dodge.

Radiant Glory: Achilles will do a twirl, boosting his Physical Power, Protections, and Crowd Control Reduction. If Achilles hits any target with abilities he will heal for each enemy hit, with a maximum amount of heals he can receive per ability - increasing per level. You always want this ability active before you begin to clear, or use any abilities. The extra stats are an extremely helpful boon in a fight, leading to advantages that can get out of control if left unchecked.

Combat Dodge: This ability is split into two parts; Achilles will side-step in one of eight directions. Upon dashing, he will gain a strike with his spear that goes through whatever it hits. If the first spear connects, he can use this ability a second time. Achilles may cancel this ability after dashing, and before firing his spear, which still keeps the ability in use. This can be used to weave in basic attacks to vastly increase his damage potential. This is a very useful repositioning tool, allowing you to close distance or dodge abilities. Not only that, but due to the low Cooldown and Mana Cost on this ability, it can be used repeatedly to keep up the pressure. Typically your first ability in a fight, this can get large amounts of damage off due to the times you can use this ability. It is best to Dash, Cancel the ability, 2, Basic, 3, Cancel, Basic attack, Basic attack, Spear Strike. This ability Procs item effects once per Spear Strike, such as Gladiator's Shield. This also includes Radiant Glory.

Ultimate Fatal Strike: Achilles charges up a dash, becoming CC immune. After a second he dashes forwards in whatever direction he is facing, damaging any enemies hit and stopping if damaging an enemy God. If the God is below 30% Health, they will be executed. If Achilles executes an enemy God, he can use his ultimate again; up to five times. If Achilles lands an execute, he will take 10% more damage for the duration of the ability. The usage of this ability varies from fight to fight. The execute can be extremely useful, changing the tide of a fight and allowing you to possibly even get off chains of executes. Or, you will end up being blocked, forcing the ability to a premature end. Using Shield of Achilles before the execute can help to confirm it, so if available, you will want to try to save it for an execute confirm. However, the situations where that is possible are decently rare, as Achilles is an initiator, and will want to use the majority of his Kit on a target. This means the target already needs to be low or he needs to save his 1 specifically for them, sacrificing a lot of damage and follow up potential. This ability is also very helpful for closing distance. It is easy to get caught up in the execute portion of Fatal Strike, but it is still a very useful repositioning tool.

Ability Usage and Level Order

Achilles will always start a fight with Radiant Glory, followed up by a Dash on Combat Dodge, Cancelling the Spear strike, Basic, Shield of Achilles, Basic Attack, Spear, Dodge, Basic Attack, Spear. This makes the most of his buff from Radiant Glory and the space between his overall kit.

It may sound complicated, but once you break it down it is a matter of muscle memory.

2, 3a, 1, 3b, 3a.

Or, if an execute is available:

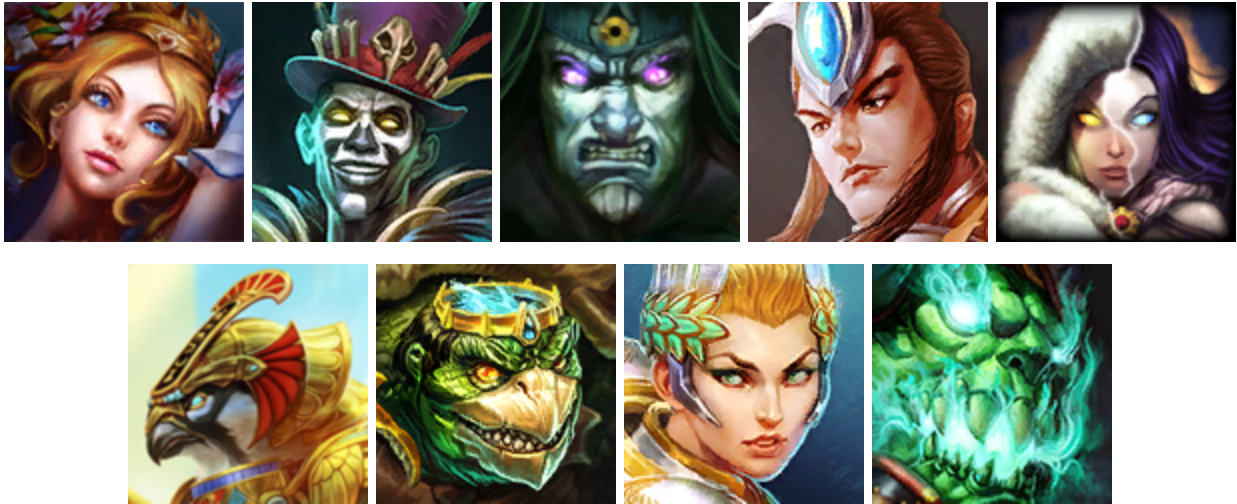
3a, 1, 4.

Examples

Achilles' Team begins to start a fight for Gold Fury while the enemy team has pressure. Achilles has made his way to Mid lane, and comes in from the jungle route by the enemy Tower. He runs towards the enemy Agni is in the backline, starting with his standard combo. This forces Agni to use his beads and dash away, using his Stun and bombs on top of Achilles, which he dodges. Now that Agni is out of the fight, his team has the advantage. Achilles switches his target onto the enemy Sobek approaching him, which allows the rest of his team to go in, and gain immense pressure for the fight. Achilles successfully got the team in a winning position by forcing out Agni, and creating a window by disrupting the Tank.

Matchups

Favourable +



No Sustain: Gods with no way to heal themselves fail to keep up with Achilles. Gods such as **Cabrakan**, **Kuzenbo**, and **Nike** all struggle against the onslaught that Achilles brings, and fall behind as a result.

Unable to Retaliate: Achilles can stick to a God very easily, which causes issues for those unable to get him away from them, or forced to flee, using clear abilities in the process. **Aphrodite**, **Baron Samedi**, **Erlang Shen**, **Hel**, **Horus**, **Kuzenbo**, and **Nike** are all forced to approach differently, due to risk of dying.

Weak Early Game: Ironically enough, Achilles actually struggles early on. He wants to get past the first few levels of the game to get his items online. Gods that let him get away with

it, such as ***Aphrodite***, ***Baron Samedi***, ***Hel***, ***Horus***, ***Kuzenbo***, ***Nike***, and ***Xing Tian*** give him leeway to his power spike.

Unfavourable -



High Early Pressure: Gods that can abuse Achilles' weak early levels can put him behind before he's able to fight properly. Gods such as ***Amaterasu***, ***Cu Chulainn***, ***Jormungandr***, ***Tyr***, and ***Zhong Kui*** all hurt him while he's down.

Range: Achilles has trouble against Gods from a distance, especially if they bombard him with projectiles. It is mainly only an issue however when they are all still dangerous up close. ***Cerberus***, ***Jormungandr***, ***Osiris***, ***Set***, and ***Zhong Kui*** are all difficult to approach, and will mainly just poked out Achilles too much for him to take advantage.

Instant Healing: For Achilles in particular he wants to keep a clear advantage through his healing. When Gods like ***Cerberus***, ***Chang'e***, ***Tyr***, and ***Zhong Kui*** all create a difficult place to get pressure in.



Artio

Strengths:

- High Pressure
- Strong Boxer
- High Sustain
- High Sticking Potential
- Strong Levels 1-5
- Cripple Field
- Instant Stun
- Strong Anti-Engage

Weaknesses:

- High Mana Costs
- Limited Range
- Blink Dependant late game
- Easily Locked Down

Laning Objective : Artio's lane authority is incredibly strong. Thanks to being a stance switcher, she has four damaging abilities instead of the typical two to three that most Gods have access to. This allows Artio to typically charge her opposition down, while healing herself in the process.

Due to this, her one goal is to put her opponent as far behind as possible as early into the game as she can so that she can get full pressure, and make her foe as unhelpful as possible to their team for later fights, which Artio struggles in. Forgoing clearing the wave so you can attack your opposition is especially strong on Artio, as she will almost always win a trade due to her healing, and rapid fire abilities. This also makes freezing the wave frustrating for foes she has pressure against, forcing them to risk their lives for farm, or to fall even further behind.

Overview

Artio can bring a lot of pressure to the Solo Lane. Being a Stance Switcher, she has access to 6 abilities, and having those can give her significant pressure in lane. Her Druid form gives her more Sustain-Focused abilities, and her Bear Form grants her more Damaging abilities. Artio also has a Cripple Field, which is one of her greatest strengths. This allows her to be one of the best Anti-Engage Solo Laners in the game.

She is extremely difficult to kill in a teamfight, but due to her lack of instant movement, she definitely needs a way to get into a fight, such as Blink. Without Blink, Artio has extreme difficulty getting her Stun-to-Cripple combo off, which is her biggest strength in a fight.

Abilities

Passive Decompose: Whenever **Artio** damages enemy Gods with her abilities, their Physical and Magical Protections will be reduced. It can be quite helpful sometimes, but it isn't the biggest thing to worry about. More often than not you will just want to hit with your rotation and leave in lane, or fight for as long as you need to. Trying to attack just because you have the passive stacked on somebody even though you are in no position to fight is a very dangerous idea, and you should never try to focus on the passive.

Energy Surge/Maul Prey : All of Artio's Abilities are split into two versions. Her Druid Form, and Bear Form, with an ability tied to each one. In Druid form, she shoots out a wave of energy in a small cone, and if it hits any Gods, she will heal herself, and any Allied Gods around her. The more gods she hits, the greater the effect of the heal. This is really helpful in Teamfights, and allows **Artio** to stay in a fight much longer than other gods. In her bear form, she swipes her claws twice, doing damage in two consecutive intervals. This is very strong in lane, and can do quite a lot of damage in a fight. The strongest part about these, is that they are on a relatively low cooldown, allowing her to keep chipping away at opponents while keeping herself and her teammates just healthy enough to be in a winning position.

Entangling Vines/Ferocious Roar: In Druid form, Artio spawn a mass of vines beneath her in a circular radius. These cripple anybody standing in them, and also decrease the damage of anybody inside by a small percentage. This is one of Artio's most impactful abilities, especially when placed in the middle of the enemy team. This is extremely useful after Blinking in, which can either force carries into a bad position, or force beads. Also note that if Artio dies while Entangling Vines is currently active, it will still be active in the place that she died. In Bear Form, this ability is a Stun which gives Artio protections. The stun is extremely fast, and can be really useful at the start of a fight, or right after a Cripple, if you have time for it.

Life Tap/Heavy Charge: In Druid form, Artio channels to create a line that deals multiple ticks of damage. Artio can move during this, and the ability heals Artio, Slows the enemy, and can go through walls. If she lands all five ticks on an enemy, then the target is rooted. This is not like Amaterasu, where she just needs to land each swing of her ultimate on anything to proc her stun. Artio NEEDS to hit the target she wants to root with every tick of the ability. This has some interesting uses. It is good for starting off fights from a distant to poke somebody, or to try to catch up to an opponent to use the rest of your kit on. The healing is rather low, not something to depend on, but it will keep you alive if a fight lasts for long enough. An interesting one is to use it in lane through the wave, and to hit the enemy God with it. This will direct the minions aggro towards you, and you can then hit every minion with the rest of her kit easily. In Bear form, Artio channels a dash which makes her travel faster than normal, which allows her to pass through enemies, and slowing any that she hits. This ability can be cancelled mid-dash, due to it being a channel. This is very important, as you can cancel it after dashing through a target, and instantly following up with Maul Prey for a large amount of damage. This can be used for chasing, escaping, or killing,, and is quite effective at all of them. Something to note, is that Artio is NOT root immune during Heavy Charge, meaning that she can be locked down in this if any enemies have them available.

Ultimate Shapeshift: This is Artio's Stance change ability. It has an extremely low cooldown, so you can switch stances however you please. This ability does have a passive effect, where every time Artio hits an enemy God, she gains a stack of Invigoration, which stacks up to eight times. These stacks increase Artio's Movement Speed, and MP5, which are quite useful, but not game changing. This will trigger naturally as you play Artio.

Levelling Order

You have an important decision when you play as Artio: Do you want to level your 2? Do you even want to level your Ult? If you forego these, then you will be doing much more damage in lane.

The standard levelling order should be 3, 1, 1, SKIP, 1+4, 2, 1, 3, 1, 3, 3, 3, 2, 2, 2, 2, 4, 4, 4, 4,

If you want to level your 4, then 3, 1, 1, Skip, 1+4, 3, 1, 3, 1, 3, 3, 4, 4, 2, 2, 2, 4, 2, 2, 4

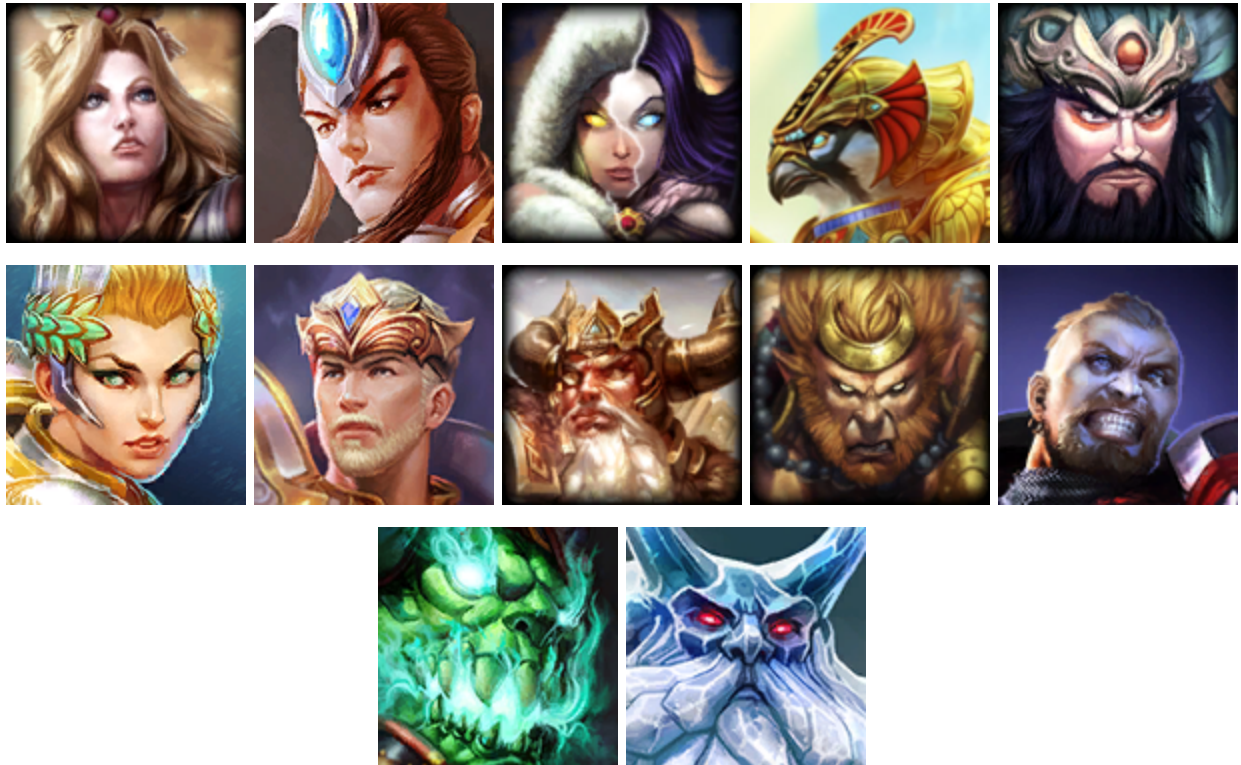
If no to both of these, then you go 3, 1, 1, 3, 1, 3, 1, 3, 1, 3, 2, 2, 2, 2, 2, 4, 4, 4, 4, 4.

Examples

As a teamfight begins, Artio is standing by the carries in bear form. Enemy Susano Blinks onto the ADC, and Artio instantly uses Ferocious Roar into a stance Switch to Entangling Vines, followed up by Life Tap, locking Susano in place. This means Susano can no longer do anything to kill the ADC. An alternative, Artio Blinks into the middle of the enemy team in Bear Form, uses Ferocious Roar, instantly turns to Druid Form, casts Entangling Vines. After that, any kind of ability usage should be fine, but either one of her 3's are probably bes

MATCHUPS

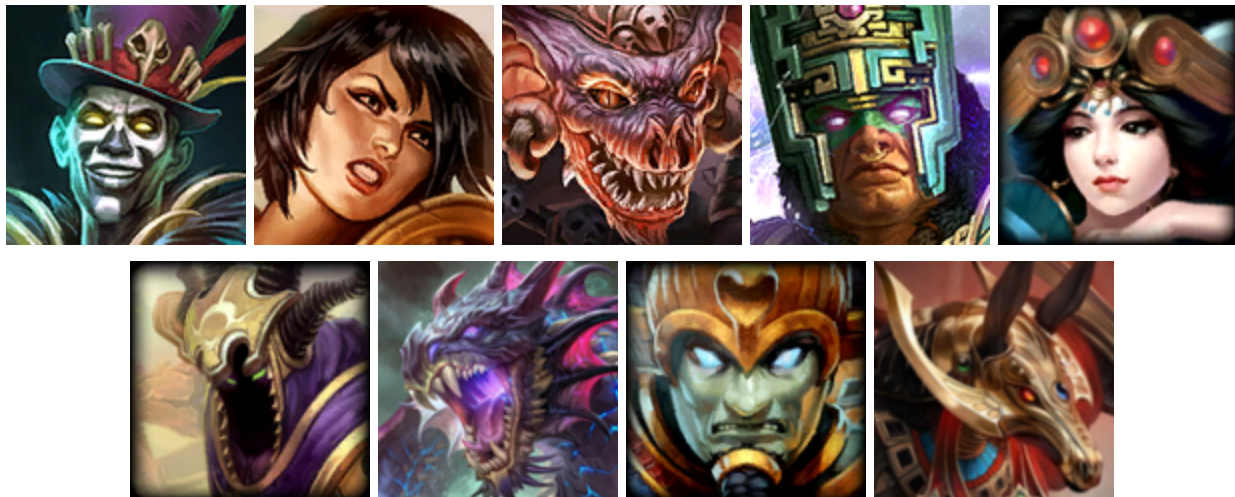
Favourable +



- **Mobility** - Gods that depend on movement to either clear, or get out safely struggle immensely against Artio, due to her cripple field. **Athena, Erlang Shen, Horus, King Arthur, Odin, Sun Wukong** and **Tyr** will all take large amounts of poke while they hopelessly attempt to clear the wave, and being forced into ultimates to escape.
- **Channeled Abilities** - Gods that need to channel abilities to clear need to find other ways against Artio. With her instant Stun, she can instantly cancel crucial abilities for Gods such as **Erlang Shen, Guan Yu, Nike, King Arthur, and Tyr**.

- **Poor Range** - Gods with poor range will have no choice but to walk right next to the wave to be able to clear, allowing Artio to attack her opponents easily, gaining pressure. Gods like **Athena, Hel, Horus, Guan Yu, Nike, Odin, King Arthur, Tyr, Xing Tian**, and **Ymir** will all struggle getting close to the wave for this reason.
- **No Sustain** - Gods with no way to heal themselves outside of items will find trouble keeping up with Artio, especially in the earlier stages of the game. **Athena, Erlang Shen, Nike, King Arthur, Odin**, and **Ymir** will all be forced back constantly due to this.

Unfavourable -



- **Range** - Gods with range can bypass Artio's short range, and clear from a safe distance. **Baron Samedi, Camazotz, Chac, Jormungandr, Set** and can abuse Artio's lack of ranged punishment to avoid poke
- **Sustain** - Gods with built in Sustain can outtrade artio, and get through her advantages. **Baron Samedi, Bellona, Camazotz, Chac, Chang'e**, and **Hades**, can easily keep up with Artio's own healing.
- **Strong/Empowered Basic Attacks** - Artio cannot handle Gods who are on top of her, especially ones that can keep up constant damage. **Bellona, Camazotz, Osiris, and Set** all make Artio more uncomfortable being a larger threat in close combat.



Cerberus

Strengths

- Very High Damage
- Protection Shred
- Strong Conditional Heal
- Passive Heal Stealing
- Passive Anti-Heal
- Giant AoE Displacement Ult
- Strong Anti-Engage
- Incredible Buff Secure
- Incredibly Rewarding Abilities

Weaknesses

- Unreliable CC
- Requirements to use Core Ability
- Reliance on landing Ability One
- Unreliable Set-Up from Ultimate
- Easy to Collapse On
- Knockup Immunity
- Out of Combat Healing
- Ancile

Overview

Cerberus is an aggressive Guardian with high damage. His ability to punish a target should not be underestimated, as a single shot from his **Paralyzing Spit** can remove the majority of a *God's* health. Combined with his **Ghastly Breath** which can shred *protections* from a target, (as well as *slowing* them if hit in the centre), and an **Ultimate** that dislocate multiple targets. Add on top of that a heal AND a **Passive** that steals healing from enemy *Gods*, and **Cerberus** becomes

a *God* you do not want to be near. He can pressure targets well in both fights, and jungle secure, as well as sit back if he needs to. He can easily do whichever fits the situation, making **Cerberus** rather flexible in how he wants to play. However, that does not stop him from struggling with enemy *Gods* near him. Due to the way **Cerberus**' abilities work, he cannot peel for himself when an enemy gets right in front of him without expending his **Ultimate**, putting him in an awkward position. Don't let this deter you though, **Cerberus** can be a game changing teammate. A skilled Cerberus can prove to be incredibly dangerous with **Paralyzing Spit**, and just having his **Ultimate**, **Stygian Torment** available will cause the enemy to think twice about engaging you, allowing **Cerberus** to become a solid gatekeeper for your backline.

Laning Objective

Cerberus may be a Staller, but he's an aggressive one. Due to the way his **Passive** works, he can begin to *Basic Attack* the enemy *God* after using his ability on the wave. Thanks to his higher base *protections*, he will be able to stand strong in these trades, and thanks to stealing **Potions**, he will have a huge advantage in the long run. If you take the entire effect of a **Health Potion**, you are healing 125 Health for free, and your opponent is only gaining 200 Health, giving you an advantage that no other *God* in the game has. This can force enemy **Bullies** to halt an attack, due to the inevitable loss if they continue to fight. This leads to **Cerberus** to gain *pressure* just by standing near the wave. An issue that **Cerberus** does come across is his long cooldowns, which force him to decide between clearing the wave or trading with the enemy *God*. Typically, it is best to clear the wave as soon as possible, but **Cerberus** can also ignore it to attempt to trade. He can win against a multitude of *Gods*, but there are a lot of situations where it is best for **Cerberus** to just sit back and clear, especially against hyper aggressive *Gods*, such as **Bellona**.

Cerberus can also hug his *Tower* comfortably, as his ultimate threatens any enemies who attempt to approach.

Cerberus also has some of the strongest buff secure out of *Solo Laners*, allowing for very dominant buff invasions. You will always want to be on time for these as **Cerberus**, as it can create a lot of pressure on any buff invasions, or defenses.

Later into the game, you will more than likely want to clear the wave, leave and do other buff camps. If you are in a dominant position however, feel free to harass the enemy laner, as they will have no choice but to get past you to be able to farm.

Abilities

Passive Spirit of Death: If enemy *Gods* within 40 Units are healed, **Cerberus** will also heal himself for 50% of the total heal, and then reduce enemy healing by 20%. This includes things such as **Health Potions**, and even items such as **Gladiator's Shield**. Due to this **Passive**, it is always best to cling to enemy gods as much as possible in lane. Being able to steal not just healing from abilities, but also **Health Potions**, is a huge swing in **Cerberus'** favour.

To give an idea of how much you get out of this, a **Health Potion** heals for 250 additional health. You gain 50% of this, which gives you 125 Health, and the enemy loses 20%, meaning they will only heal for 200 Health instead of the typical 250. Combining this with **Health Chalice** and 5 **Health Potions** - totalling to 8 **Potions** - that Solo laners like to start with, you can heal for a total of 1000 Health for free, and the opponent will only heal 1600 instead of 2000. With this, **Cerberus** bring a unique kind of pressure by threatening to take your healing just by standing near you. Not only will **Potions** be taken, but even standard abilities which grant healing such as **Achilles' Radiant Glory** are now at risk of being less effective due to taking health. For a lot of Gods, they have no choice but to be near **Cerberus** to cast these, meaning they are already losing something.

Paralyzing Spit: **Cerberus'** first ability has a unique mechanic to it called **Alert**. This ability can fire Four projectiles in front of him which intersect to a target: one from the Snake, and three from the Heads (one each), which fire out instantly. The Snake will always fire, but for the heads

to fire, **Alert** needs to be active. If all four projectiles connect, the target will be *stunned*. This ability will only *stun* if all four shots connect. For each hit that connects, the damage will be reduced by 20% (per successive shot).

To trigger all four projectiles, **Cerberus** must; Successfully basic attack a target with each head (*not* three total *Basic Attacks*), activate **Ghastly Breath**, or activate **Stygian Torment**.

You will never want to use the ability unless **Alert** is triggered. There is no reward whatsoever for trying to use this ability without **Alert** being active, so make sure to only use it when active.

This is **Cerberus**' main damage source. The sheer amount of damage that can come from landing all three hits is huge. Due to the way this ability works, it can prove difficult to landing all four shots, and can condition enemies into certain positions to avoid it. The hitbox on this ability is not very forgiving, so you need to be precise to be able to consistently land it due to the sweet spot being at a specific point. This will not land if the enemy God is right on top of you, so you need to make sure you have space between yourselves. This can lead to the enemy God hugging Cerberus, which makes things difficult in terms of confirming the ability. Try to get some distance before firing. Key points for using this are after **Ghastly Breath** for the Protection Shred, and due to always alerting all three heads, as well as after **Stygian Torment** for an almost guaranteed follow up *stun*.

Ghastly Breath: **Cerberus** channels a breath attack in a cone ahead of him, spreading out past his heads. This ability deals damage in 7 ticks, and will always lower protections if hit, up to three times, and if hit in the centre of the breath targets will also be slowed, stacking up to three times. This will trigger **Alert** on **Cerberus**, activating all three heads for **Paralyzing Spit**.

The *protection shred* on this ability can lead to huge follow up damage from the rest of his kit, so it is typically the first ability you will want to use in fights, especially for the aforementioned triggering of **Alert**. If you can land the *slow*, it can assist greatly in setting up for **Paralyzing Spit**. This can also be used after **Paralyzing Spit** on clearing Jungle Camps as an example to keep **Alert** active. You will always want to use this ability to activate **Alert** when able. The ability can be cancelled the moment you fire it in order to bring up **Alert**, and not reveal that you are using it.

Do note that due to this being ability being *channeled*, it is extremely vulnerable to being canceled. There are the obvious abilities such as *Stuns*, *Silences* and *Knockups*, however one of **Cerberus**' greatest threats in Solo lane is the item **Ancile**. This one item can render this ability completely useless in lane, so that is something important to take note of. It is almost a guarantee that the enemy will purchase this against you if they are a *Physical God*, so be wary.

Soul Expulsion: **Cerberus** leaps up to 50 feet and lands on a target. If he lands on an enemy, they will release a Spirit, which slowly move towards **Cerberus**. Spirits have no hitbox, and can be passed through. If Cerberus defeats the spirits, he will be healed. Spirits of *Gods* heal for more health. Cerberus will gain a *Cleave* ONLY while attacking Spirits, which ONLY applies to Spirits. Cerberus' Basic attacks will pass through Spirits and hit minions as well as the Spirit. Spirits can also be created from *Pets*, such as **Skadi's Kaldr**, the **Winter Wolf**, **Vulcan's Turret**, and even **Loki's Decoy**.

The healing on this ability may not seem like much, but it can add up very quickly, especially when stacking on top of the healing from **Spirit of Death**. Try to jump onto the wave every time this ability is up, provided you aren't trying to use it to dodge abilities, would die from it, etc.(use your leap sensibly). If you can hit the enemy *God* with the wave, then you can get a lot more out of it, due to the bonus healing. There are the obvious connotations of what a leap can do, and it is all very situation based. You can use it to chase people, to get out, to set up for **Stygian Torment**, to get out after **Stygian Torment**...there are too many situations to name. Just be careful how you use it, as **Cerberus** struggles at dealing with being chased down without his leap.

Stygian Torment: Cerberus raises himself and then crashes down onto the ground, dealing damage and *banishing* all enemy Gods in a radius around him, raising them above his head. After a short moment, all Gods banished will be be dragged to whatever point Cerberus is facing. This ability activates **Alert**. Enemy Gods will also stop at any walls they collide with, meaning if you try to turn to change where the enemy Gods get launched, they will stop at the wall. They cannot pass through or over it, so keep in mind how close you are. If Cerberus stands still and tries to fire off **Paralyzing Spit** on any Gods which land, you will not land a *stun*. In order to land this ability, you need to move back a tiny bit just as the Gods get launched. Enemy Gods are also not impaired with any kind of *Crowd Control* upon landing, so they can move the instant they hit the ground. This means that you need to time your *stun* the instant they hit the ground, otherwise they will not be hit by all four of the shots. However, the reward for landing this ability is huge. You will almost always force an *Ultimate*, a *Beads* or *Aegis* due to the nature of the ability, and if none are available, they will be heavily punished for it. Using this ability at the start of a teamfight is a huge swing in your team's favour. Using blink before using this ability will allow you to use **Soul Expulsion** to leap out of the fray, giving you more options overall.

Ability Usage and Level Order

The way Cerberus begins a fight will depend entirely on whether or not he has Alert triggered. If Alert is active, then starting with **Paralyzing Spit (1)** is a very good option. If you can land it, you force the target into an interesting position, and the enemy team has to intercept you. You can follow this up with either **Ghastly Breath (2)** or **Stygian Torment (4)**, and use save **Soul Expulsion (3)** for getting out. As you could stun a target, you have no need to leap in instantly, unless you are chasing. In this case, you will want to save the **4** for the end, so even if the target gets away you have some form of safety net for if you get locked down.

If **Alert** is *not* active, then you will have to act slightly differently. You can either cancel **Ghastly Breath** to activate **Alert**, or you can use **Ghastly Breath** to **Paralyzing Spit**, and then **Stygian Torment**.

Or, if you want to initiate with **Soul Expulsion** (or Blink if you have it), you can begin with **Stygian Torment**, and then **Paralyzing Spit** as they land, followed by **Ghastly Breath**.

Your level order is to prioritize **Paralyzing Spit**, followed by **Ghastly Breath**, then **Stygian Torment**, and finally **Soul Expulsion**.

At level 1, you can make a choice between **Paralyzing Spit** and **Ghastly Breath**. I highly recommend **Paralyzing Spit**, as it will allow you to clear faster and will set up for **Soul Expulsion** level 2, however it is entirely up to the player.

Paralyzing Spit route:

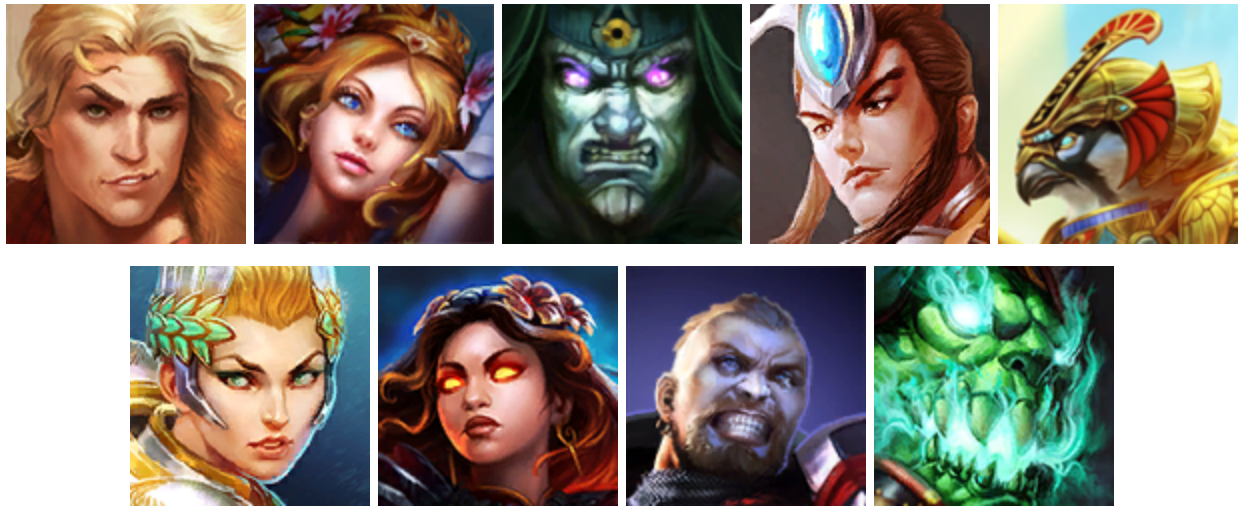
1 > 3 > 2 > 1 > 4 > 1 > 1 > 2 > 1 > 2 > 2 > 2 > 4 > 4 > 3 > 3 > 4 > 3 > 3 > 4

Ghastly Breath route:

2 > 1 > 3 > 2 > 4 > 2 > 2 > 1 > 2 > 1 > 1 > 1 > 4 > 4 > 3 > 3 > 4 > 3 > 3 > 4

Matchups

Favourable +



Sustain: Gods with sustain can be a huge boon to **Cerberus**, as it allows him to recover for no cost other than standing close to the enemy God. Gods such as **Achilles**, **Aphrodite**, **Erlang Shen**, **Horus**, **Pele** and **Tyr** all need to back off in a pinch, forcing them to think twice about their assault.

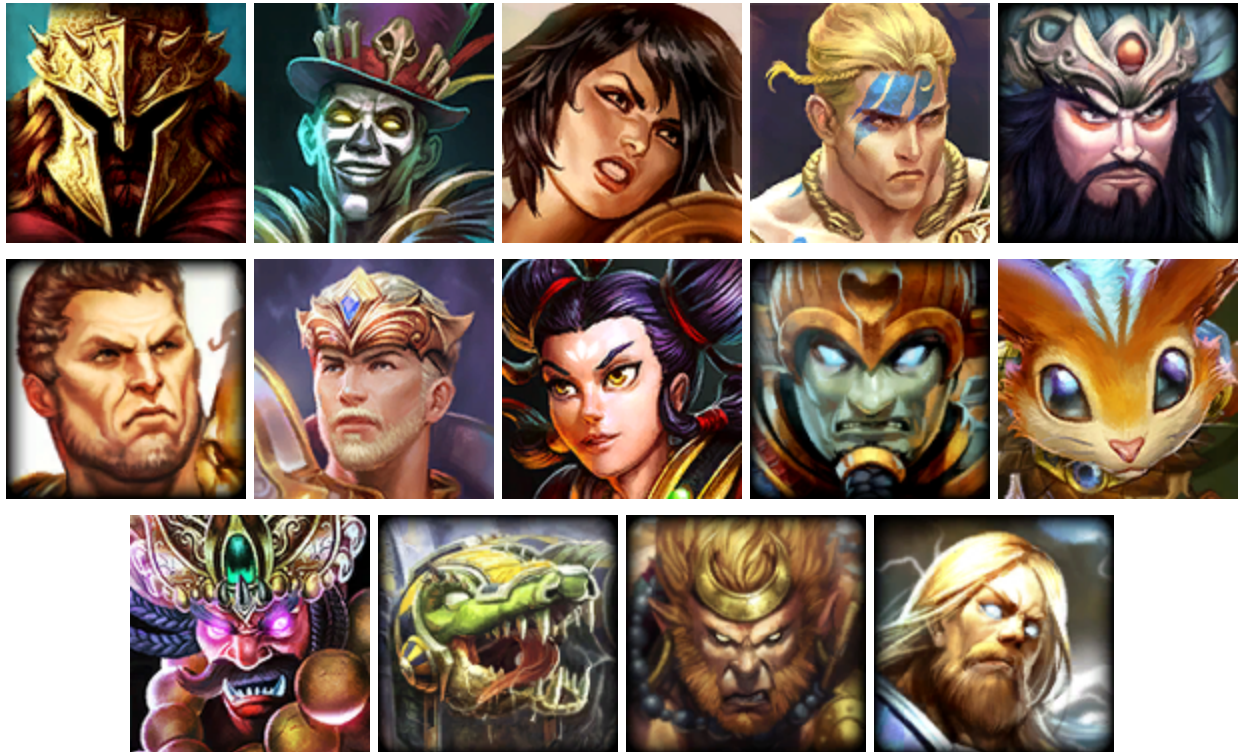
Melee Gods: The inability to fight from range can help **Cerberus** a great deal, as it allows him to sit on his towerline, forcing the enemy to advance and thus risking death under the tower. This also makes it more difficult for the enemy to get in range to make **Paralyzing Spit** ineffective. Gods such as **Achilles**, **Cabrakan**, **Erlang Shen**, **Horus**, **Tyr**, and **Xing Tian** all struggle to close in on him due to close in not only due to **Paralyzing Spit**, but also due to always being at risk of being hit by **Stygian Torment**.

No CC Immunity: Gods with no way to immune Cerberus's Ultimate will find despair in getting close to him. Some examples are **Cabrakan**, and **Erlang Shen** who, combined with being melee, have no way to escape **Stygian Torment**.

Channeled Abilities: *Gods* that need to channel core abilities can easily be ruined by Paralyzing Spit. This is especially effective if it is a main clearing tool. Some prime examples are **Cabrakan**, **Nike**, and **Tyr** among others.

Slow Clearers: **Cerberus** thrives when against *Gods* with slower clear speed, as it allows him to either stall out the lane early, or use his own strong clear speed to do as he pleases for the rest of the game. **Aphrodite**, **Erlang Shen**, and **Xing Tian** among others all allow **Cerberus** this luxury.

Unfavourable -



Hyper Aggression: *Gods* that want to run straight at **Cerberus** can do it without much risk, as he has no way to deal with it past his ultimate. **Ares**, **Bellona**, **Cu Chulainn**, **King Arthur**, **Ne Zha**, **Osiris**, **Ratatoskr**, and **Ravana** can all harass **Cerberus** without much retaliation.

Clearers: **Cerberus** can struggle at dealing with enemy **Gods** who swiftly clear the wave, especially early on. *Gods* such as **Sun Wukong** and **Thor** can be a complete nuisance to **Cerberus**, as he has no way to deal with them.

Disruption: **Gods** that can easily cancel **Ghastly Breath** can make life painful for **Cerberus**. **Cu Chulainn***, **Hercules**, **Ze Zha**, **Ratatoskr**, **Sobek**, **Sun Wukong**, and **Thor** can all prevent him from getting this ability off.

***Cu Chulainn** can do this easily in *Berserk Form*. In *Base Form*, it is much harder to disrupt.

Knock-up Immunity: Knock-up immunity can make **Cerberus**' largest pressure tool - his Ultimate - useless, especially if available on command. *Gods* like **Ares**, **Guan Yu**, **Hercules**, **King Arthur**, **Sobek**, **Sun Wukong**, and **Thor** can all render this ability useless, and thus remove a major threat.

Good use of Ancile: Any *Gods* that can effectively build Ancile can be a huge problem for **Cerberus**, as it is one of the easiest ways to shut down his **Ghastly Breath**. *Gods* such as **Cu Chulainn**, **Ne Zha**, **Ratatoskr**, and **Ravana** can all prevent **Ghastly Breath** from ever being used.

Ranged / Unconditional Sustain: Being able to heal without being in range of **Cerberus** completely removes the point of his passive. With either ranged combat healing, or an ability that instantly heals the enemy God, they can safely sustain without fear of helping **Cerberus**. **Baron Samedi**, **Guan Yu**, **Hercules**, and **Ne Zha** are some *Gods* that can have an easier time playing around Spirit of Death.



Erlang Shen

Strengths

- Incredible Sticking Potential
- Strong Boxing
- High Pressure
- Strong Snowball Potential
- High Crowd Control for a Warrior
- Transitions well Late Game
- One of the few Gods with a Taunt
- Uses Berserkers' Shield Well

Weaknesses

- Very Unsafe
- No CC Immunity
- Vulnerable to Slows
- Vulnerable to Cripples
- Bad Range

Overview

Erlang Shen is an aggressive God, that can both pressure out a target, as well as apply a rather impressive amount of Crowd Control, which is rather uncommon on a Warrior. Due to his 1 boosting his Basic attack damage, and his Mink form granting Attack Speed, Erlang Shen has a large amount of damage he can apply to a single target through a mixture of Basic attacks and abilities. He can also lock a target down due to his Turtle form, Pin and his Taunt, making him a dangerous God in close encounters. Due to this, Erlang Shen can go from being a more boxing, or single target Damage God, to one that will be focusing on CCing targets, making him one of the more relevant Warriors later in the game.

Abilities

Passive Howling Celestial Dog: Whenever Erlang Shen lands a basic attack, he deals an extra 15% damage of his basic attack power. This also deals 1% of the target's Maximum HP, but that is only if he hits a God, or a Minion; not Objectives, such as Gold Fury, or Jungle Camps, like Mana Buff. This is relatively unhelpful, and will not usually be anything of a focus. This is more of a bonus than anything.

Spot Weakness: Using Spot Weakness applies a buff to yourself that increases the damage of your Basic Attacks for a duration. Landing any basic attacks once the ability is on Cooldown will lower the cooldown of Spot Weakness by 1 second. This is the ability you will be leveling second, due to how effective the damage can be. The amount of bonus damage you can land with this ability sums up to quite a large total, especially considering you can keep using it over and over due to the cooldown reducing passive it has. However, this can result in

consuming a large amount of Mana in a short time, so you need to be careful about it. Also note that Spot Weakness does proc Gladiators' Shield.

Pin: Erlang Shen throws his Spear, and deals damage to whoever is hit in a large circle around where it lands. Targets who get hit in the centre will be rooted. This ability can be helpful to try to lock down a target so you can move in on them, or get away from them. For poking Pin can be a bit awkward, due to it being the last ability you level, and also due to it being the only ability that Erlang Shen has to do anything to an enemy God from a distance. Very useful for locking down a target, but not too much use for anything else.

72 Transformations: Depending on how you cast this ability, Erlang Shen will either transform into a Turtle, or a Mink. Regardless of which, you will cleanse yourself of Roots upon transforming.

As a Turtle, he gains a Health Shield upon transformation, and damage and knock-up any Gods he collides with. If you transform into a Mink, Erlang Shen will travel faster, further, deal damage to the first God he hits, then turn back to normal. After leaving the transformation, regardless of if you hit a target or not, he will gain Attack Speed for the duration.

Both of these are extremely useful, and allow Erlang Shen to adapt to the situation he needs. The most simple way to look at these, is that Turtle form is for Defensive purposes, such as peeling, locking down a target, and escaping. Where as Mink form is a lot more aggressive, used for chasing kills and other similar regards.

9 Turns Blessing: Erlang Shen taunts in a large cone in front of him after spinning, whilst giving himself Damage Mitigation. Once the ability ends, Erlang Shen is healed a Flat amount, as well as 15% of his Maximum HP. This is a very powerful ability, but also a very strange one. Possessing one of the rarest, and most powerful CC's in the game in the form of a Taunt, Erlang Shen also gives himself a way to survive the onslaught of attacks coming his way due to the Healing and Mitigations. This means that Erlang Shen can use this as a means to engage, peel, or even try to kill another solo target. There are many applications to this ability.

However, something very important to keep in mind with 9 Turns Blessing, is that you are **NOT** CC Immune while channeling. This means that while Erlang Shen is preparing to Taunt, he can get interrupted by other abilities before it goes off, leading to needing to cast the ability again, which can be the difference between Life or Death for Erlang Shen. However, once the taunt has landed, it can be a very impactful ability in a fight.

Leveling Order

The Leveling order for Erlang Shen for Levels 1 through 5 is as follows
72 Transformations (Using Turtle to Clear), Pin, Spot Weakness, 72 Transformations, 9 Turns Blessing.

And the Total Leveling order is 72 Transformations, Spot Weakness, 9 Turns Blessing, Pin.

3 > 2 > 1 > 3 > 4 > 3 > 3 > 1 > 3 > 1 > 1 > 1 > 4 > 4 > 2 > 2 > 2 > 4 > 2 > 4

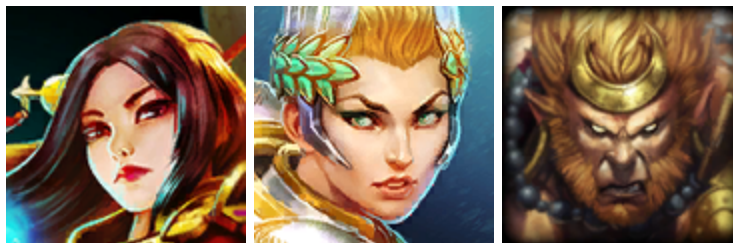
Examples

Erlang Shen has multiple options for what he wants to do, allowing him to adapt to most situations. For the most part though, this will typically just result in which transformation is used, and how you use Pin.

- One of Erlang Shen's most standard combos is Turtle Form, Cancelling after you knock the opponent up and immediately activate Spot Weakness, auto attack, instantly turn around and use Pin. The Shield from Turtle Form will put you in a more advantageous situation, and locking the opponent in place will force them to fight him, overall making the opponent feel uncomfortable to fight you.
- The first big one is his more aggressive combo. Erlang Shen will run up to his target, use Nine Turns Blessing, instantly activate Spot Weakness, Pin once the taunt is about to end, then use Mink form. This can do a rather large amount of damage in a very short timespan, and can kill squishy targets if not dealt with.
- His more defensive combo would be Nine Turns Blessing, Pin once the opponent is in front of you, and then using Turtle Form, then instantly cancelling upon hitting. This is Erlang Shen's longest CC Duration Combo in his kit. The reason to use Taunt first, and Turtle last, is due the fact that Erlang Shen's CC (with the exception of Pin) will apply DR to itself. However, Pin has a Root, and Turtle Form has a Knockup, both of which are types of Crowd Control that are not affected by Diminishing Returns. This means, that no matter how much your target has been Crowd Controlled, your knockup will always have the same duration off CC.

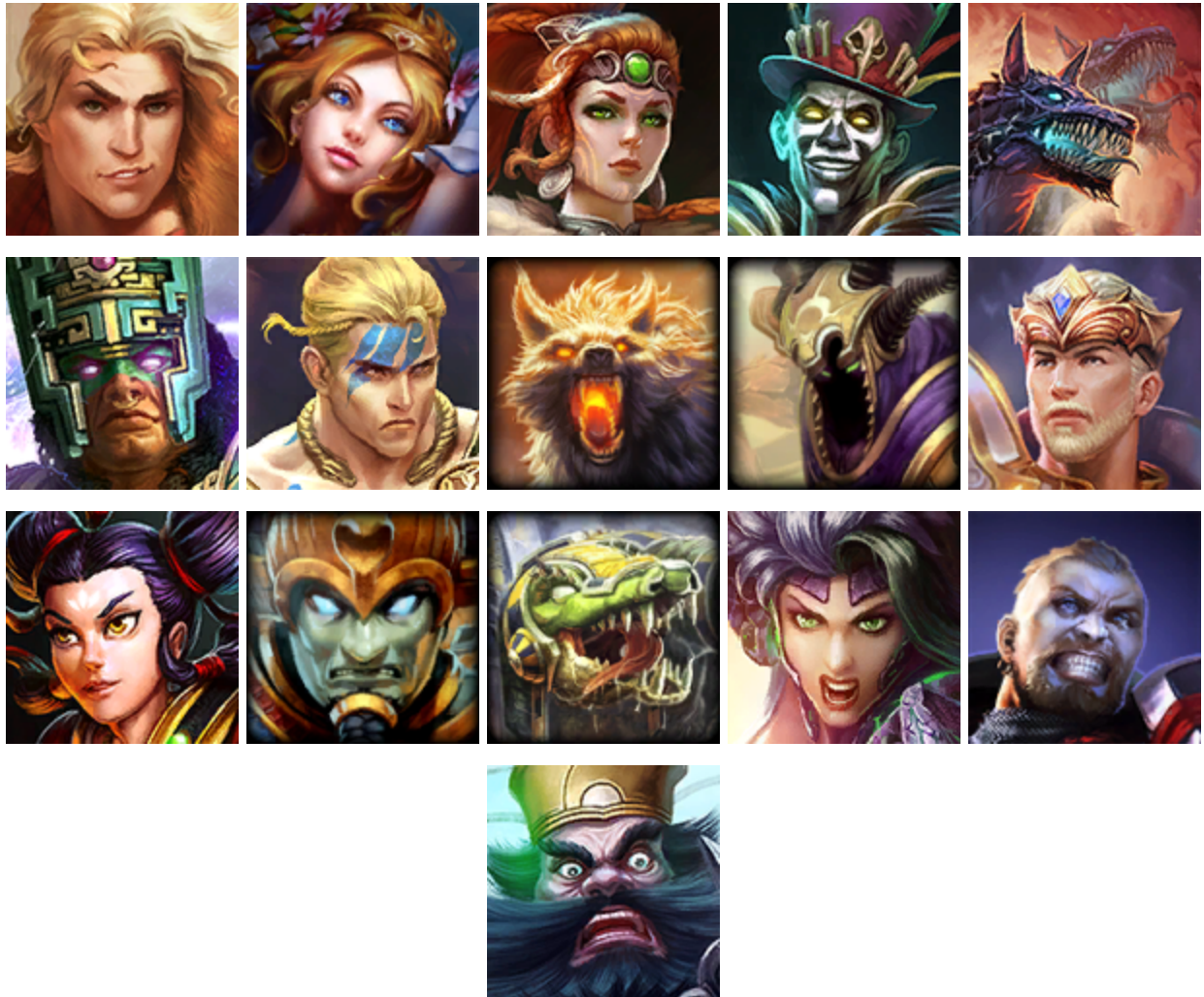
Let's say that you are level 5 and trying to invade a Mana Buff against Sun Wukong and Bakasura. The sooner you can use your Transformation on Bakasura the better, as there is no getting out once you commit. Erlang has one of two options; his Turtle Combo, or his Mink combo, before Bakasura cripples you. If you opt for the Mink Combo, Erlang Shen can more than likely get the kill first, as Bakasura will have no chance to get out. However, failing to get the kill will result in your death instead, as Erlang has no real way of escaping once he initiates. However, if you decide to use the safer Turtle combo, Erlang Shen will have a much higher chance of surviving, and instead of attempting to Kill Bakasura, you can try to force him out with the damage, while keeping yourself protected.

Favourable +



Clearers: Erlang Shen does well against Gods that try to clear the wave, as they have a very difficult time trying to fight back. This allows him to press the advantage, and maintain pressure in lane.

Unfavourable -



Gods that have Cripples, or Constant, prolonged Slows are very strong against Erlang shen. Gods that can bully well that also have ways to sustain themselves also do very well into him, as he cannot handle the sheer amount of pressure. Erlang Shen also struggles against range, as well as Gods that can dislocate him frequently, as he has no means to prevent it

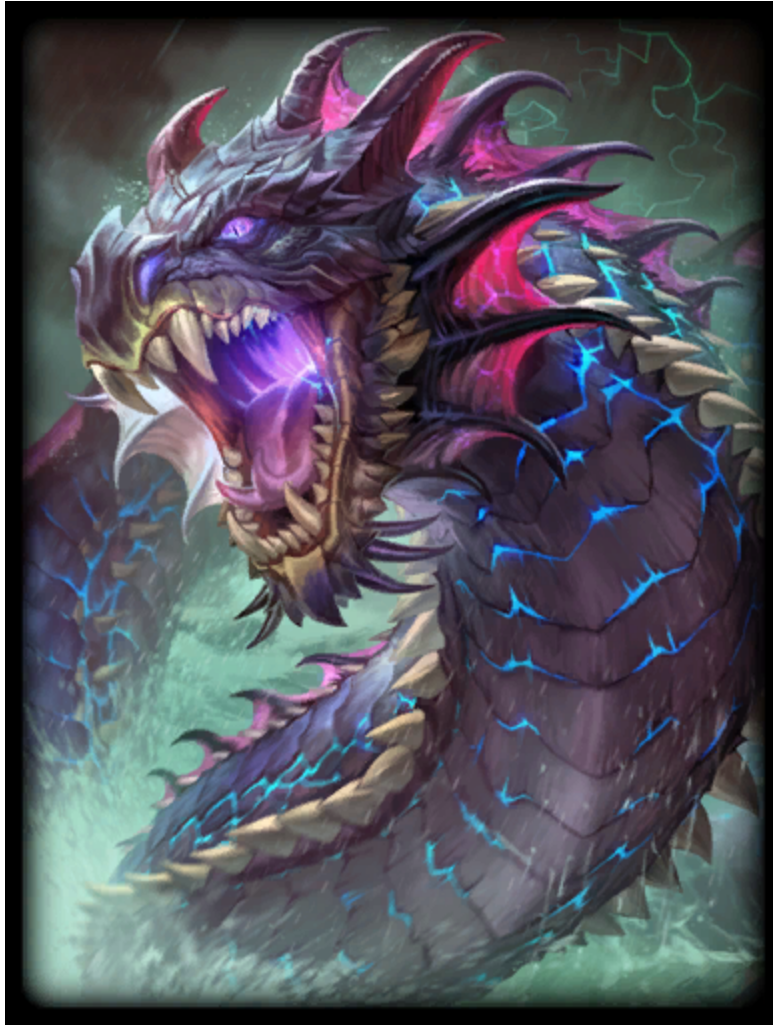
Cripples: Artio and Ares have very strong and effective cripples, which prevent Erlang shen from using his strongest ability.

Slows: Gods with very frequent and reliable slows can cause major problems for Erlang, as he cannot pull off his Transformation properly, thus highly threatening his engagement and escape options. Ares, Artio, Cerberus, Chaac, Ne Zha, Osiris and Zhong Kui can all make it extremely difficult to approach or escape from the constant application of Slows they apply.

Sustain/Pressure: Gods with large amounts of sustain can make it much more difficult for Erlang to get pressure. The Majority of these Gods can also out pressure Erlang; Achilles, Artio, Chaac, Chu Culainn Hades, Ne Zha, Terra, Tyr and Zhong Kui. However, others that try to turtle, Aphrodite, Baron Samedi and Sobek can prevent Erlang shen from even getting the opportunity to gain pressure, and still outtrade him.

Displacement: Gods that can easily displace Erlang Shen, can force him into very poor positions due to his lack of a Leap, or CC Immune Ultimate. Ares, Cerberus Fenrir and Tyr can easily punish Erlang Shen due to this.

Artio: Erlang Shen vs Artio is one of the worst matchups in the game. Although Artio struggles with Gods with strong/empowered Basic Attacks, everything in Artio's kit counters Erlang. He cannot get in due to the cripples or slows, she will outtrade him, outheal, and out-pressure him. There is nothing Erlang can do in this matchup, so avoid it at all costs.



Jormungandr

Strengths

- High Pressure
- High Range
- Area Control
- Stealth
- Anti-Stealth
- Global Ultimate
- Complete Intangibility
- Immune to Dislocating CC
- Very High Base Stats
- Best Totem Clear

Weaknesses

- No Sustain
- No Safety Outside of Ult
- Struggles When Stuck to
- Easily Interrupt-able

Overview

Jormungandr is a very aggressive Guardian. Not only does he have very high base stats and damage for a Guardian, but all of his abilities are paired with CC, and is completely immune to

knockups thanks to his passive, instead becoming slowed and receiving more damage. His Basic Attacks are unique in the fact they are used as a breath attack in a cone in front of him, with rapid ticks of damage. He can create multiple pools that make it difficult for enemies to move around without being slowed or damaged. He can slow down his foes for long enough to be able to use his pools to land a big hit, which can be very daunting to go against. His stealth isn't just for movement, but it also reveals stealthed opponents, nearby foes, as well as well as having a knockup upon reactivating the ability. On top of all this, Jormungandr has an incredibly safe ultimate. He banishes himself for the duration, and can a large distance divided into three jumps. This can create chaos in teamfights, locking off routes, trying to knock people up, or even just finishing off opponents. He can stay in his damage immune ultimate for a large amount of time to escape from ganks and other dangerous situations. This makes Jormungandr extremely obnoxious to play against, due to all the problems he can cause in a fight thanks to his slows, tremble, and knockups.

Laning Objective

Jormungandr is a very interesting guardian. He is a bully at heart, but he still does inherit the Guardian ability of stalling, which is not a bad thing. This means that he can play the role of a bully when he needs to, but can also resort to a slower lane if required. Depending on the matchup, you will either try to pressure out your opposition, or try to keep them from gaining the pressure while maintaining a safe distance.

His main goal is to try to pressure out his lane opponent with his very imposing poke, coming from his Basic Attacks and Venomous Haze. When he gets near his opponent, he can then use Submerge under a pool of Venomous Haze to create two more pools, and then casting Consuming Bellow (empowered by the three pools) to land a large hit. This combo lets Jormungandr keep up a very dominant lead through sheer damage in his favour. His early game is very powerful, and should be taken advantage of. Hitting the enemy God with a tick of your Breath should allow you to use Consuming Bellow on the full wave consistently. This can clear the first wave very fast, allowing him to rotate to Blue. Upon doing this, Jormungandr should make his way to Totem, where he can clear it instantly due to his 1-2 combo. You should be able to get these for the majority of the game.

Poking with Venomous Haze is very important for Jormungandr. The sheer range of the ability can enable him to hit his foes when they cannot strike back, allowing even more pressure.

Thanks to the movement speed on Submerge, Jormungandr can rotate easily to harpies, and even use his ultimate back to lane if he needs to.

Abilities

Passive Immovable: Jormungandr has a very powerful passive. Thanks to Immovable, he cannot be affected by any form of displacement. This includes Banishes, Knockbacks, Knockups, Grabs and Pulls. The trade-off for this however, is that upon being hit by this, Jormungandr places a unique CC upon himself called Dazed. This increases the damage he takes by 10%, and is Slowed for 20%. This also converts any Attack Speed to increased Basic Attack recharge rate. The Dazed effect is negligible in exchange for being immune to most forms of cc. This means that Jormungandr is immune to a multitude of abilities; King Arthur's Excalibur's Wrath, Ne Zha's Wind Fire Wheels, Hercules's Driving Strike and Earthbreaker among others.

Venomous Haze: Jormungandr spits a projectile over a wide distance that deals damage and creates a hazardous pool that lasts for 20 seconds, ticking once every second which also slows for 15%. This ability is very flexible. You can use it for poke, to lock off areas, to set up for your 2, even for placing it on top of a camp or wave and leaving so you get experience. Later on this is incredibly useful for sieging. Placing multiple pools around the towers and phoenixes make it extremely difficult for the opposition, be it on defense or offense.

Consuming Bellow: For this ability, Jormungandr winds up for a roar that damages, trembles and slows all enemies around him by 30%. This ability will also consume up to three pools around him, and if it does; increase the range and damage of the ability (each subsequent pool does decreased damage). This is a very high damaging ability if there are pools around you when you charge it, meaning you should always try to use it in conjunction with the pools from venomous haze. Due to being a channeled ability, this can be interrupted rather easily. However, this ability does not go on cooldown if interrupted.

Submerge: After a slight delay, Jormungandr begins to travel underground, going into stealth and gaining increased Movement Speed. He can also see Gods through walls, as well as see Stealthed Gods. Upon reaching the end of the ability, Jormungandr will instantly pop out of the ground - breaking his stealth - and knocking up any God he hits. If he emerges underneath a pool, then he creates two more in a triangle formation ahead of the first. This ability can be canceled early, as well as interrupted. Submerge is helpful for CCing targets if possible, but the greatest use this ability has is spreading more pools; typically followed up by Consuming Bellows. As this ability is delayed, this is not a good escape option while Gods are on top of you. It would be a much better idea to instantly use your ultimate to escape.

Ultimate The World Serpent: Jormungandr stops for a short moment, then digs into the ground, banishing himself. He then has two seconds to target a location: once hit manually or as the time expires, he will emerge to the target location, knocking up anybody standing where he emerges in the direction he jumps in, then landing and knocking up anybody in a radius where he lands. Jormungandr's body will also crush anybody that stands in the path between emerging and landing, damaging them; but not pushing them away. Jormungandr also leaves a pool both where he emerges lands. This process repeats two more times, for a total of three times. Jormungandr is completely intangible for 12 seconds during his ultimate, making it fantastic for stalling. Not only is he safe, but he can pressure out opponents with area control for the duration, and reach safer locations. This ability has so many applications both in and out of combat. He can use it for rotations, to gank, tower diving, teamfights, zoning off choke points, forcing people off of objectives, and so on. The sheer scale of the ability is a huge threat in itself. If you can not get anything out of the last jump, try not to go in on your own with it. Jormungandr has no real way to escape a fight after using his ultimate in a large group, so it can lead to a lot of untimely deaths. Do note that even though you are banished, you can still be affected by Damage over time abilities; Merlin's Radiate (and even Eclipse), Aphrodite's Love Birds, Ares' Shackles, and Serget's Last Breath can all still affect Jormungandr during The World Serpent.

Ability Usage and Level Order

Typically Jormungandr will always use Venomous Haze on his target, then use Submerge underneath to knock-up and spread more pools, and then he will use Consuming Bellow. There is not really too much to note here. You can use Basic Attacks between each Ability, but that may in some cases cause you to lose damage, as it can be enough time for your opponent to get away. The World Serpent is a bit more difficult to fit into a general combo, due to the windup time, although a general note is to always fire your 1 out before your ultimate if possible, especially for Sieges.

You will almost always start **Venomous Haze**, then **Submerge** underneath the pool and player, **Consuming Bellow**, then when the target is low enough, **The World Serpent**.

You have two options when levelling Jormungandr; Do you want more poke damage from Venomous Haze, or more burst from Consuming Bellow?

For Venomous Haze; 2, 1, 3, 1, 4, 1, 1, 2, 4, 1, 2, 2, 4, 2, 3, 3, 4, 3, 3, 4

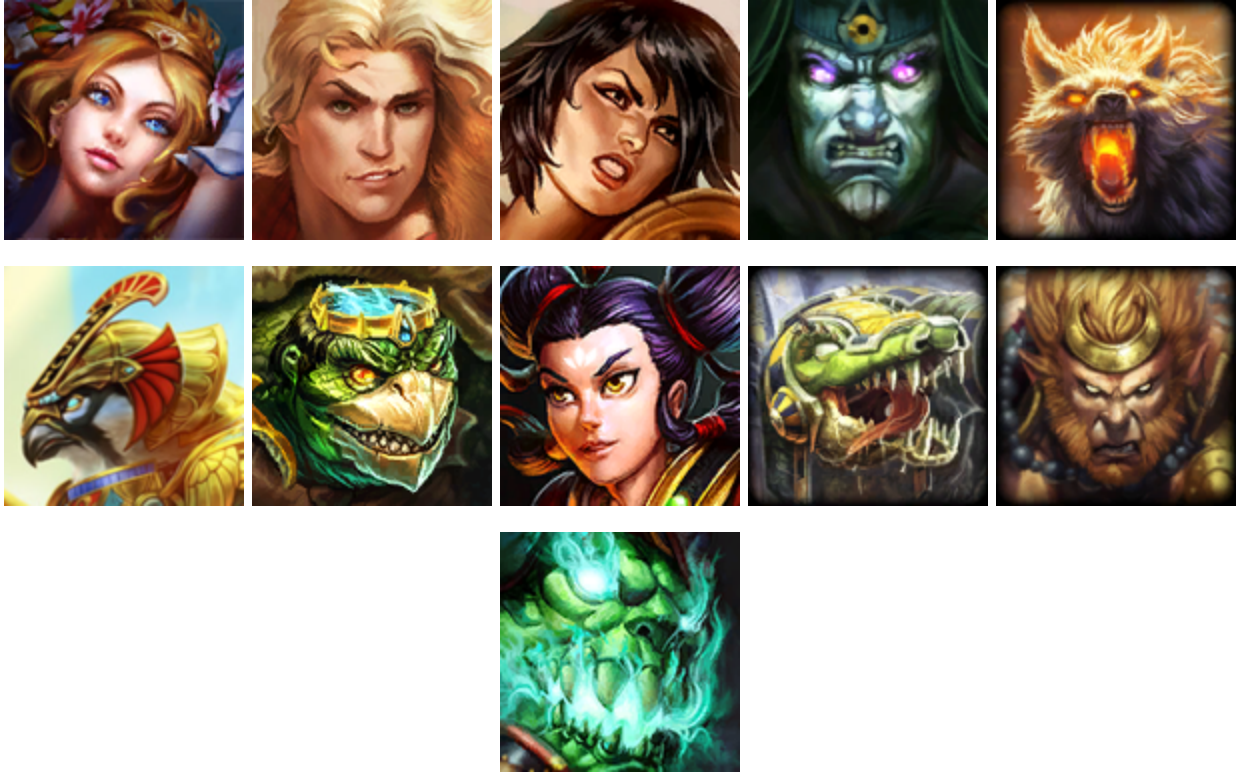
For Consuming Bellow; 2, 1, 3, 2, 4, 2, 2, 1, 4, 2, 1, 1, 4, 1, 3, 3, 4, 3, 3, 4

Combat Examples

Jormungandr is in lane against Achilles at Level 5, both just returned to lane for their items. As soon as he uses his abilities on the wave, Jormungandr gets ganked by the enemy Serqet, who casts Last Breath, Mixed with Cobra's Kiss. To avoid the oncoming Achilles's Shield, Jormungandr rushes to cast his ultimate, but waits inside of it. He can see his own team coming over on the map, so he waits the full duration on ever jump. He jumps onto the wave to get the last minions, then jumps into his own jungle where Athena and Pele are, to which the enemy team follows. As the enemy team are following, Jormungandr suddenly jumps onto the choke point in the jungle onto the enemy team, to which Athena lands her taunt. By this point, Jormungandr's abilities are already back up, and he lands a kill on the Serqet thanks to a Venomous Haze combo.

Matchups

Favourable +



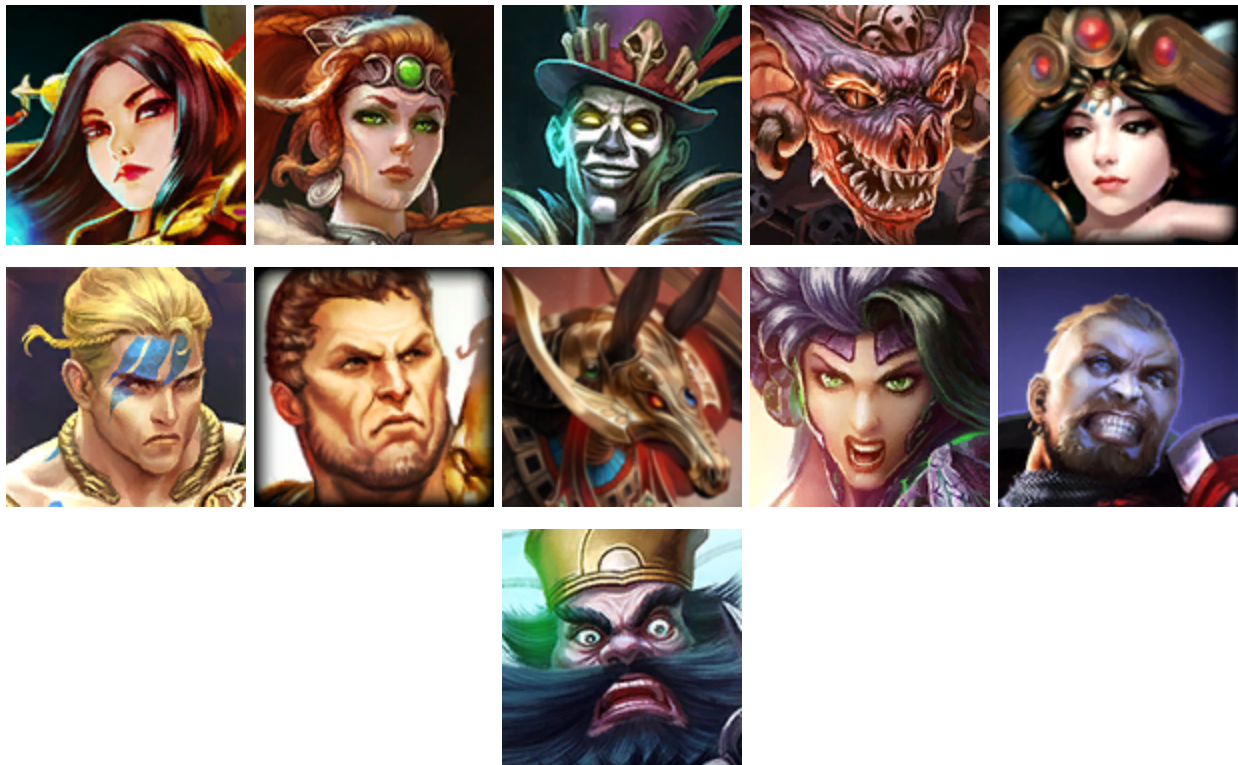
Close Fighters: Gods that need to get right up to Jormungandr cannot stand up to his damage. He will out-damage the majority of Gods that try to get near him, and will force them into the defensive. **Achilles, Bellona, Cabrakan, Fenrir, Horus, and Ne Zha** will all lose very important aspects of themselves to him.

Displacement: Displacement will not be a threat to Jormungandr. Due to his passive - Immovable - gods that depend on it to be a threat are much more of a joke in lane. **Horus, Kuzenbo, Ne Zha, Sobek, and Xing Tian** cannot knock him up, meaning that Jormungandr has no real fear in lane.

No Sustain: Gods with no way to heal have severe issues against Jormungandr. Due to his oppressive nature, most Gods will struggle to keep up with him after being damaged.

Cabrankan, Kuzenbo, Sun Wukong, and to some extent **Xing Tian** will all find themselves having to sit back for most of the game, or having to return to base very frequently.

Unfavourable -



Brawlers: Gods that can stay in lane due to sustain, or heal through constant fighting can match up to the pressure of Jormungandr early game. **Artio, Camazotz, Chang'e, Cu Chulainn, Hercules, Tyr,** and **Zhong Kui** can all make Jormungandr struggle by not letting him pressure them out, and even pushing him to his tower line.

Sustain: Gods with frequent bursts of Healing can keep up with Jormungandr in the long run, and force him to back before them. **Amaterasu, Artio, Baron Samedi, Camazotz, Chang'e, Hercules, Tyr,** and **Zhong Kui** all can cause problems for him by being able to stay in lane.

Range: Gods that can still clear and poke from a safer distance can bypass a lot of burst damage from Consuming Bellow. **Baron Samedi**, **Camazotz**, and **Set** can all play around this problem, whilst still keeping pressure.

Magicals: Jormungandr struggles against Magical Gods, due to being forced into defense items he doesn't want; whereas his opposition benefits from them greatly. **Artio**, **Baron Samedi**, **Chang'e**, **Terra**, and **Zhong Kui** all cause an issue for him from the start of the game by preventing him from building optimally.



King Arthur

Strengths

Incredible Pressure
High Damage
Eight Damaging Abilities
Great at Chasing
Good Control
Banish
No Cooldown on Ultimates
Best use of Gladiator's Shield in the game

Weaknesses

Weak Early Clear
Cripples

Overview

King Arthur is an extremely Aggressive Warrior. The fact his kit contains eight different damaging abilities allows him to exert pressure on a level no other God can. This means that every single hit onto an enemy God will grant a proc of Gladiator's Shield, making him very difficult to keep up with. Not only that, but as the game progresses King Arthur will become increasingly more difficult to kill due to items, and more ability usage, with the potential to 1 v 2 the enemy team comfortably. . He brings a surprising amount of control, making 1 v 1's very difficult for the opponent, and 1 v 2's even more so. Thanks to the Banish on Excalibur's Wrath, King Arthur can keep himself completely safe while his victim is trapped taking damage while at the same time allowing his own cooldowns to reset. He excels both at diving squishies and

peeling for his own team due to his CC, and how much of a nuisance it can be to get him off of somebody, usually requiring multiple Gods just slow him down.

He is lethal to any squishy God, and can excel in the front or backline of teamfight. Regardless of where, this God is a huge threat.

Laning Objective

King Arthur's goal as a bully is to get as much pressure as possible. His levels one through five are his most vulnerable, not yet having access Gladiator's Shield means he will typically play passively until his first back. The moment he gets Gladiator's Shield, Arthur can instantly run his opponent down, winning most trades. Pre-Gladiator's Shield, focus purely on clearing the wave. You will also want to try to save your ultimate for when you return, unless you can land a kill with it. However, upon purchase of said shield, King Arthur becomes relentless, gaining very dominant pressure. Casting Excalibur's Strike every time it becomes available will give him a huge advantage, being dependant on his energy which is generated generally fast, this ability has no cooldown. This means that Arthur can land two to three ultimates in the time it takes for his opponent to get one.

Abilities

Passive Steadfast: Every time King Arthur damages an enemy God with his abilities, he gains a stack of Steadfast. This grant him mitigations, and an increased rate of energy gain for the duration. Due to this, make sure that you always try to stack your passive before you use high energy gaining abilities, mainly Bladestorm. Also, all attack speed will only grant increased energy gain, not attack speed.

Overhead Slash/Hamstring: In base stance, King Arthur roots himself, and lunges forward while striking his sword over his shoulder in a downwards arc, creating a shockwave that travels in front of him. This is a very useful attack that can be used at both melee range, and from a distance. This is typically your best opening ability This can be incredibly useful if used last, as it can finish off a fleeing opponent.

The Combo Stance ability is Hamstring. King Arthur slows down and swings his blade from right to left in a large semi-circle in front of him, which damages and cripples enemies hit. This deals a lot of damage, and the cripple can allow you to get an extra hit onto who you are fighting, or

even confirm kills. This can also reach the entire wave if you hit the enemy God first to pull the minions over.

Battle Stomp/Uppercut: King Arthur stomps on the ground with his foot, damaging and slowing any enemies caught in the radius. This ability is incredibly fast, meaning you can use it to quickly change stances. It can also get you a fast heal if you need it.

Uppercut is the Combo Stance ability. King Arthur will charge forwards and knock up the first enemy he hits. This ability is fantastic, allowing setup for many other abilities makes this an extremely flexible. Most notably, it can confirm his ultimate - Excalibur Strike.

Twin Cleave/Bladestorm: Twin Cleave makes King Arthur spin around twice while travelling forwards. Enemies hit will also lose protections. Starting with this ability is ideal, but there is no need to prioritise it. It is just as helpful at the end as it is at the start.

Bladestorm is a similar ability, in which King Arthur spins around five times with a final sixth swing at the end. King Arthur can move around during this, but with limited turning speed. You typically want to try to end on this ability because of all the time you spend channeling it is time spent letting your other abilities go off cooldown. This is your best energy gaining ability, so try to use it when you have your passive stacked for as much energy as possible. Note that King Arthur is root immune during both of these abilities.

Ultimate Sundering Strike/Excalibur's Wrath: King Arthur Roots himself, then lunges forwards and shoots a projectile from his blade, damaging and stunning any enemies hit. This stun is instant, and will land the instant Arthur fires his blade forwards. This ability is really useful for teamfighting, chasing enemy Gods at low HP, and even for ganks. Although you will mainly want to use this ability when you do not have the energy for Excalibur's Wrath.

Excalibur's Wrath is an incredible ability. King Arthur becomes CC immune and glides at great speed across the ground, banishing whatever target he hits. He will then commence a series of six attacks in the air, dealing damage based on the target's maximum health, and ending the string with a slam onto the ground. This ultimate should be used whenever available. The charge time is not long at all, and the damage will almost always be worth it. Do note however, that enemy Gods can use Beads to escape this, but they will still take the slam damage from hitting the ground

Ability Usage and Level Order

The amount of abilities King Arthur has can lead to either confusion of what to use, and just hitting anything is off of cooldown. However, there is an optimal way to use your kit. King Arthur can always confirm a Basic Attack between abilities, so make sure to do it whenever possible. Remember to cast Excalibur's Wrath the moment it becomes available, regardless of the combo.

Typically, you will want to start off with Overhead Slash, Hamstring, Battle Stomp, Uppercut, Twin Cleave, Bladestorm is the best damaging combo you can perform.

1a, 1b, 2a, 2b, 3a, 3b

An alternative is Overhead Slash, Uppercut, Battle Stomp, Hamstring, Bladestorm, Twincleave, then repeat.

1a, 2b, 2a, 1b, 3a, 3b

For if your opponents are at low health, try to hold Overhead Slash for when your foe attempts to escape. After running or jumping, use Sundering Strike, followed up by Overhead slash to secure a kill.

You level order should be as follows:

1, 3, 3, 2, 4, 1, 1, 1, 4, 1, 3, 3, 4, 3, 4, 2, 2, 4, 2, 2, 4

The reason for putting two points into your 3 so early is due to how impactful the damage spike the ability gets at rank two is.

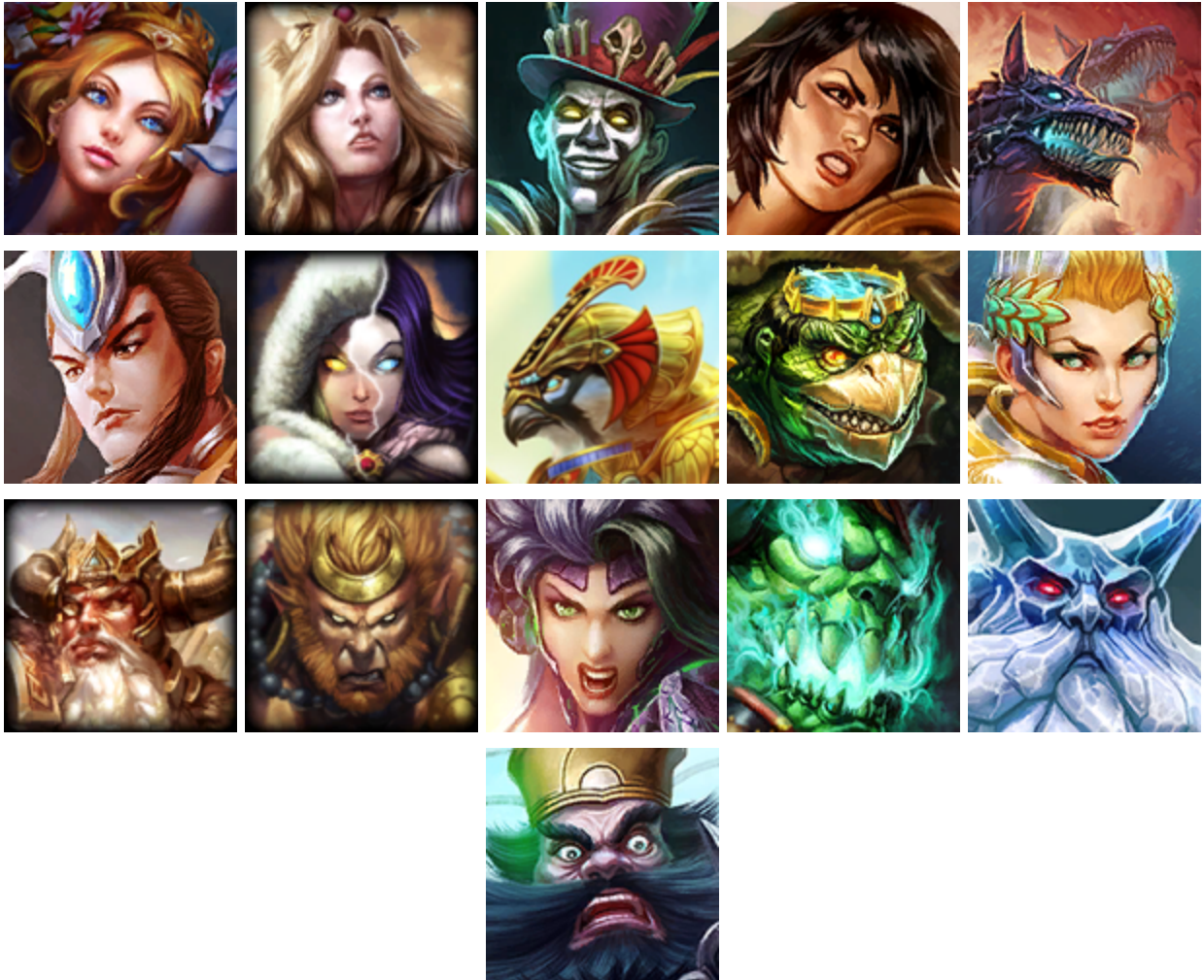
Combat Examples

(Side note: Might have been a good idea to name a more offensive example)

- King Arthur ganks Mid lane at Level 9, catching out the enemy Merlin, who is low. Arthur only has enough energy for Sundering Strike, so he opens with that onto Merlin, forcing both his beads, and his Dash. Arthur then uses Twin Cleave to get closer, followed by an Uppercut, Battle Stomp, then Hamstring as Merlin just barely gets to the safety of his tower. As Merlin begins to back, King Arthur uses Overhead Slash which he'd kept the whole time to finish off Merlin.
- A teamfight begins, and King Arthur has enough energy for Excalibur's Wrath. Your Sylvanus blinks into the enemy team, but as that happens, the enemy Achilles also Blinks in onto ally Thoth before Sylvanus can do anything. Still in the team's backline, King Arthur turns to defend his teammate by utilising his ultimate, banishing Achilles. This gives Thoth time to gain some distance, and begin charging his own ultimate, firing his own ultimate, knocking Achilles to a dangerous amount of health. He has no choice but to try and take Thoth down with him, using his ultimate towards the mage, but King Arthur casts Twin Cleave to catch up, then using Uppercut upon getting closer, followed by Battle Stomp. Achilles has no way to catch up to Thoth by now, and falls.

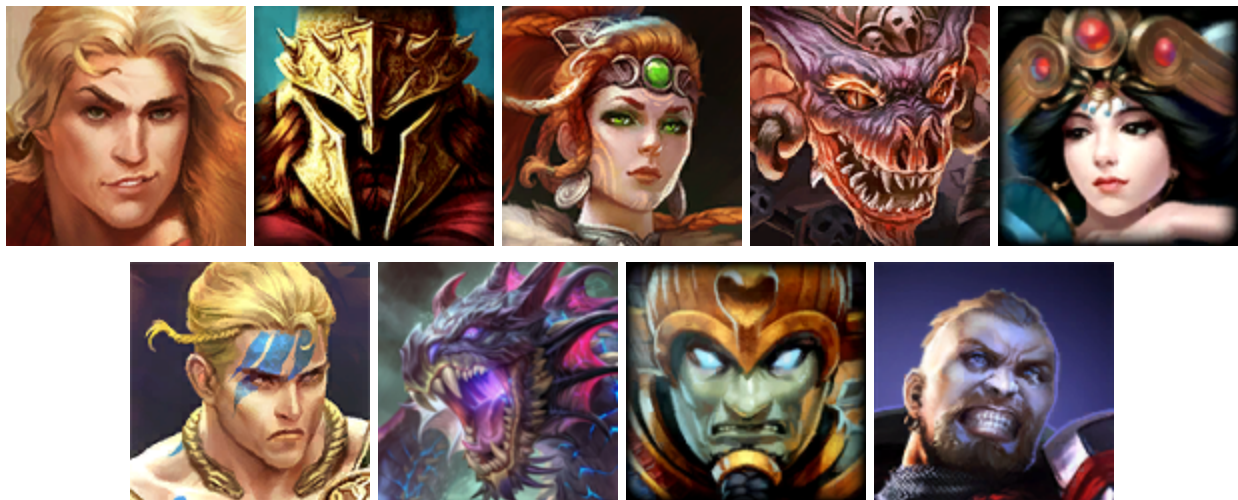
Matchups

Favourable +



- **No Sustain** - King Arthur does very strongly into Gods without healing, allowing him to constantly poke out the opposition. Gods such as **Athena, Kuzenbo, Odin** and **Ymir** have a lot of trouble keeping up with King Arthur throughout the laning phase.
- **Close Range** - Gods that need to get right up close to either fight or clear will instantly get poked out against King Arthur. **Aphrodite, Athena, Bellona, Cerberus, Erlang Shen, Hel, Horus, Nike, Odin, Terra, Xing Tian, Ymir** and Zhong Kui all have this issue, making it incredibly stressful to want to get in.
- **Inability to Retaliate** - Gods with higher cooldowns that cannot afford to try to fight their lane opponent cannot trade into King Arthur at all, giving him the pressure he wants. **Aphrodite, Athena, Baron Samedi, Cerberus, Horus, Nike, Odin, Sun Wukong, Terra, Xing Tian,** and **Ymir** all have issues keeping up.

Unfavourable -



- **Combat Sustain** - Gods that can keep up with King Arthur's healing during the lane can mitigate his presence. **Achilles, Camazotz, Chang'e** and **Tyr** all stop him from getting the lead he needs so much.

- **Range** - Being able to fight from a distance isn't enough to beat King Arthur. However, being a ranged tank can do a lot. **Camazotz** and **Osiris** can avoid the majority of his assault, all the while clearing, or poking safely from a distance.
- **Brawlers** - Being able to keep with with Arthur is no small feat. However there are a few Gods that can manage to head face-to-face with him. **Achilles**, **Artio**, **Camazotz**, **Chang'e**, **Cu Chulainn**, and **Tyr** can all manage this, albeit if upkept correctly.
- **Cripples** - Cripples hurt for King Arthur. Not being able to use Uppercut, Twin Cleave or Bladestorm is a detriment to his playstyle. **Ares** and **Artio** are very obnoxious opponents for him, bringing him down to only three abilities.



Set

Strengths

- Low Cooldowns
- Range
- Fast Clear
- Long duration Physical Reduction
- Instant Teleport
- Long Duration Ultimate
- Strong One-on-One

Weaknesses

- No CC Immunity
- Weak Early Game
- Damage Reduction unusable while Crippled
- Easily Locked Down

Overview

Set is an Assassin that has a different style to most through use of one important mechanic; He uses his second ability, **Spawn of Set**, which deploys clones to assist his kit further by extending his range, and granting him locations to dash to. **Set** can store two of these at a time, allowing him to think ahead for how he wants to strike. He uses low cooldown ranged attacks from his **Skewer**, which combined with his second ability make the range even more deadly. He has the ability to reduce incoming damage by activating **Sandstorm**, and then using it again to teleport to a well placed **Spawn**.

Finally, through use of his Ultimate **Kingslayer**, **Set** transforms from a cautious God that pokes from a distance, to a full all-in assault gameplan, applying marks onto whoever he targets, and constantly re-applying them when he strikes, which not only damages the enemy, but allows **Set** to keep healing himself over and over. On top of that, Set can create even more **Spawns** by removing them.

With all of these tools, **Set** has many different ways to keep his foes on their feet, with the ability to go into a frenzy in an instant. He can harass from a distance, and then go into a frenzy when they are weak enough, ensuring his victory.

Laning Objective

In Lane, **Set** will focus purely on trying to clear the wave as soon as possible. For the early levels of the game, he will usually try to clear from a safe distance, placing both **Spawn of Set's Spawns**, and then using **Skewer** through the full wave. **Set's** early game fighting potential is extremely weak compared to the majority of the cast, and he should usually avoid it, save poking with **Skewer** if possible.

Upon hitting level 5, **Set** becomes an instant threat, having kill potential through use of **Kingslayer**. The moment his enemy decides to try to go onto him, **Set** can activate this ability, and almost guarantee a winning trade, due to the fact that every time he removes a mark from an enemy, he gets a 70 Damage Health swing in his favour.

Upon purchasing Boots, **Set** should be able to fully clear the wave safely with one **Spawn**, allowing him to leave the lane and clear other camps in between waves. You will always want to keep one **Spawn** in reserve, so you always have a way to escape if needed. However, whilst risky, you can use both **Spawns** to clear as quickly as possible if needed.

Abilities

Passive Relentless: Every time **Set** deals damage to an enemy, he gains a stack of **Relentless**, which raises his Attack Speed. This can stack up to a maximum of 10 Stacks, and

last for 5 seconds. While **Set's** Ultimate - **Kingslayer**, is active, **Relentless** loses the stack limit. **Set** gains double stacks if he is damaging **Horus**.

This passive is decently helpful in lane, but it clashes with **Set's** main objective in lane; clearing from a distance. He mainly wants to use his **Skewer** and **Spawn of Set** combo to clear the wave as soon as he can, not really engaging the enemy God. The real use of this passive is in combination with **Kingslayer**. By removing the Attack Speed cap, **Set** can keep activating **Kingslayer** for healing and damage, quickly adding more basic attacks onto the target.

Skewer: **Set** fires a projectile out in front of him that pierces through targets, slowing on hit by 25% for 3 seconds.

This ability will make the **Spawns** from his Second Ability also travel, which will move based on which direction he faces and how close to the **Spawn** he is. Any **Spawn** that pierces an enemy past the first one will deal 40% for the original damage.

This ability is very useful for poking, as it has range, and comes out fast. You will almost always want to use this in conjunction with **Spawn of Set**, as it will deal extra damage, and grant additional range. This combined with the low cooldown on the ability combines for either consistent poke, or high clear speed. You will always want to use a **Spawn** on the wave to clear, but make sure to keep one in reserve at all times. A second **Spawn** can also be used if in a rush to clear and you are completely safe.

Due to this ability moving **Spawns**, you can use this to help reposition for the teleport on **Sandstorm**. This will typically be used in a combo of **Spawn of Set**, **Skewer** to move the clone straight forwards, and followed up with a teleport in from **Sandstorm**. This grants **Set** flexibility, and allows him to become an even stronger threat due to where the clones can be moved to, always running the risk of either **Skewer** coming out to damage, or for **Set** to suddenly teleport onto it.

Spawn of Set: **Set** deploys a **Spawn** of himself in the area he targets. These **Spawns** will stay in place, and attack nearby enemies and jungle camps. These can also be moved by the ability **Skewer** to deal additional damage for all they pass through. **Spawns** will grant **Set** vision in a 55 unit radius around the Clones, and also grant him an additional assist range of 80 Units. **Spawn of Set** has many different implications. There is the obvious usage for extra damage on **Skewer**, or for teleporting with **Sandstorm**, but this ability can also be used to scout. By placing a **Spawn** over a wall, you can see if there are enemy Gods nearby, or it can be used on an enemy Jungle Camp to see if it has been cleared or not. If not, then using **Sandstorm** into the camp (if it is being blocked by a wall, such as Back Harpies) can save valuable time. This is also useful for stopping enemies from backing — especially under tower — as the **Spawn** deploys extremely quickly, with the damage coming out just as fast.

Set's Spawns can also be placed down near any Minions who are about to be defeated, such as from your Jungler, and you will gain experience from it even if you are in a different lane. This is used in a similar fashion to Fafnir's **Coerce**. As a general note, try to always leave at least one clone on hand, and only use both if you are trying to land a kill whilst **Kingslayer** is down. This will give room for an emergency escape if needed.

Sandstorm: This ability has two parts. When **Set** activates this ability he creates a stream of sand surrounding him which deals damage every .4 seconds for 6 seconds. Whilst active, **Set** gains Slow Immunity, and 15% Reduction to Physical Damage. Enemy Gods also have their vision obscured if they are being hit. **Set** can teleport to his **Spawns** while **Sandstorm** is active. This ability cannot be activated if **Set** is crippled.

Sandstorm can provide personal utility in fights both for damage and mobility. By activating it as you begin a fight, **Set** can reduce a large amount of physical damage, while dishing out chip damage over time. This also helps him to stack his passive, which can help make trades ever so slightly better. Again, this is especially useful while **Kingslayer** is active to help break the attack speed cap as quickly as possible.

Kingslayer: When activated, **Set** gains 25% movement speed for the duration. If **Set** damages an enemy, they gain one mark. If **Set** places 4 marks on an enemy God, the mark will be removed and the target will take damage. As a mark is removed, **Set** heals himself. If **Set** has two **Spawns** stored, then each mark destroyed will create a **Spawn**. The 10 Stack Limit on **Relentless** is removed while this ability is active, allowing **Set** to break the Attack Speed Cap. This ability lasts for 12 Seconds.

This ability is what turns **Set** from a ranged character, to a melee threat. By activating this ability early, **Set** can stack up the effects over and over again. You will always want to use this as early as possible for maximum effectiveness. This ability is lethal to a single target, with **Set** being able to constantly shift the fight in his favour. Every time **Set** removes a mark, that is a 70 damage swing in his favour, which can rapidly stack up. If this is used while **Set** has two **Spawns** stored, he will deploy them over and over. This in combination with **Skewer** nearing the end will deal multiple instances of damage not only from the **Spawns**, but even more from activations of **Kingslayer**. Having **Sandstorm** active will enable even more instances of damage, granting **Relentless** and **Kingslayer** stacks at a much faster rate.

In one-on-ones, the enemy is forced to retreat in most situations, especially early game. At level 5 it is too much for most Gods to deal with, and enough to kill them purely off of this ability. Do be wary however, as using **Kingslayer** in the middle of an enemy team may cause a lot of trouble. **Set** is not CC Immune during this ability, and will mostly be Basic Attacking, meaning he is very easy to kill for multiple enemy Gods. The best way to use **Kingslayer** in a teamfight is waiting until the enemy team is decently low. Wait for the rest of your team to engage whilst poking, and go in with **Kingslayer** when the enemy team has used as much as possible, making it extremely dangerous for them to deal with him.

This can also be used as a means to escape from a fight. Thanks to the movement speed the **Set** gains, he can use it to chase or get away if he needs to.

Ability Usage and Level Order

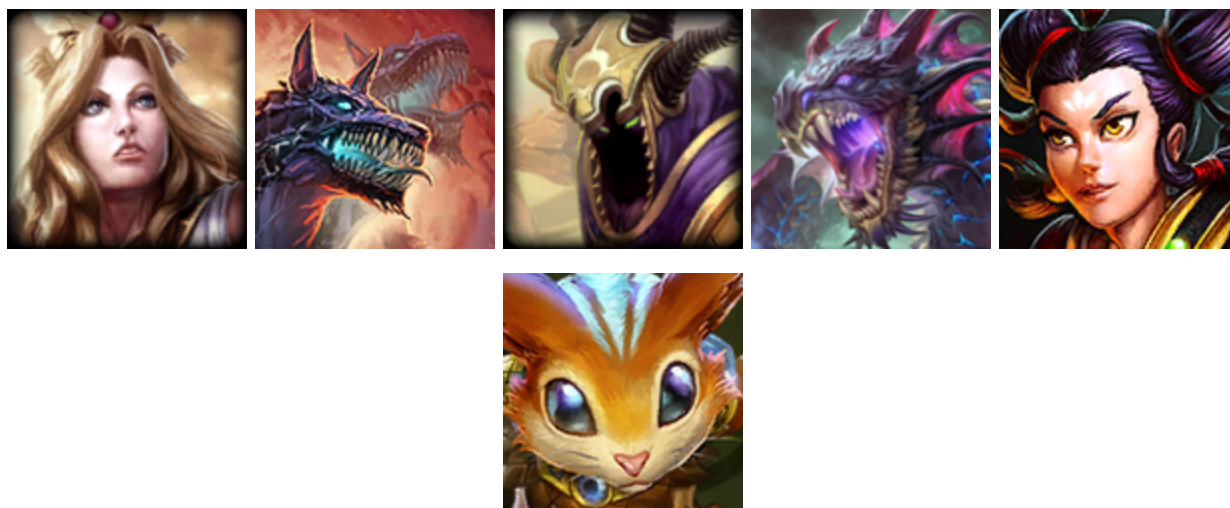
Set's engagement to a fight will usually begin with **Spawn of Set**, pushing it forwards with **Skewer** to hit the enemy God with both abilities, teleporting in with **Sandstorm**, and then activating **Kingslayer**. Do note that if the enemy God has a movement ability, you can activate **Sandstorm** and wait for the enemy to use their movement. If they hold it, stay back. If they use it, go in. Through having **Sandstorm** active, plus constantly Basic Attacking the enemy God, he will conjure an army of **Spawns**. Once he has a good amount, or if the enemy is close to being out of range, use **Skewer** to deal as much damage as possible. If he is close enough to the enemy Gods, then **Set** can instantly go into **Kingslayer**, allowing the clones to spawn as soon as possible, rather than having one missing.

Set will first level **Skewer**, then **Spawn of Set**, **Kingslayer** after that, and finally **Sandstorm**

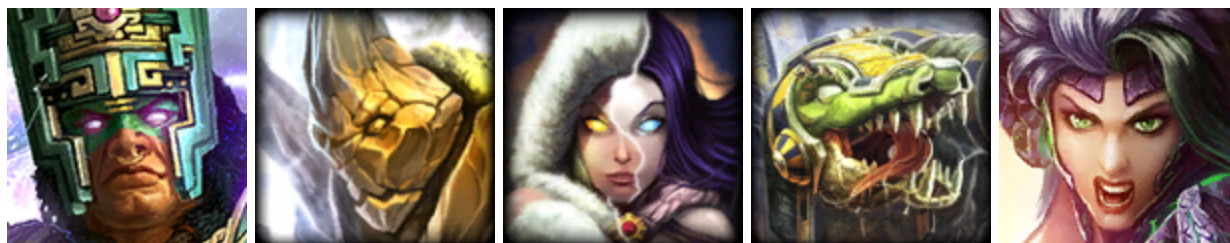
You will start at level 1 with **Skewer**, then **Spawn of Set**, and then **Skewer** again, followed by **Sandstorm** (if you need the movement, then level **Sandstorm** at Lv 3), and then **Kingslayer**. Then, prioritise **Skewer** on every level, followed by **Spawn of Set**. Finally, level **Kingslayer** as often as possible, with **Sandstorm** whenever you are forced to.

Matchups

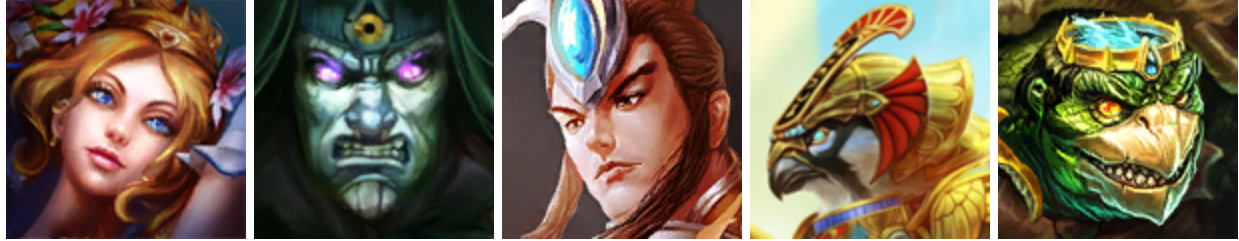
Favourable +



Very favourable +



Best Matchups +



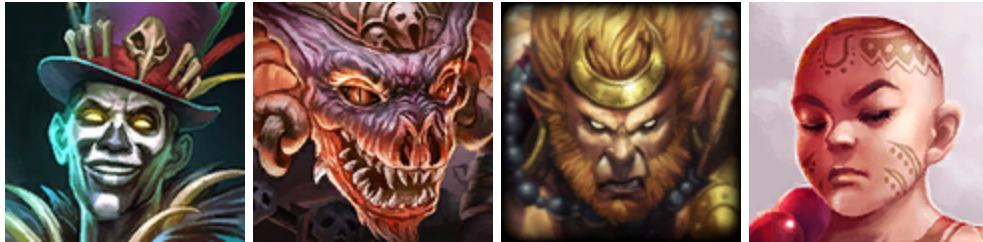
Weak Clear: Gods with no way to effectively clear the wave create leeway for **Set** to leave the lane as early as possible, creating no room to be punished. **Aphrodite, Chaac, Cabrakan, Erlang Shen, Horus, Geb, Kuzenbo, Ne Zha, Ratatoskr, Sobek,** and **Terra** all allow **Set** to do as he pleases by having extremely weak clear speeds.

Weak Early Game: Set struggles the most in the early game, and with no way to abuse this, **Set** gets a free pass through his most vulnerable point. **Aphrodite, Athena, Cerberus, Erlang Shen, Geb, Hel, Horus, Kuzenbo, Sobek,** and **Terra** can only sit back and watch as **Set** runs and clears at the speed he wishes.

Poor One-on-One: Gods that have no real way to fight back during **Set's** ultimate, **Kingslayer**, will find extreme difficulty stepping up to the wave, forced to run away. **Aphrodite, Athena, Cabrakan, Cerberus. Chaac, Geb, Hades, Hel, Horus, Jormungandr, Kuzenbo, Sobek,** and **Terra** are all forced to respond in an extremely defensive manner due to the immense pressure **Kingslayer** brings.

Physical: Due to the defensive bonuses that **Sandstorm** grants, **Set** automatically gains an advantage against Physicals.

Unfavourable -



Very Difficult -



Range: Matching **Set** at his own game can create an awkward situation, typically resulting in **Set** having to sit back in a stalemate, with neither God attempting to clear the wave, or trying to threaten **Set** as much as possible. **Baron Samedi**, **Camazotz**, **Sun Wukong**, and **Vamana** all put **Set** under pressure by forcing him to play at their pace.

Extremely High Pressure: **Set** struggles enough to make it through early game as it is without having to deal with a kit designed to win lane as much as possible. **Camazotz** and **Tyr** can make things much more troublesome, even preventing **Set** from leaving the lane.

Fast Clearers: Gods that have a similar goal to **Set** in trying to clear the wave can typically pressure him out in the process. **Sun Wukong** and **Vamana** can get a headstart on him through more aggressive laning, forcing him to spend longer in the lane.

Safe/Immune Ultimates: **Set's** deadliest tool is his ultimate, **Kingslayer**. Without this, enemy Gods have a much easier way of dealing with him, and there are many ultimates that can invalidate this. **Baron Samedi's Life of the Party**, **Camazotz's Bat out of Hell**, **Sun Wukong's Somersault Cloud**, and **Vamana's Colossal Fury** can all heavily threaten, or completely ignore the use of **Kingslayer** entirely, removing the major threat **Set** brings.



Sobek

Strengths

- High Crowd Control
- Self Sustain
- Passive Flat Protection Buff
- % Protection Increase
- Great Team Fights
- Incredibly Difficult to Kill
- Low Cooldowns
- CC Immunity in Base Ability
- Little Counterplay

Weaknesses

- No Range
- Poor Clear

Overview

Sobek is a Guardian with an extremely threatening aura. He has multiple forms of disruption; **Charge Prey** is a *Stun* that leads into a *Knock-up* which grants Crowd Control immunity by hitting a target, **Tail Whip** is an almost instant *Knock-up* all around Sobek, and his Ultimate, **Lurking in the Waters** is a long duration Crowd Control Immune Channel that Slows all targets in the radius, damaging anybody within. This makes him an extreme threat to any God in range of any of these abilities, in particular **Charge Prey**. This ability alone is what grants **Sobek** as

much respect as he gets, as any God taken by this ability is thrown right into the thick of his team.

This makes **Sobek** an extremely difficult God to take down, as all of this combined with his healing through **Sickening Strike**, and Protection increase during **Lurking in the Waters** make him a nuisance to get rid of.

Laning Objective

As a **Staller**, **Sobek's** main goal is not to win lane, but to deny the opponent from winning. **Sobek** has some incredible tools to prevent this happening. At the start of the game, **Sobek** will have trouble clearing the wave, so it is not a major focus. You can instead watch the first wave die, or try to attack the enemy God a little. There is no real risk of dying, so there is no need to worry in that regard. Upon hitting level two, **Sobek's** gains access to **Charge Prey**, the enemy God from wanting to get anywhere near you in fear of being brought under tower. This allows **Sobek** to keep the entire minion wave right in front of his own tower and watch the minions die, forcing his opponent to do the same. After that, you will want to get the wave down yourself until you get your first item.

As soon as Sobek gets his boots online, he can actually kill the enemy God. With constant poking and abusing Cooldowns, **Sobek** can slowly get the enemy to very uncomfortable levels of health, forcing them to sit back. This is how Sobek will play from here on out, constantly waiting and trying to poke if the enemy approaches.

You will want to try to get your Mana Buff when you can, but in the cases where you don't, **Lurking in the Waters** will regenerate 50% of his mana back.

Abilities

Passive Blessing of the Nile: When **Sobek** successfully lands a Basic Attack or an Ability, he gains 10 of each form of Protections up to a total of Three Times, capping at 30 Protections. Each ability can only grant one stack per use regardless of how many targets are hit.

Due to granting flat rather than scaling Protections, this passive will give you a free 30 point lead in protections regardless of who you are facing. This allows Sobek to effectively sit back and hit the enemy God over and over during the early phases of the game. Very helpful for laning, however it does not scale as well into late game.

Charge Prey: **Charge Prey** is **Sobek's** trademark ability. He dashes forwards and stops at the first enemy hit, becoming Crowd Control Immune and damaging and Stunning the target, then throwing them into the air where they land behind him. Sobek is Knock-up/Knock-back immune during this ability.

This ability gives Sobek huge presence. By standing in the front lines, Sobek forces enemy Gods to move backwards due to the sheer threat of being plucked, as this one ability can swing an entire teamfight in his favour. By plucking an enemy God without any Crowd Control Immunity or Mobility, they are at the mercy of your teammates. Mages and Hunters are excellent targets for this ability, being forced right into the fray where they are the least comfortable.

Charge Prey can be just as deadly to the enemy team by holding it, as they have the constant fear of being brought right into the opposition. This means that actually keeping it until an enemy begins to get low in health or attempts to escape can be more useful than bringing them into the fight in the first place. This is also the case for being in lane, as enemies will keep away from you as stand by your towerline, due to fear of being plucked.

Thanks to having a Stun before the Knock-up/Knock-back on this ability, it can be used to cancel and thus dislocate enemy Gods using abilities regularly immune to it. Abilities such as **Nike's Rend**, **Guan Yu's Taolu Assault** (as well as **Warrior's Will** if you can catch it in time), **Sun Wukong's 72 Transformations** (Bull Form), and **Tyr's Fearless**.

This ability also has the property of Crowd Control Immunity upon hitting a target. This is not locked to enemy Gods, working on things such as Minions, Jungle Camps, Pets, and Fire Giant. This gives **Sobek** an incredibly flexible defense mechanism provided there is a target nearby.

You can cleanse simple things such as Slows, or even life-threatening Crowd Control such as **Ares' No Escape** just by plucking something as simple as a minion, or dashing straight at the enemy God. Some more common practical uses for this ability are against the knock-up pools from *Fire Giant*, hitting the Objective as the attack is about to connect, thus preventing the knock-up.

This ability has a special interaction with CC Immune Targets. If Sobek hits a target that is *Crowd Control Immune*, with the immunity close to wearing off, they will be thrown behind **Sobek** the moment immunity is over, but at a much lower distance (practically sideways).

Some key abilities this works on are **Change's Moonlit Waltz** as well as **Ravana's Overhead Kick**, **Guan Yu's Cavalry Charge**, **Fenrir's Ragnarok**, **Vamana's Colossal Fury**, **Cerberus' Stygian Torment**, the aforementioned **Ares' No Escape**, and many more. This is an extremely useful tool, as it can trap enemy Gods the moment that their CC Immunity wears off, giving them literally no chance of escaping.

Do take care when using this ability, however. You could actually be helping some enemy Gods by saving them the use of **Blink** or a movement ability, sabotaging your own teammates in the process. **Geb** is a prime example of a God that you want to avoid plucking at the start of a fight, as it grants him free use of **Cataclysm**. Not only that, but you can also move enemy Gods out of the range of your teammates, out of Abilities, or even being the reason enemy Gods escape.

One other thing to note is the fact that while you may be Crowd Control Immune during this ability, you are not immune to damage. You can still be hit, and very much killed during this ability, so take care when using it while low in health. Not only that, but using this into an enemy team and failing to hit a target can put you into just as bad of a spot as you would your target. Not only are you failing to disrupt an enemy God, but you also are in an awful position basically being forced to use **Tail Whip**, or even your Ultimate to fix the mess you made.

Please take extreme care when using this ability.

Tail Whip: Sobek spins around in a circle, damaging and knocking up all enemies around him. This ability comes out very fast, allowing for quick disruption. This ability also has a lingering hitbox, staying out for a very short time after **Sobek** has finished his animation. You can use this ability and instantly follow up with a pluck for a confirmed hit. Or it can be used after a pluck for even longer disruption. Depending on the situation, both can be good, but you technically get more from **Tail Whip** after plucking, due to the opponent being in a less favourable position for longer.

Due to the way Jumps/Leaps work in Smite, they can be cancelled by CC just before they are about to hit the ground. Abilities such as **Nox's Siphon Darkness**, and **Artio's Entangle** are prime examples of this. However, they can also be cancelled by Knock-ups, and there is no better example of this than **Tail Whip**. Due to the speed at which this ability comes out, you can cancel abilities on reaction. Add on top of that the lingering hitbox, and you have a reliable way to shut down enemy Gods such as **Odin's Lunge**, and **Fenrir's Unchained**, completely denying their clear.

Sickening Strike: **Sobek** strikes a cone in front of him, dealing damage, applying Anti-Heal, and gaining health per target hit (up to a total of three times).

The healing may not seem like too much, but it adds up extremely quickly, and should be used whenever possible. You will almost always want to hit the enemy God with this ability as well to slowly cut away at their resources.

Ultimate Lurking in the Waters: **Sobek** creates a pool of water all around him and dives into it for five seconds, becoming Crowd Control Immune. This water follows him as he moves. **Sobek** gains 30% additional Physical and Magical protections during this. Enemies will be slowed while inside the pool of water, and **Sobek** will restore 10% of his maximum mana per second (50% at max duration). After five seconds, **Sobek** will emerge from the waters and the damage all enemies caught inside. The longer that **Sobek** channels the ability for, the more damage the damage will increase by. **Sobek** can cancel this ability at any point after a second activating the ability (at the cost of reduced damage). **Sobek** also remains Crowd Control Immune when he jumps out of the water for an additional 0.5 Seconds.

This ability can create a lot of chaos in a fight. Enemies will run out as soon as possible due to the slow allowing **Sobek's** teammates to gain on them, and due to the sheer amount of damage this ability does while fully charged, having the capacity to remove half of an enemy God's health. Most Gods with either Blink or any kind of movement ability will be forced to use it, typically waiting until just before the ability ends. This means that cancelling it early can actually be more beneficial here. Not only that, but you can act out of this Ultimate the moment the ability ends, meaning you can do things such as cancel the ability early and instantly go into **Charge Prey**. This can also be used to stall out for ability cooldowns, most notably the aforementioned **Charge Prey**.

This ability also works as a free escape card. Using this ability after missing a pluck can allow you time to get out, and force enemies away from you. Do keep in mind however, that as with **Charge Prey**, you can still take damage and die during this ability.

Not only does this ability have a lot of use in combat, but it has great utility in lane as well. When low in mana, **Sobek** can use this ability to get half of it back, helping to alleviate things such as having Blue Buff stolen, meaning that **Sobek** doesn't have nearly as much of a problem as other Gods if he loses his Buff. This can also work as great buff secure, but it needs to be used preemptively, meaning you need to plan in advance.

Ability Usage and Level Order

Sobek will typically start every fight with **Charge Prey**, followed by **Sickening Strike** into **Tail Whip**, and ending in his *Ultimate* **Lurking in the Waters**. If you have 40% Cooldown Reduction, **Charge Prey** will be back up the moment **Lurking in the Waters** has ended, so that can be used the moment the ability ends, followed up by **Sickening Strike**.

Sobek's levelling order should be *Lurking in the Waters*, *Sickening Strike*, *Tail Whip*, and finally *Charge Prey*.

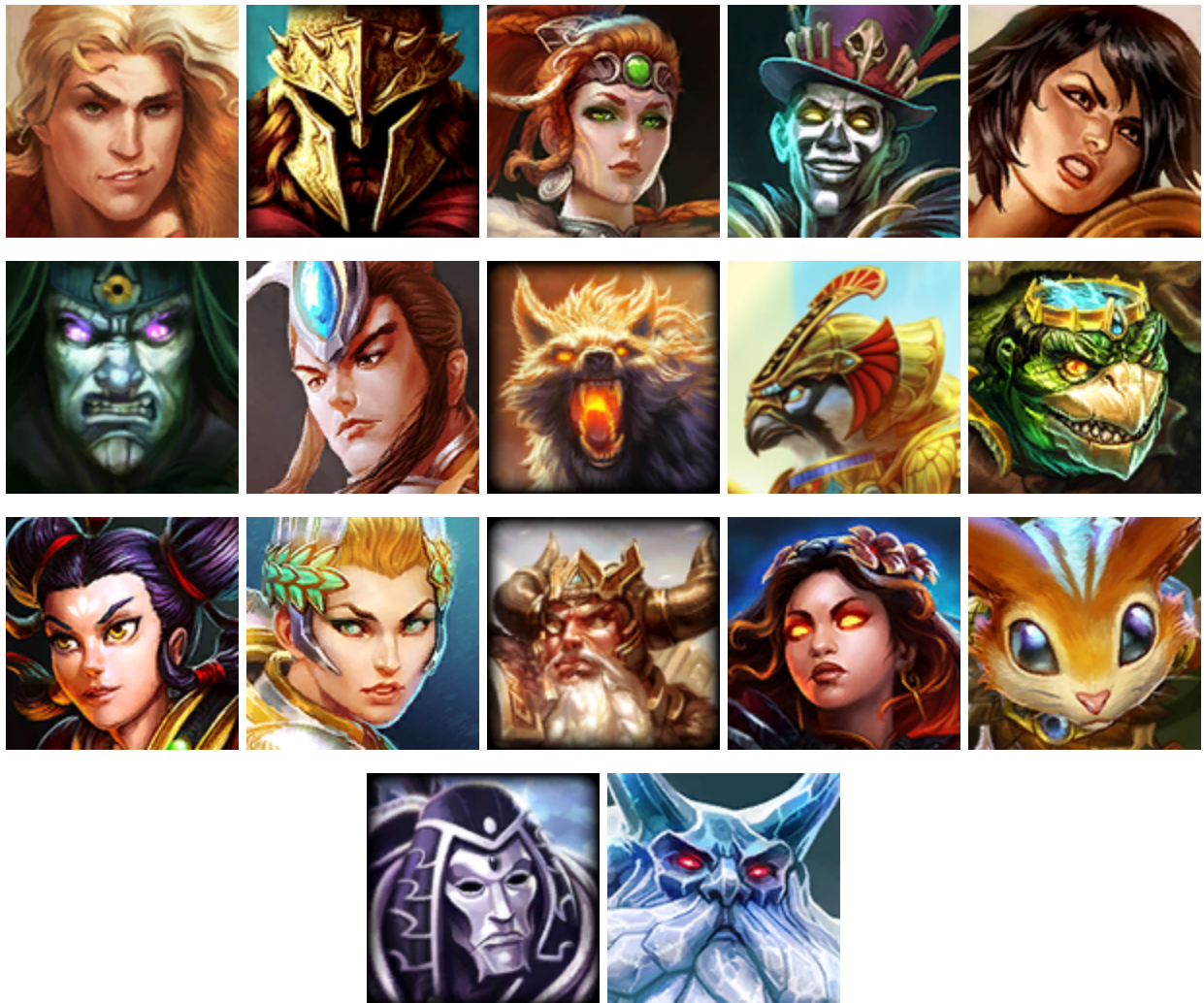
3 > 2 > 1 > 3 > 4 > 3 > 3 > 2 > 4 > 3 > 2 > 2 > 2 > 4 > 2 > 1 > 1 > 4 > 1 > 1 > 4

Or, if you would prefer to focus on leveling your clear abilities for poking, then you can level as follows:

3 > 1 > 2 > 3 > 4 > 3 > 3 > 3 > 2 > 2 > 2 > 2 > 4 > 4 > 1 > 1 > 4 > 1 > 1 > 4

Matchups

Favourable +



Bullies: **Sobek** is not bothered by other Gods trying to poke him out. He can sit back and wait it out, and even if he decides to get close he has the protections and the healing to keep himself comfortable, completely negating the threat they would have. Gods like **Achilles**, **Ares**,

Artio, Bellona, Cabrakan, Erlang Shen, Ne Zha, Pele, Ratatoskr and *Thanatos* cannot achieve their main goal due to **Sobek's** nature.

Channeled Clear: Gods that have to channel to use their main clearing abilities can get denied by being hit by Charge **Prey**, making **Sobek** a nightmare to lane against. **Ares, Guan Yu**, and **Nike** among others may be forced into alternative abilities to clear properly among.

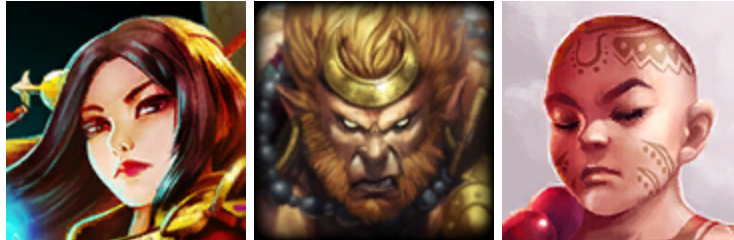
No Mobility: Gods without any form of Mobility are not only more vulnerable to being plucked, but will be punished far harder than normal due to having no way to get back. This also forces enemy Gods to stand as far away from **Sobek's** tower as possible. Examples of such are **Ares, Baron Samedi, Bellona, Cabrakan, Ne Zha, Thanatos**, and **Ymir**.

Melee Only: Having no form of range allows **Sobek** to easily control the pace of a lane, forcing enemies off of him and constantly, and threatening them with being plucked into **Sobek's** tower. **Achilles, Ares, Artio, Bellona, Cabrakan, Fenrir, Horus, Ne Zha, Odin, Ratatoskr**, and **Ymir** all struggle to deal with this threat.

Leap-Dependant Clear: Gods that need to jump on the wave in order to clear can easily get their ability cancelled by **Sobek's Tail Whip**. Gods such as **Fenrir** and **Odin** are forced into different options during the laning phase.

Long-Duration CC Ultimates: Gods with lengthy *Ultimates*, especially ones with primarily dislocating effects, can get denied entirely by **Lurking in the Waters**. **Baron Samedi, Fenrir, Guan Yu** and **Kuzenbo** have completely useless ultimate against **Sobek**, as he can just counter-ult.

Unfavourable -



Clearers: **Sobek** has trouble clearing the wave, especially with the Gladiator Minions. The only real way to abuse this is through having Gods that purely focus on clearing the wave. Gods such as **Amaterasu**, **Sun Wukong**, and **Vamana** can all just ignore **Sobek** in lane, and farm in other places of the map

