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Alchemist item build guide dota 2

From Dota 2 Wiki &: alchemist Playstyle Alchemist is a formidable bear capable of collecting large amounts of gold, and maintaining himself almost indefinitely during team matches. Armed with a shadow blade, the alchemist can also be effectively gank by amazing enemies with unstable concoction. Because of the extra gold from greevien's greed, the alchemist will always snowball into a potent fighter if a fight goes long. Under Chemical Rage, a well-made alchemist can demolish heroes and structures alike with alarmingly fast attack speed, while regenerating his health at incredible prices. Advantages Disadvantages Scale well into the end of the game. Good comeback potential. Able to grow gold quickly. Highly dependent on his ultimate. Vulnerable to disables. Worst property growth in the game. Greevil's Greed helps the alchemist farm important elements such as Radiance and Assault Cuirass. Acid Spray is also leveled early to help clear creep waves, especially if the Alchemist goes solo in the lane. A successful player aims to overwhelm the opposing team in the middle game, when Chemical Rage makes the alchemist difficult to kill. The alchemist has a choice to invest in physical attacks with injury elements and talents. Or, he can rely on unstable concoction buffed with talents and Ocarine Core to deal with physical injury and provide long disabled. Ocarine Core lowers the cooling on Chemical Rage to increase its survival ability. He can also use Manta Style more often to remove disables, like silence, and dodge the self-exploded Unstable Concoction. Generic Alchemist 12345678910111314151617182025 Notes: This attack injury talent is added as raw attack damage so that it does not benefit illusions, and is not affected by most percentage-based injuries that increase or reduce effects. The health talent increases the maximum health capacity, and retains the current health share. Cleave has a starting radius of 150, distance of 650, and end radius of 360. For more information, see cleave. The alchemist is a pretty heavy carrier, but can still have trouble handling other hard carriers, like Spectre. Alchemist farms faster than any other hero, thanks to Greevil's greed. Use Acid Spray to grow in the lane if your opponents harass you heavily. Acid Spray is useful in farming creeps. Ask for a support to stack camps for you. It is possible for the alchemist to safely grow old creeps early with Acid Spray. Combined with Greevil's greed, this can give the alchemist incredible amounts of gold over time. It is not uncommon to have expensive elements like Radiance or Mjolnir with 14 minutes of this strategy. Acid Spray can also be used to stack creeps from a distance. Using it on creeps will cause them to automatically pursue alchemist, and therefore move away from the camp. Use Acid Spray to discourage enemies from defending their towers, or sliding into yours. If you play center, use Acid Spray to push the wave before picking up the run every five One point in the Unstable Concoction is usually enough until other abilities have been This ability deals with physical damage so is amplified with Acid Spray. Smart opponents can make it difficult to land unstable concoction by judging and avoiding your vision, causing backfire. It may be better to use it immediately when an enemy reaches the tree line, even if you lose damage and stun duration. Enemies will try to disable the alchemist while unstable concoction brews, preventing him from throwing it and causing him to suffer a long stun in addition to the first enemy disable. Try to stay out of range until you're ready to throw unstable concoction. Unstable Concoction is one of the most potent stuns in the game, in both injury and stun duration. The enemy is able to see your timer. It's important that you either start channeling within range, or channeling a few seconds of concoction from within fog before revealing yourself. If you are in a tight place and have no way to escape with low health, unstable concoction can be used to deny yourself. It may not be a good idea to charge unstable concoction if you think you are about to lose sight of an enemy (for example, when chasing through trees), as you may end up impressing yourself. Start charging unstable concoction before using Shadow Blade or Silver Edge to surprise enemies. Unstable concoction can be used to deny yourself. If you find yourself in a sticky situation with Chemical Rage on cooling and no way to escape, you can channel this formula in the hope of denying yourself. Greevil's greed increases the Alchemist's golden income from the very beginning of the game. The alchemist does not need to collect bounty rune himself to get bonus gold. Thus, his team's first two bounty runes are already ahead in Networth. As a result, the Alchemist's team may want to contest the enemy's bounty race throughout the game to get even more income for themselves and for the alchemist in particular. Do not be too quick to skill this ability immediately when the match starts. You should invest the first point in this ability only if you can guarantee that you will require the runes, as if your opponents happen to steal it from you, you will be at a serious disadvantage in the early laning stages, as the Alchemist's melee area, poor injury and attack speed can hinder his ability to get the last hit. Chemical rage rejects, and disjoints projectiles, but can be difficult to time correctly. Feel free to use Chemical Rage for its healing effects. This ability makes the alchemist very difficult to kill early and allows him to take stacked camps, even old camps. Chemical Rage scales strongly with attack damage increasing elements, but at the same time Alchemist does little harm without such elements. Base attack time change of Chemical Rage does not change the value of attack speed, neither up nor down. You will still have a good mix of elements that provide attack speed and damage. Starter elements: Tango regenerates health so that the alchemist can survive the path. Healing Ointment health as well. Iron Branch is cheap and provides small attribute bonuses. Enchanted Mango provides health regeneration, and burst mana to use Acid Spray. Early Game: Middle Game: Power treads increase attack speed and strength to help the alchemist get the last hits. Bonus intelligence helps him use more Acid Spray in the early to middle game. The armet of Mordiggian works well with Chemical Rage's health regeneration, counteracting the element's health drainage effect. Radiance is a good pickup since Alchemist can get it quickly with Greevil's greed, when burns hurt the most. It deals with great damage to the enemy team, which alchemist can stay alive for extended periods of Chemical Rage. Manta Style is excellent for sifting buildings, and also provides Alchemist with a much-needed incoherent mechanism. Ocarine Core lowers the cooling for the alchemist to use abilities and elements more often, which increases the uptime of Chemical Rage, as well as damage output and disable from unstable concoction. Spell lifesteal allows alchemist to get back some health with Acid Spray and Radiance. Blink Dagger improves mobility so that the alchemist can get within range and apply unstable concoction to the enemies. Late Game: Boots of Travel allows Alchemist to share push lanes, and be present on while farming free lanes. The speed of movement also increases his weakness in mobility. The Black King Bar protects the alchemist from most disables, so he can continue to deal with damage. Shiva's Guard provides tankiness with armor and attack speed slow aura. Arctic Blast also slows the enemy's speed of movement, keeping them within range of Acid Spray and Radiance. Assault Cuirass lowers the armor of enemies, as stacks of armor reduction from Acid Spray. It also provides a useful aura to buff armor and attack speed the rest of your team. Situational objects: Mjolnir greatly increases the alchemist's attack speed, and also provides a useful static charge to protect the alchemist or his teammates. Its lightning attack will also trigger frequently during Chemical Rage. Battle Fury allows alchemist to cultivate something in no time. Blade Mail forces enemies to think twice about fighting back against the alchemist. Abyssal Blade goes well with the Alchemist's high attack speed, and helps greatly secure an enemy. It also provides bonus attack damage and greater survival ability that provides bonus HP and blocks damage from incoming attacks. The Halberd of Heaven provides some strength, evasion, status resistance, and also provides the opportunity to disarm a menacing enemy. The heart of Tarrasque gives the alchemist a massive amount of health. Combined with health regeneration from Chemical Rage, the alchemist is extremely difficult to take down. Moon Shard provides increased attack speed to the alchemist without using stock slots. He can also use the Moon Shard on an ally to give them the bonus attack speed instead. Aghanim's Scepter allows Alchemist to give the item to an ally, giving them appropriate upgrades. Warning on 2: You are not logged in. Your IP address will be visible if you make any changes. If you log in or create an account, your changes will be attributed to your username, along with other benefits. Benefits.

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