

# GOOD ODDS ATOMIC WAR COMMUNITY SPREADSHEET

A constantly updating resource for people learning or wanting to up their game in Atomic War

**A HUGE SHOUTOUT TO THESE AMAZING COMMUNITY MEMBERS FOR MAKING US LOOK WAY BETTER THAN WE ARE**  
(HELPING US COMPILE AND CREATE THIS SPREADSHEET AND KNOWING MORE ABOUT THE GAME THAN US SO THE INFORMATION IS GOOD)

**ZAMASUNARU - SPREADSHEET WIZARD**

**GRUNT - SHEAD TACTICIAN**

**PHILOSOKITTEH - EFFICIENCY EXPERT**

**NEDPOOL - THANKS HIMSELF**

**TENTACLEFACE - DATA DOMINATOR**

**AMORIAN - ACTUAL CHAD**

**AND A SPECIAL THANKS TO ROLLEMBONES (ROHAN)**

This was his project and without his initiative (and lack of Dota knowledge ) this wouldn't exist.

**THIS IS INTENDED AS A BEGINNER RESOURCE / CHEATSHEET FOR THOSE WHO DESIRE IT.**

Which means it is by no means a complete resource of all the game and is meant to be used as a starting point

**IF YOU'D LIKE TO CONTRIBUTE TO THE SPREADSHEET, OR JOIN OUR INHOUSE GAMES, COME CHAT TO US ON THE DISCORD OR STREAMS**

We currently play most evenings, 10+ GMT and have lots of active discussions about the state of the game.

[CLICK HERE TO JOIN THE DISCORD](#)

[FOLLOW GOOD ODDS ON TWITCH](#)

[FOLLOW NEDPOOL ON TWITCH](#)

### BEGINNER TIPS

**EVERYTHING COSTS 3 GOLD.** Items, Skills and Units included.

**GOLD IS NOT RETAINED** - Spend as much money as you can each turn, it's often good to sell off weaker items to get better ones on the board immediately.

**BASIC LEVEL CURVE** - Level on 7 gold, 9 gold, 11 gold, 12 gold and max tavern if you have enough health or if you're not losing your board.

**BUILD A COMPLETE TEAM** - Having a tank, carry and supports is often useful. Look for synergies between units.

**ORDER YOUR SKILLS** - Drag your skills around on the bar to determine which order they try to go off in. Certain skills have triggers (such as HP threshold) so not every skill goes off in the order you set it.

**DON'T LEVEL EVERY UNIT** - Spending gold on units that don't benefit a lot from levels is usually the incorrect play as the gold will mean more on other units, whether as levels or items.

**IF YOU'RE LOCKING A SHOP, BUY AND SELL UNITS WITH YOUR LEFT OVER GOLD TO FREE UP SPACE** - Using excess gold to put empty slots in your shop when locking will repopulate those slots next round.

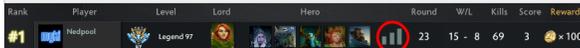
### ADVANCED TIPS

**DONT USE CHESTS UNTIL YOU HAVE 20 FOR THE EXTRA VALUE** - Counter resets every 2 week period, if you don't want the current reward, save your chests.

**ACTIVE ITEMS CAST BEFORE SKILLS** - Maybe don't put the pipe on the Tidehunter if you need him to cast first

**CDR PASSIVES DO NOT STACK** - It only takes the highest value

**YOU CAN ENABLE UNITS IN YOUR LORD SELECT SCREEN** - Click the button that says hero on the left to bring the panel back up



**THIS BUTTON ALLOWS YOU TO SEE ALL OF THE UNITS ON THE TEAMS DAMAGES** - Good for checking out units that you don't know where they ended up on the statistics panel.

|         |              |   |  |  |   |    |  |  |                            |           |
|---------|--------------|---|--|--|---|----|--|--|----------------------------|-----------|
| Class   | Stat         | Agha  |  |  |   |    |  |  |                            |           |
| Tank    | Strength     |  |  |  |   |    |  |  | DONT DELETE THESE          |           |
| Caster  | Intelligence | ✗   |  |  |   |    |  |  | <b>READ THIS</b>           |           |
| Carry   | Agility      |   |  |  |  |    |  |  | REFERENCE IMAGES FOR AGHA  |           |
| Support |              |   |  |  |   | No |  |  |                            | Yes #REF! |
|         |              |   |  |  |   |    |  |  |                            | No #REF!  |
|         |              |   |  |  |   |    |  |  | Maybe #REF!                |           |
|         |              |   |  |  |   |    |  |  | REFERENCE IMAGES FOR SHARD |           |
|         |              | Yes   |  |  |  |    |  |  |                            | Yes #REF! |
|         |              | No  |  |  | ✗   |    |  |  |                            | No #REF!  |
|         |              | Maybe   |  |  |   |    |  |  | Maybe #REF!                |           |

| Hero portrait   | Position | Primary stat | Class   | Role    | Skill 1 | Skill 2 | Skill 3 | Skill 4 | Replace 1st | Replace 2nd | Replace 3rd | Useful Skills | Notes   |
|---|----------|--------------|---------|---------|---------|---------|---------|---------|-------------|-------------|-------------|---------------|---|
| RECOMMENDED SKILL ORDER<br>ORANGE BORDER SKILLS ARE 5-TIER OR OTHER UNITS |          |              |         |         |         |         |         |         |             |             |             |               |   |
| Abaddon   |          | STR          | Tank    | Tank    |         |         |         |         |             |             |             | #REF!         |   |
| Abaddon [DPS Mode]  |          | STR          | Carry   | Carry   |         |         |         |         |             |             |             | #REF!         |   |
| Ancient Apparition  |          | INT          | Caster  | Caster  | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Axe   |          | STR          | Tank    | Tank    | #REF!   |         |         |         |             |             |             | #REF!         |   |
| Bloodseeker   |          | AGI          | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Bristleback   |          | STR          | Tank    | Tank    | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         | Replace Warpath with Aftershock for OP Shenanigans  |
| Chaos Knight  |          | STR          | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Clinkz  |          | AGI          | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Crystal Maiden [Caster]   |          | INT          | Caster  | Caster  | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         | Any Disable   |
| Chad Maiden [DPS]   |          | INT          | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         | Nedpool's "Build Guide" - <a href="https://youtu.be/26USXal1R9I">https://youtu.be/26USXal1R9I</a> |
| Dazzle  |          | INT          | Support | Support | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         | Replace Shadow Wave if you have Shard. Do not level past 18                                       |
| Death Prophet   |          | INT          | Caster  | Caster  | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Disruptor   |          | INT          | Support | Support | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         | It is not usually worth investing further in Disruptor. But his non-ut skills do suck.            |
| Dragon Knight   |          | STR          | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Dragon Knight [Tank Mode]   |          | STR          | Tank    | Tank    | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         | Requires Sceptre for Bulwark Combo  |
| Drow Ranger   |          | AGI          | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Earth Shaker  |          | STR          | Support | Support | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Ember Spirit  |          | AGI          | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Enchantress   |          | INT          | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Enchantress [Tank Mode]   |          | STR          | Tank    | Tank    | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Enigma  |          | INT          | Caster  | Caster  | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         | Don't replace Demonic Conversion in summoning build   |
| Faceless Void   |          | AGI          | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Grimstroke  |          | INT          | Support | Support | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Gyrocopter  |          | AGI          | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Huskar  |          | STR          | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| IO  |          | STR          | Support | Support | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Jakiro  |          | INT          | Support | Support | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Juggernaut  |          | AGI          | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         | Any Bash Skill is Great   |
| Kunkka [Fish Bait]  |          | STR          | Bait    | Bait    | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         | X Mark's the spot must be removed ASAP  |
| Kunkka [Rex Hunt Mode]  |          | STR          | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         | X Mark's the spot must be removed ASAP  |
| Legion Commander  |          | STR          | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Leshrac   |          | INT          | Caster  | Caster  | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Lich  |          | INT          | Support | Support | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Lifestealer   |          | STR          | Tank    | Tank    | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Lina [Caster]   |          | INT          | Caster  | Caster  | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Lina [DPS Mode]   |          | AGI          | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         | Find attack range items   |
| Lion  |          | INT          | Support | Support | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Luna  |          | AGI          | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         |   |
| Lycan   |          | STR          | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!         | Shard does nothing  |

|                               | Hero portrait   | Position  | Primary stat  | Class   | Role    | Skill 1 | Skill 2 | Skill 3 | Skill 4 | Replace 1st | Replace 2nd | Replace 3rd |  |  | Useful Skills   | Notes - Follow <a href="https://twitch.tv/goododdlive">twitch.tv/goododdlive</a> for Atomic War action / inhouses<br>Follow <a href="https://twitch.tv/Nedpool">twitch.tv/Nedpool</a> for the Legend grind (currently Legend 117 on 27/08) |
|-------------------------------|---|---|---|---------|---------|---------|---------|---------|---------|-------------|-------------|-------------|---|--|---|--|
| Magnus                        |    |    |    | Tank    | Tank    | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!   | #REF!  |   |  |
| Mars                          |    |    |    | Tank    | Tank    | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!   | #REF!  |   | Aghs Bulwark is great  |
| Medusa                        |    |    |    | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   | X           | X           |             | #REF!   | #REF!  |  | Split-Shot modifier is essential   |
| Naga Siren                    |    |    |    | Caster  | Caster  | #REF!   | #REF!   | #REF!   | #REF!   | X           |             |             | #REF!   | #REF!  | #REF!   |  |
| Nature's Prophet              |    |    |    | Caster  | Caster  | #REF!   | #REF!   | #REF!   | #REF!   | X           | X           |             | #REF!   | #REF!  | #REF!   |  |
| Necrophos                     |    |    |    | Caster  | Caster  | #REF!   | #REF!   | #REF!   | #REF!   | X           |             |             | #REF!   | #REF!  | #REF!   | ?  |
| Ogre Magi [Bloodlust Trigger] |    |    |    | Support | Support | #REF!   | #REF!   | #REF!   | #REF!   | X           | X           |             | #REF!   | #REF!  | #REF!   | Provides Attacks Speed to DPS units - Make sure he is next to target unit  |
| Ogre Magi [Legit]             |    |    |    | Caster  | Caster  | #REF!   | #REF!   | #REF!   | #REF!   | X           | X           | X           | #REF!   | #REF!  | #REF!   |  |
| Omniknight                    |    |    |    | Support | Support | #REF!   | #REF!   | #REF!   | #REF!   | X           |             |             | #REF!   | #REF!  | #REF!   |  |
| Outworld Destroyer            |    |    |    | Caster  | Caster  | #REF!   | #REF!   | #REF!   | #REF!   | X           |             |             | #REF!   | #REF!  | #REF!   |  |
| Phantom Assassin              |    |    |    | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   | X           |             |             | #REF!   | #REF!  | #REF!   |  |
| Phantom Lancer                |    |    |    | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   | X           | X           |             | #REF!   | #REF!  | #REF!   | Do not replace Doppelganger with Aghs  |
| Phoenix                       |    |    |    | Caster  | Caster  | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!   | #REF!  | #REF!   |  |
| Pudge                         |    |    |    | Tank    | Tank    | #REF!   | #REF!   | #REF!   | #REF!   | X           |             |             | #REF!   | #REF!  | #REF!   |  |
| Queen of Pain                 |    |    |    | Caster  | Caster  | #REF!   | #REF!   | #REF!   | #REF!   | X           |             |             | #REF!   | #REF!  | #REF!   |  |
| Razor                         |    |    |    | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   | X           |             |             | #REF!   | #REF!  | #REF!   |  |
| Riki                          |   |   |   | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!   | #REF!  | #REF!   |  |
| Sand King                     |  |  |  | Tank    | Tank    | #REF!   | #REF!   | #REF!   | #REF!   | X           |             |             | #REF!   | #REF!  | #REF!   |  |
| Shadow Shaman                 |  |  |  | Support | Support | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!   | #REF!  | #REF!   |  |
| Silencer                      |  |  |  | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   | X           | X           |             | #REF!   | #REF!  | #REF!   |  |
| Skywrath Mage                 |  |  |  | Caster  | Caster  | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!   | #REF!  | #REF!   |  |
| Slardar [Tank]                |  |  |  | Tank    | Tank    | #REF!   | #REF!   | #REF!   | #REF!   | X           |             |             | #REF!   | #REF!  | #REF!   |  |
| Slardar [Stuns]               |  |  |  | Support | Support | #REF!   | #REF!   | #REF!   | #REF!   | X           |             |             | #REF!   | #REF!  | #REF!   | Bash is fine if you're playing him like a semi-carry   |
| Slark                         |  |  |  | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   | X           |             |             | #REF!   | #REF!  | #REF!   |  |
| Spirit Breaker                |  |  |  | Tank    | Tank    | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!   | #REF!  | #REF!   |  |
| Sniper                        |  |  |  | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   | X           | X           | X           | #REF!   | #REF!  | #REF!   |  |
| Storm Spirit                  |  |  |  | Caster  | Caster  | #REF!   | #REF!   | #REF!   | #REF!   | X           |             |             | #REF!   | #REF!  | #REF!   | FIND AN AFTERSHOCK   |
| Sven                          |  |  |  | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!   | #REF!  | #REF!   |  |
| Templar Assassin              |  |  |  | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   | X           |             |             | #REF!   | #REF!  | #REF!   | Avoid TA   |
| Terrorblade                   |  |  |  | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   | X           |             |             | #REF!   | #REF!  | #REF!   |  |
| Tidehunter                    |  |  |  | Tank    | Tank    | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!   | #REF!  | #REF!   |  |
| Tinker                        |  |  |  | Caster  | Caster  | #REF!   | #REF!   | #REF!   | #REF!   | X           |             |             | #REF!   | #REF!  | #REF!   | Don't replace defense matrix early   |
| Tiny                          |  |  |  | Tank    | Tank    | #REF!   | #REF!   | #REF!   | #REF!   | X           | X           |             | #REF!   | #REF!  | #REF!   |  |
| Troll Warlord                 |  |  |  | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!   | #REF!  | #REF!   |  |
| Tusk                          |  |  |  | Support | Support | #REF!   | #REF!   | #REF!   | #REF!   | X           |             |             | #REF!   | #REF!  | #REF!   | Snowball can be a fun meme if you want to move your entire team  |
| Undying                       |  |  |  | Tank    | Tank    | #REF!   | #REF!   | #REF!   | #REF!   | X           |             |             | #REF!   | #REF!  | #REF!   |  |
| Ursa                          |  |  |  | Carry   | Carry   | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!   | #REF!  | #REF!   | Bulwark Aghs is also hilarious   |
| Venomancer                    |  |  |  | Bait    | Bait    | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!   | #REF!  | #REF!   |  |
| Viper                         |  |  |  | Tank    | Tank    | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             | #REF!   | #REF!  | #REF!   |  |

|  | Hero portrait   | Position  | Primary stat  | Class   | Role                    | Skill 1 | Skill 2   | Skill 3 | Skill 4 | Replace 1st | Replace 2nd | Replace 3rd | Useful Skills | Notes - Follow <a href="https://twitch.tv/goododdalive">twitch.tv/goododdalive</a> for Atomic War action / inhouses<br>Follow <a href="https://twitch.tv/Nedpool">twitch.tv/Nedpool</a> for the Legend grind (currently Legend 117 on 27/08) |
|--|---|---|---|---------|-------------------------|---------|---|---------|---------|-------------|-------------|-------------|---------------|--|
| Void Spirit  |  |  |  | Carry   | Carry                   | #REF!   | #REF!   | #REF!   | #REF!   | #REF!       | #REF!       | #REF!       | #REF!         |  |
| Warlock  |  |  |  | Support | Support                 | #REF!   | #REF!   | #REF!   | #REF!   | #REF!       | #REF!       | #REF!       | #REF!         |  |
| Windranger   |  |  |  | Carry   | Carry                   | #REF!   | #REF!   | #REF!   | #REF!   | #REF!       | #REF!       | #REF!       | #REF!         |  |
| Winter Wyvern  |  |  |  | Bait    | Bait                    | #REF!   | #REF!   | #REF!   | #REF!   | #REF!       | #REF!       | #REF!       | #REF!         |  |
| Witch Doctor   |  |  |  | Support | Support                 | #REF!   | #REF!   | #REF!   | #REF!   | #REF!       | #REF!       | #REF!       | #REF!         | Great early unit. Do not upgrade too far   |
| Wraith King  |  |  |  | Tank    | Tank                    | #REF!   | #REF!   | #REF!   | #REF!   | #REF!       | #REF!       | #REF!       | #REF!         |  |
| Zeus   |  |  |  | Caster  | Caster                  | #REF!   | #REF!   | #REF!   | #REF!   | #REF!       | #REF!       | #REF!       | #REF!         |  |
| This spreadsheet has been designed using resources from Flaticon.com |   |   |   |         | Bonus Auto Attack Skill | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             |               |  |
|  |   |   |   |         |                         | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             |               |  |
|  |   |   |   |         |                         | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             |               |  |
|  |   |   |   |         |                         | #REF!   | #REF!   | #REF!   | #REF!   |             |             |             |               |  |
|  |   |   |   |         |                         | #REF!   |  |         |         |             |             |             |               |  |

LORD TIERLIST - COURTESY OF TANSENGBENG - <https://www.twitch.tv/tansengbeng>

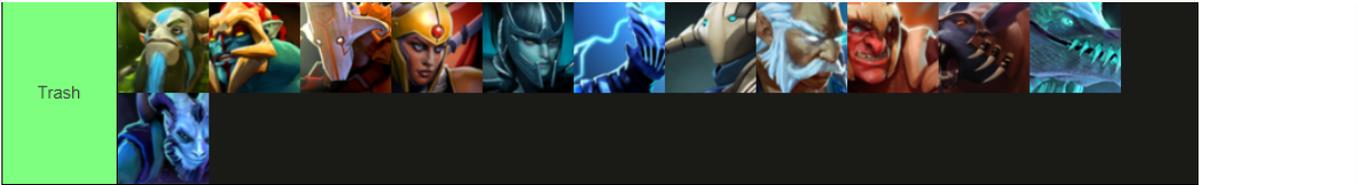
|   |  |
|---|--|
| S |  |
| A |  |
| B |  |
| C |  |
| D |  |

LORD TIERLIST - GOOD ODDS COMMUNITY (MOSTLY GRUNT)

|                           |  |
|---------------------------|--|
| God tier                  |  |
| Between god and good tier |  |
| Good                      |  |
| Not bad                   |  |
| No thanks                 |  |
| Why are you here?         |  |

ITEM TIERLIST (OUTDATED BUT STILL AN OK GUIDE)





It will always be working in progress (WIP) because of the constant updates :) and that's the same for every other sections

|   |   |
|---|---|
|    | <b>Alchemist: Grevi's Greed</b><br>Ability: No target<br>Affects: Allied heroes<br>With a cost of 20 health points, you get 2 gold. (Exchanging HP to Gold Will Not Cause Suicide)  |
|    | <b>Axe: Culling Blade</b><br>Ability: Passive<br>Affects: Enemy Heroes<br>Damage Type: Pure<br>Heroes Spell Immunity: Yes<br>Kill the first enemy hero that has less than 50% health, after this skill triggers, for the next 3 seconds, the killing effect can be triggered again, but the threshold is reduced by 15% (minimum threshold is 20%), if the killing effect is not triggered for 3 seconds, the effect ends.  |
|    | <b>Batrider: Flamebreak</b><br>Ability: No Target<br>Affects: Enemy Units<br>Damage Type: Magical<br>Heroes Spell Immunity: No<br>When summoned, gain an attack speed of 3 times of the summoner's rank (not effective when equipped with summoned objects). When allied summoned unit dies, Batrider hurls an explosive cocktail at its location, that deals damage to enemies within 400 range and additionally reduces their healing, regeneration and lifesteal effects by 40% for 30 seconds. The damage is 22% x/multiply   |
|    | <b>Bounty Hunter: Gold Hunting</b><br>Ability: Passive<br>Affects: Allied Heroes<br>Stores 1 gold per round. Then withdraw all stored gold for once. Each 5 rounds - stores 2 gold instead.   |
|    | <b>Bloodseeker: Bloodrage</b><br>Ability: No Target<br>Deduct 40 hp immediately. Restores 120 hp and deals extra damage to enemy Lord if you win next round. If your current HP is less than 40, it won't cause death.<br>Bonus Damage: 30  |
|    | <b>Clockwerk: Master Blacksmith</b><br>Ability: No Target<br>Randomly converts all equipment items in Lord's backpack with 6% chance to increase their quality by 1 star. Can be used no more than two times per turn.  |
|    | <b>Crystal Maiden: Arcane Aura</b><br>Ability: Passive<br>Grants ally heroes mana regeneration depending on the percentage of their mana lost. Mana spent will turn into a shield, which can absorb damage.<br>Minimum recovery percentage: 1.5%<br>Maximum recovery percentage: 4.3%<br>Mana spent to shield ratio: 36%  |
|    | <b>Dark Willow: Fairy Maiden's Light</b><br>Ability: Passive<br>Affects: Allied Heroes<br>Allows to buy and sell magic heroes for 1 less gold and reduces enemy's magical resistance by 9%.<br>Cost reduced: 1<br>Magic resistance reduced: 9%  |
|    | <b>Ember Spirit: Forge</b><br>Ability: No Target<br>Gain a BROKEN SWORD at the start of the battle. Reforge BROKEN SWORD 6 times to upgrade to DIVINE SWORD OF THE SUN. Reforge DIVINE SWORD OF THE SUN 8 times to upgrade to True DIVINE SWORD OF THE SUN.<br>Divine Sword of the Sun: Grants 160 damage, true strike and ember spirit's sleight of fist ability<br>True Divine Sword of the Sun: Grants 120 damage, true strike and ember spirit's sleight of fist ability  |
|   | <b>Enchantress: Charm</b><br>Ability: No Target<br>Reduces the price to upgrade your Tavern by 1 gold per turn. The first sale of each turn (items and heroes) will earn 3 coins.   |
|  | <b>Juggernaut: Blade Dance</b><br>Ability: No Target<br>When the total level of your heroes passes certain threshold, summon a Juggernaut with innate Aghanim's shard and scepter effect (not shown in the English lord description)<br>Total hero level reaches 30: summon a level 6 Juggernaut with one tier 1 and 2 item respectively.<br>Total hero level reaches 70: summon a level 18 Juggernaut with one tier 1, 2, 3 and 4 item respectively.<br>Total hero level reaches 100: summon a level 30 Juggernaut with one tier 1, 2, 3, 4, 5 and 6 item respectively.  |
|  | <b>Keeper of the Light: Chakra Magic</b><br>Ability: Unit Target<br>Affects: Allied Heroes<br>Restores selected hero's mana and resets his or her remaining skills cooldowns when they use Ultimate Skills or when their Mana value becomes lower than 20%. If none selected, ability would be applied to the hero selected in previous round. If hero has Refreshing Orb, it will use it before triggering this special ability.<br>Recovery mana threshold: 20%   |
|  | <b>Luna: Lunar Blessing</b><br>Ability: Unit Target<br>Affects: Allied Heroes<br>Selects a hero to greatly increase his or her attack power and slightly increase it for other allied heroes. Stackable.<br>Damage Bonus: 9<br>Extra Damage Bonus: 9  |
|  | <b>Meepo: Divide We Stand</b><br>Ability: Passive<br>When player has 5 heroes for the first time, add another random level 10 hero from the hero pool (will not be the same as the heroes on the board) without decreasing the quantity from hero pool. Selling the added level 10 hero will not give coins, and the quantity of hero pool will not increase.   |
|  | <b>Morphling: Attribute Shift</b><br>Ability: Unit Target<br>Affects: Allied Heroes<br>Convert 9 points from a chosen Hero's sub-attributes and increase the primary attribute by 20. Can be stacked if used repeatedly. Cannot cast to a Hero with 0 sub-attribute. INT heroes gain 1.5% spell amp per 3 points of intelligence.   |
| NOTE: Attribute removes 108 mana on non-int heroes.                                 |   |
|  | <b>Naga Siren: Song of the Siren</b><br>Ability: Unit Target<br>Affects: Allied Heroes<br>Hypnotizes the selected hero at the beginning of the battle. Grants it 9% HP and 8% damage per second, and also spell immunity. Lasts until the hero takes physical attack. If none selected, ability would be applied to the hero selected in previous round.  |
|  | <b>Necrophos: Reaper's Scythe</b><br>Ability: Unit Target<br>Affects: Heroes<br>Damage Type: Pure<br>Heroes Spell Immunity: Yes<br>Allow to select own hero to sacrifice and then, at the start of the round, with a certain chance to kill, deal certain amount of pure damage or deal no damage to the highest level enemy hero. The probability of killing will increase if no one was killed and will reset after killing any enemy hero.<br>Initial odd for killing highest level enemy hero: 30%<br>Odd increase when highest level enemy hero is not killed: 15%<br>Initial odd for dealing pure damage: 25% |
|  | <b>Nature's Prophet: Gift of Nature</b><br>Ability: No Target<br>Get a random equipment for 4 gold. Can be used 3 times per round.<br>Chance for 1' item: 6%<br>Chance for 2' item: 10%<br>Chance for 3' item: 22%<br>Chance for 4' item: 30%<br>Chance for 5' item: 21%<br>Chance for 6' item: 11%   |
|  | <b>Nyx Assassin: Spiked Carapace</b><br>Passive: Reflect 20% damage dealt when ally heroes take damage, the damage reflected is based on the type of damage dealt<br>Active: Target an ally hero, when that hero is attacked, a debuff is applied on the attacker. The debuff reduces attack speed, when the debuff reaches 3 stacks, stun the hero for 0.5 second. When the debuff reaches 9 stacks, it resets and stuns the hero for 1s.<br>Attack speed reduced for each stack: 10   |

|   |   |           |           |           |           |           |           |           |           |           |           |           |
|---|---|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
|    | <b>Omniknight: Purification</b><br>Ability: Unit Target<br>Affects: Allied Heroes<br>Increases level of the chosen hero by 4. Can only be used 3 times per game. The enhanced level WILL NOT count when the hero is sold.   |           |           |           |           |           |           |           |           |           |           |           |
|    | <b>Oracle: Purifying Flames</b><br>Ability: Unit Target<br>Affects: Enemy Heroes<br>Every 5 seconds, all enemy heroes will receive pure damage based on their maximum health, and restore health based on their maximum health in the next 3 seconds. When an enemy unit dies, the health restoration is stopped and another instance of Purifying Flames will be applied.  |           |           |           |           |           |           |           |           |           |           |           |
|    | <b>Phantom Assassin: Phantom Strike</b><br>Ability: No Target<br>Affects: Ally Heroes<br>Pierces Spell Immunity: No<br>Ally Hero gains the 30% damage amp and spell immunity for 4 seconds, after using blink spells and Items.<br>Does not affect Earthshaker with aghanim's scepter and Phantom Lancer's Doppelganger   |           |           |           |           |           |           |           |           |           |           |           |
|    | <b>Phantom Lancer: Juxtapose</b><br>Ability: Passive<br>When an Illusion gets killed, grant the hero HP Regeneration and bonus attack damage. Amount of the enhancement depends on the duration of the illusion.<br>Gains attack damage for each stack: 4<br>HP Regeneration: 0.5%  |           |           |           |           |           |           |           |           |           |           |           |
|    | <b>Pudge: Flesh Heap</b><br>Ability: Passive<br>Initial HP is 800.  |           |           |           |           |           |           |           |           |           |           |           |
|    | <b>Riki: Cloak and Dagger</b><br>Ability: Passive<br>Affects: Allied Heroes<br>Damage Type: Pure<br>Pierces Spell Immunity: Yes<br>Enhance Melee Hero by the following ways:<br>Deal bonus attack damage based on its agility, increase movement speed by 550 and reduces damage taken by 50% when invisible, become invisible for 1.5 seconds after killing a hero.<br>Agility Damage Multiplier: 0.7  |           |           |           |           |           |           |           |           |           |           |           |
|    | <b>Rubick: Father's Promise</b><br>Ability: Passive<br>Affects: Allied Heroes<br>Get an Aghanim's Scepter every 6 rounds in the preparation phase.  |           |           |           |           |           |           |           |           |           |           |           |
|    | <b>Spirit Breaker: Charge</b><br>Ability: Unit Target<br>Affects: Allied Heroes<br>Pierces Spell Immunity: Yes<br>Select an allied hero, at the start of the round he or she would charge onto an enemy with the least amount of health with Magic immunity for the duration of charge and on impact, stun that enemy and receive bonus status resistance. When charged enemy dies, selected hero charges again onto the hero with least remaining Health. If no hero is selected, ability would be applied for the<br>Stun Time: 1.5<br>Charge Speed: 2000<br>Status Resistance: 30% % |           |           |           |           |           |           |           |           |           |           |           |
|    | <b>Sniper: Take Aim</b><br>Ability: Passive<br>Affects: Allied Heroes<br>Damage Type: Physical<br>Extend the attack range of shooter heroes by 150, also provide them a chance to deal extra damage and briefly knock back the enemies.<br>Knockback Distance: 15<br>Extra Damage: 100<br>Chance: 40%   |           |           |           |           |           |           |           |           |           |           |           |
|  | <b>Tinker: Rearm</b><br>Ability: No Target<br>Affects: Allied Heroes<br>The cost of Refresh shop will be 0 before purchasing anything.  |           |           |           |           |           |           |           |           |           |           |           |
|  | <b>Tiny: Toss</b><br>Ability: No Target<br>Affects: Allied Heroes<br>Throw selected allied hero to the enemy back row and stun enemies in 600 range for 2.5 seconds. No limit for the number of usage and selected heroes. Selecting a hero again will cancel the toss effect. If the skill is not used in a turn, it will select the heroes selected   |           |           |           |           |           |           |           |           |           |           |           |
|  | <b>Windranger: Magic Arrow</b><br>Ability: Unit Target<br>Affects: Allied Heroes<br>Damage Type: Pure<br>Allow selected hero to use its maximum attack speed for its next few attacks, has a chance to deal additional damage according to target's current health and the damage of physical attack<br>Attack Speed Bonus: 100<br>Proc Chance: 30%<br>Current Health Damage: 12%   |           |           |           |           |           |           |           |           |           |           |           |
|  | <b>Zeus: Lightning Bolt</b><br>Ability: No Target<br>Affects: Enemy Heroes<br>Damage Type: Pure<br>Pierces Spell Immunity: Yes<br>Deals 150 damage to 2 enemy units. The damage will increase by 80 after each cast.<br>Initial Damage: 150<br>Bonus Damage per Cast: 80  |           |           |           |           |           |           |           |           |           |           |           |
| <b>ROUND NO.</b>  | <b>1</b>  | <b>2</b>  | <b>3</b>  | <b>4</b>  | <b>5</b>  | <b>6</b>  | <b>7</b>  | <b>8</b>  | <b>9</b>  | <b>10</b> | <b>11</b> | <b>12</b> |
| <b>ZEUS DAMAGE PER ROUND</b>  | 220   | 270       | 320       | 370       | 420       | 470       | 520       | 570       | 620       | 670       | 720       | 770       |
|   | <b>13</b>   | <b>14</b> | <b>15</b> | <b>16</b> | <b>17</b> | <b>18</b> | <b>19</b> | <b>20</b> | <b>21</b> | <b>22</b> | <b>23</b> | <b>24</b> |
|   | 1030  | 1110      | 1190      | 1270      | 1350      | 1430      | 1510      | 1590      | 1670      | 1750      | 1830      | 1910      |

Tier 1



**Blade mail**

+28 Damage, +6 Armor

Active Damage Return, 25 mana, 25s CD

For 4 seconds, the damage returned from all sources is increased by 50%.

Passive Damage Return

Everytime you are attacked, you return 25 damage plus 20% of the attack damage dealt to you.

Tier 1 augs:

|           |      |
|-----------|------|
| Conductor | 100% |
| Conductor | 10%  |



**Bloodstone**

+100 Health, +100 Mana, +6 Intelligence, +10% Bonus Mana Regen.

+75 Spell Damage Amplification, +20% Spell Lifesteal Amplification, +7% Spell Lifesteal

Passive Magic Source Boosts Mana Regeneration by 0.4 points/second per each charge,

adds 0.5% Spell Lifesteal and 0.2% Spell Damage. Gains 1 charge when an enemy hero dies nearby. Has 1 initial energy points. Range: 700



**Crystals**

+62 Damage

Passive: Critical Strike

Grants each attack a 30% chance to deal 500% damage.



**Eli's Scepter of Divinity**

+10 Intelligence, +3 Mana Regeneration, +20 Movement Speed

Active Cyclone, 175 mana, 25s CD

Sweeps a target unit up into a cyclone, making them invulnerable for 2.5 seconds. Cyclone can only be cast on enemy units or yourself.

Enemy units take 50 magical damage upon landing.

Range: 250. Dispel Type: None. Dispel



**Mask of Madness**

+15 Damage + 10 Attack Speed

Active Berserk, 25 mana, 30s CD

Grants 20 attack speed and 20 movement speed, but reduces your armor by 6 and silences you. Lasts 6 seconds.

Passive: Lifesteal. Heals the attacker for 20% of attack damage dealt.

**Summoner's Gloves**

+6 All Attributes

Passive: Increases summoned units' attributes.

+100 Health

+20 Attack Damage

Does not work for wards and towers. Half-effective for Warlock's Golem.

**Vanguard**

+200 Health, +10 MP Regeneration

Passive: Damage Block

Grants a 65% chance to block 100 damage from incoming attacks on melee heroes, and 65 damage on ranged.

**Wall of Discord**

+6 All Attributes

Active Magic Weakness, 50 mana, 25s CD

Cast a 700 radius blast that causes enemy heroes to take 10% increased damage from spells.

Range: 1200 Duration: 16 seconds.

Passive: Banish Aura

Grants 1.5 mana regeneration to allies.

Radius: 1200









