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Invoker guide 7. 19

Today's guide is about one of dota 2's toughest, most respected and iconic characters, Invoker. Players who prefer to play this character are considered very experienced, since the hero has a total of 10 spells to invoke during battles, but back in Dota 1 days, Invoker had a little more spells ... 27.We hope that our guide will help you learn the character better and understand its weaknesses and strengths. To make it easier to choose the right abilities and items, make sure you subscribe to GOSU. AI in-game guide: Exort InvokerWex Invoker Content Table Role in Abilities Elements Gameplay Allies and Game CountersThane many different spells, Invoker is actually quite a flexible character. Its main role is midlan, but it can also be played as roaming or even as a firm support. Invoker's goal in the game may vary depending on his desired skills. Exort Invoker's job is to provide damage, while Wex Invoker is more focused on gantuating and disabling its opponents. AbilitiesCold Snap is based on Quas. Cold Snap freezes the enemy of voices and then every time you deal with damage to the target. Freezing waiting time decreases with Quas levels, which can help prevent enemy heroes from using their defensive spells, such as Blink.E.M.P. is based on magic burns the mana of enemy heroes and restores half of it to Invoker. The more points you have in Wex, the more mana will be drained. Sun Strike is based on Exorcism. The capability does clean damage in a small AoE and works globally. This helps Invoker to ensure kills everyone around the map. Sun Strike can be improved by Aganim Skepter and become another capability - Cataclysm. Cataclysm throws two solar strikes at all enemy heroes around the map. The Wraith are based on Quas and Wex. The ability gives Invoker extra movement speed and slows down all targets around Invoker. The enemy is slowly based on Quas, while self bonus based on Wex. The spell is good and defensive and offensive. If you play Wex Invoker, you can start using this spell pretty early in the game to move the map faster. The tornado is based in Wex and Kvass. The ability creates a tornado that moves in one direction, lifting and inflicting damage on all targets. This is Invoker's key ability as it allows him to create combinations with many other spells. Forge Spirit is based on Exorcism and Kves. It summons a unit that inflicts damage and reduces the armor of the attacked unit by 1 at each hit. Forge Spirit is very good at securing many important early hits during the laning. The ice wall is based on Quez and Exorcism. The spell creates a wall in front of Invoker. The wall applies crazy slow debuff, while damaging the affected targets. Greed is based on Wex and Exorc. gives the bonus speed of attack and damage. He's working on characters and units of the people. The spell is good for securing the last hits in the tape and for the early murders. You can use it to significantly increase your team's potential. Chaos Meteor is based on Exorcism and Wex. The skill is to inflict a lot of magical damage in decent aoeE. Spelling works best in combination with cold snow and deafening Blast.Deafening Blast (QWE) is based on all three aspects of Invoker. He disarms all opponents on his way and inflicts decent damage on them. You can improve this ability with the help of level 25 talent. Invoker Exvoker WexItems The Invoker element differs depending on its skill. However, the initial elements remain the same. Like any other intelligence hero, Invoicer has to find a Round Distance, Mantle and the Iron Branch and Fairey Fire. Be sure to ask your teammates to share two tangos with you. At the beginning of the game most elements you need to get are the same for both builds. And Exort and Wex Invors have to purchase two Zero Mascots and a Magic Wand. These elements help improve statistics and survival. The difference is that Exort Invoker should go for power protectors, while Wex Invoker is better with phase boots. The argument behind this is that Exort Invoker does not have attack speed, so he finds power more attractive. The invotors of both builds need to buy items, which will improve their survival ability and improve the potential for killing. Exvoker should get his Orchid Villainy and Bar Black King, while Wex Invoy will benefit more from having a Ghost Ship, a Medal of Courage and Strength Staff.In the end of the game, Exort Invoker must complete Bloodthorn and follow him with Octarin Core, Scythe of Vyse and Assault Cuirass, with Guard Shiva being a good alternative. Wex Invoyer must complete Solar Crest and follow him with Scylla on The Vichet and Shiva's Guard. Usually, by the time you receive these items the game will be completed. Invoker ExortInvoker WexGameplayEven though exort and Wex builds are very different, the playstyle of the two builds is actually quite similar. Exort Invoker is definitely stronger in the tape, but requires more time to appear online. On the other hand, Wex Invoker can start to get a ride relatively early in the game. Let's tear down both of them one by one. As mentioned, Exort Invoker is insanely strong in the tape. With the help of Forge Spirit and later Alacrity, he was able to provide many recent hits and denied. His greatest strength is that he is able to help his teammates all around the card using Sun Strike while remaining in his lane at the same time. In the bar, once you get to level 2, you aim to use Forge Spirit as often as possible to ease the process of recent hit creeps. Pay special attention to the mini-cards and help your teammates secure murders with Sun Strike. Aim to use Sun Strike for the last blow of the enemy hero. Since Sun Strike costs a lot of mana, it may not be profitable for Invoker he uses it very often, especially if he can't get any murders from him. Level 6 is your first power jump. Level 6 6 You need to get a point in Wex and open the possibility to throw chaos meteor and tornado.With a simple combination of Tornado, Chaos Meteor and Cold Snapp, it can potentially provide an easy kill to the midlaner enemy. Play around the time of siege Creeps. Use Alacrity's Siege crawl to take down enemy towers quickly. Be active. The days of passive farmers are exhausting. Even with Exort building, the hero is able to play very aggressively and provide a lot of impact in early and mid-game battles. Wex Invoyer, against Exort, is not so strong in the tape. There is no damage, which can lead to loss of match in the canvas. The other drawback of Wex Invoker is its inability to process quickly. The hero is very dependent on the success of the gans. But once the character receives several accusations in the Urn of the Shadows, he can become utterly ineditable. Thanks to Ghost Walk, Invoker is very mobile. He can move quickly around the map and create a lot of space for other teammates. Tornadoes are your key capability in Wex. Start using this spell actively from the very beginning of the laning phase to ensure the latest hits of the emanation creeps. Once you get three points in Wex, you can start using it in combination with E.M.P. to burn your opponent's midew. Do not sit on the canvas too long. Starting from level 7, start moving actively around the map. Your goal is to create as much space as possible for your teammates. Be as annoying as possible, prioritize the Ganski key enemy heroes. A tornado in .M.P. in Cold Snap is the easiest but strongest combination. Ghost Walk is a 4th priority magic as it allows you to move quickly on the map and escape in critical situations. Allies and countersSource:Supplied Characters such as Beastmaster, I loveless emptiness, Bain and many others with the ability to keep a purpose in place works excellent with Invoker.Wex Invoker is a space creator. It works best with strong late game carries that can use the space to process and come up late game with lots of elements. Spectre, Medusa and Alchemist are great examples of such. Invoker's best countermeasure is a listless Void, as Time Dilation can completely ruin the game for Invoker.GOSU.AI This build improves the potential of invoker and disabling nukinger, but leaves it lacking in range. The main goal is to get to level 8 as 4 points in both Quas and Exort to gain access to two Forge Spirits, however, since the update 7.00 this is no longer possible, since the addition of another Forge Spirit is a talent option at level 15, however, it is still good to have a few points in Quas at the beginning of the game to increase Snap damage, the Ice Wall slowly and generally HP regeneration from active cases to be maintained during the Once level 15. Two Forge Spirits, combined with Cold Snap, can do tremendous damage to a goal that can kill you against enemies without escape capabilities. Invoker can use Sun Strike, Chaos Meteor and deafening blast to great effect, inflicting large amounts of magical and pure damage on enemies. This compilation is usually best suited to heavier lineups or lineups that have many characters who need to be closer to their opponents. It can be played as a more agricultural-oriented building, using forging spirits and perhaps alacrity (if you have a point worth in Wex) to push waves and win a farm, and move to different areas on the map with Boots of Travel. This works pretty well because Forge Spirits can kill a camp (or give extra damage) while Invoker pushes creeping waves with Alacrity. However, Invoker can kill solo heroes and help in a teamfight, especially if he gets an Aganim scepter within 15-26 minutes of the match. However, Quas-Exort's main focus in a game is usually to get enough farm for a lot of things (through farming, getting solo kills and participating in teamfights), as well as pushing around the card, relieving pressure from other teammates perhaps in a fight with teams. It doesn't often happen that many players fight early with Quas-Exort Invoker (if they want an early win, they usually go to Quas-Wex for the extra teamfight ability). A disadvantage of this compilation is that it requires Invoker to be very good at farming, overall card awareness, ability to fight the team, and generally requires higher skills than Quas-Wex. It's not a very good construction or if the other team has a very early oriented lineup, but that doesn't mean it's a bad build-up to an early game, as Invoker has Sunstrike to help the alleys and Forge Spirits and Cold Snap (situational Meteor and Deafening Blast) to use in battles. Probably the most used in the competition scene. This focuses mainly on bringing the bans and crowd control to the table at the cost of overwhelming power. Inotors who use this focus of building casting EMP and Tornado in teamfights to destroy the enemy and destroy their ability to pronounce spells while using Cold Snap for a single deactivation purpose. It also specializes in ganking, which allows players to use Ghost Walk to roam and cold thickening and ice wall for single-purpose deactivation. With a value point in Exort, Invoker can use Alacrity to increase the attack rate of yourself or ally, and use deafening Blast for further deactivation. This compilation is usually best

combined with colleagues who already have damage but have no crowd control like Zeus, Ursa, Hazelnut and many others. A disadvantage of this compilation is usually the lack of farm Invoker usually gets compared to quas-exort builds. This compilation gives Invoker a combination of striking strength and reach, but leaves him unable to ban opponents effectively and leads to a relatively fragile lack of Quas. Invoker should focus on the goals of beating or providing utility through Alacrity, which can significantly increase the right-clicking power of an ally or invoker itself. your own. Build gives Invoker the ability to handle large amounts of damage with Sun Strike, Chaos Meteor and deafening blast, as well as a crowd management measure through EMP and long-time Tornado. This ability to build is most effective against characters who are excellent at kitting their enemies, such as Drow Ranger and Sniper. However, it is also extremely powerful if your allies have strong initiators like Clockwerk, Jakiro, and a gap-free gap. The disadvantages are that it provides to no control, needing other allies to keep enemy heroes in place. Also Invoker is not really designed to be a right-click hero, he is more of a hero who uses powerful spells to change the course of the fight. It is relatively rare in the competition scene. Warning 2: You are not logged on. Your IP address will be publicly visible if you make any edits. If you sign in or create an account, your changes will be attributed to your username, along with other benefits. Benefits.

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